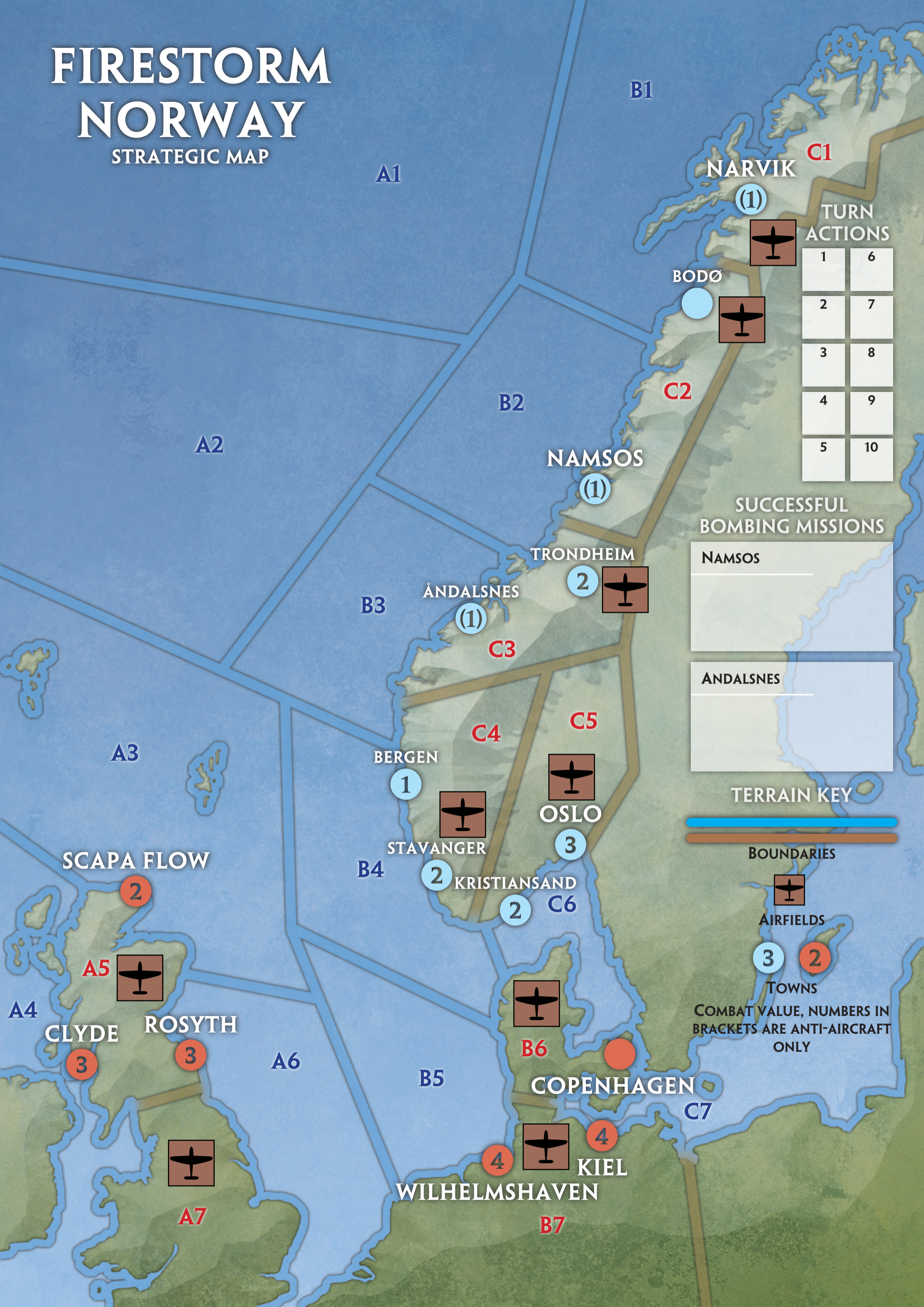


FIRESTORM NORWAY

STRATEGIC MAP



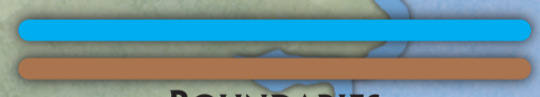
TURN ACTIONS

1	6
2	7
3	8
4	9
5	10

SUCCESSFUL BOMBING MISSIONS

NAMSOS
ANDALSNES

TERRAIN KEY



BOUNDARIES



AIRFIELDS



TOWNS

COMBAT VALUE, NUMBERS IN BRACKETS ARE ANTI-AIRCRAFT ONLY

FIRESTORM NORWAY

SOUTH-CENTRAL NORWAY MAP



NARVIK MAP



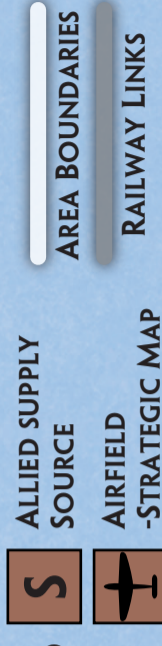
GAME TURN

1	WESERTAG
2	OPERATION HAMMER
3	LAND OF THE MIDNIGHT BOMB
4	OPERATIONS ALPHABET AND JUNO

NUMBER OF BATTLES

1	2	3	4
5	6	7	8

TERRAIN KEY



ALLIED AIR SORTIES	
AXIS AIR SORTIES	
NARVIK	
ALLIED AIR SORTIES	
AXIS AIR SORTIES	

TURN SEQUENCE

- ORDER ONE- STRATEGIC PHASE**
- Determine the number of Actions
 - Players alternate activating units until all actions are completed
- ORDER TWO- PLANNING PHASE**
- Determine the number of Battles
 - Determine Initiative Bonus
 - Plan your games
- ORDER THREE- BATTLE PHASE**
- Select an Opponent
 - Roll for Initiative
 - Place a Battle Arrow
 - Choose Firestorm Troops
 - Check for Supply
 - Identify Your Mission
 - Play a *Flames of War* battle - or roll for a General's Game
 - Roll to Destroy
 - Retreat and Capture
- ORDER FOUR- STRATEGIC PHASE**
- Bring in Reinforcements
 - Make Strategic Moves
 - Total your Victory Points

