

# FIRESTORM™ GAZALA CAMPAIGN MAP

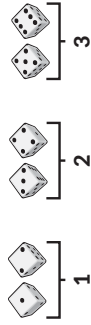
## GAME TURN

1	2	3
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## NUMBER OF BATTLES

1	2	3
4	5	6

Roll 1D3 and add 3 to determine the number of Battles each Turn.



Allied Air Sorties	Allied Reinforcements

Axis Air Sorties	Axis Reinforcements

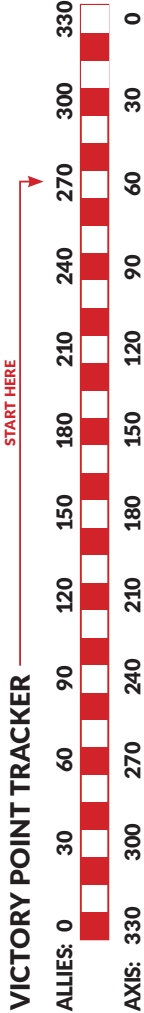
**TERRAIN KEY**

- Roads and Tracks
- Railroad
- Supply Dumps
- Area Boundary
- Area Boundary with Minefield
- Town
- Permanent Fortifications
- Allied Airfield

**OBJECTIVES:**

- A-1: 40 VP
- A-2: 20 VP
- A-3: 20 VP
- A-4: 20 VP
- A-5: 20 VP
- A-6: 20 VP
- A-7: 20 VP
- B-1: 20 VP
- B-2: 20 VP
- B-3: 20 VP
- B-4: 20 VP
- B-5: 20 VP
- B-6: 30 VP
- B-7: 50 VP
- C-1: 20 VP
- C-2: 20 VP
- C-3: 20 VP
- C-4: 20 VP
- C-5: 20 VP
- C-6: 20 VP
- C-7: 20 VP
- C-8: 10 VP

START HERE



### ORDER ONE - PLANNING PHASE

- Determine the number of battles
- Determine Initiative Bonus

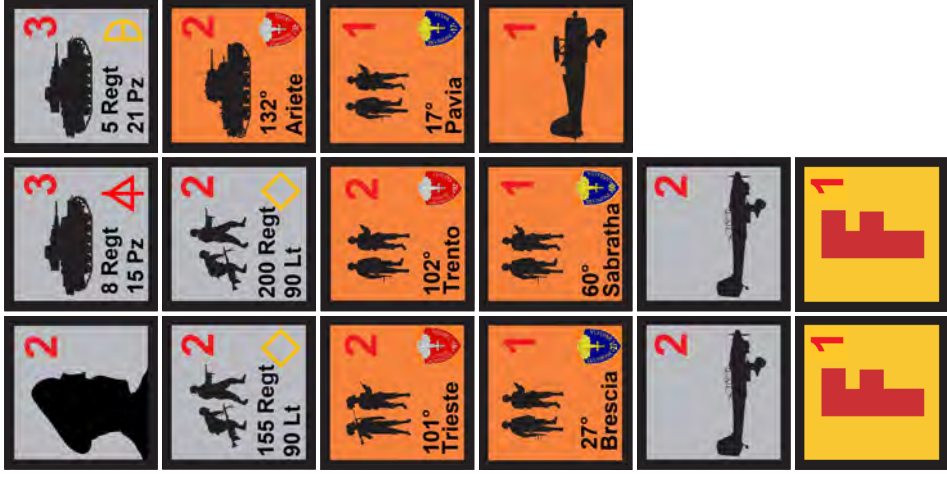
### ORDER TWO - BATTLE PHASE

- Select an Opponent
- Roll for Initiative
- Place a Battle Arrow
- Choose Firestorm Troops

### ORDER THREE - STRATEGIC PHASE

- Check for Supply Mission
- Identify your Mission
- Bring in Reinforcements or roll for a General's Game
- Supply Axis units (special)
- Make strategic moves
- Retreat and Capture
- Total your Victory Points

