

# FIRESTORM: CAEN

| GAME TURN | Operation: | Battles: |
|-----------|------------|----------|
| 1         | D-Day      | Special  |
| 2         | Perch      | 3-5      |
| 3         | Epsom      | 6-8      |
| 4         | Charnwood  | 6-8      |
| 5         | Goodwood   