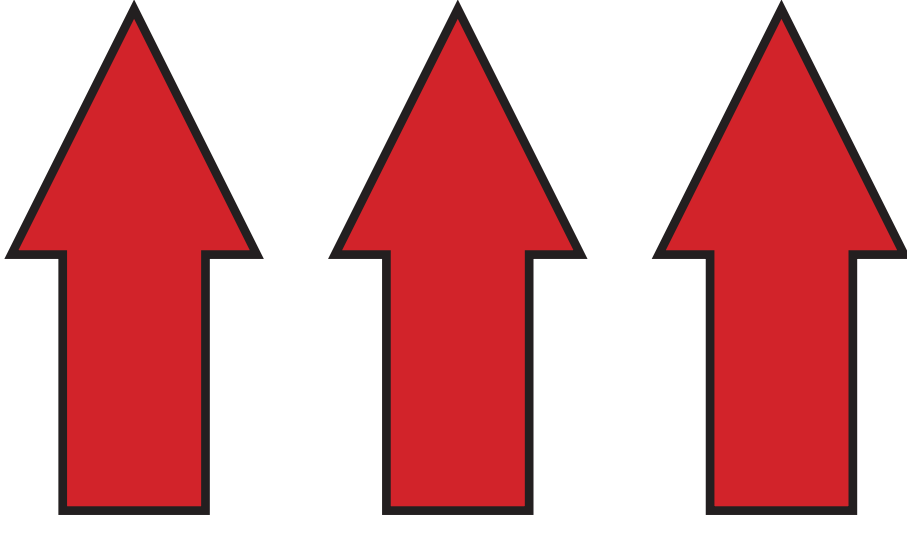
**PANZERARMEE AFRIKA  
FIRESTORM TROOPS**



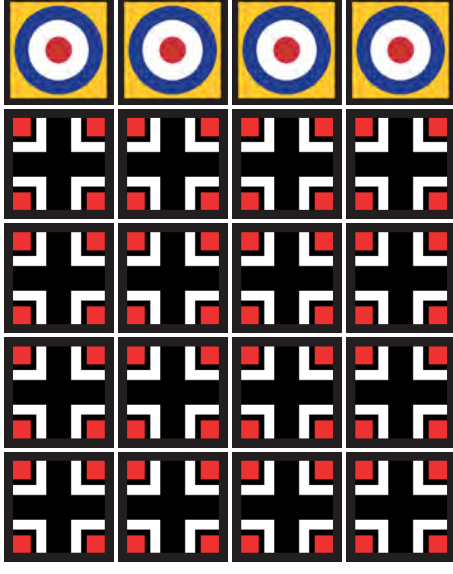
**EIGHT ARMY  
FIRESTORM TROOPS**



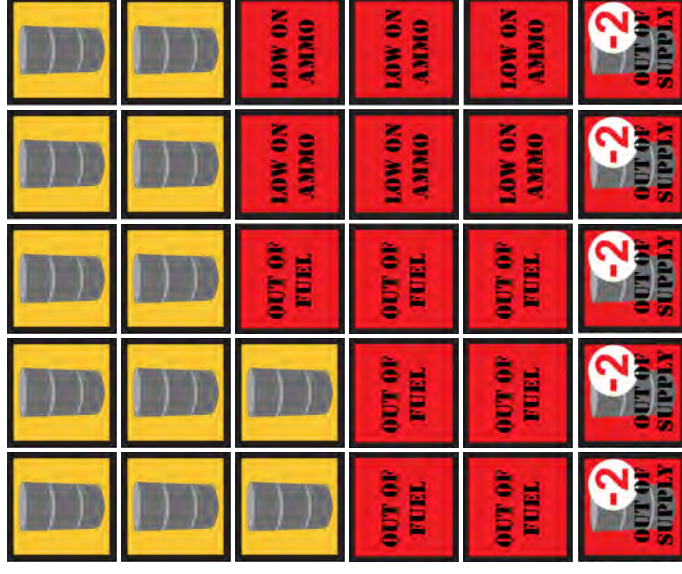
**BATTLE ARROWS**



**CONTROL MARKERS**



**SUPPLY MARKERS**



**TURN, BATTLE AND  
VICTORY POINT MARKERS**

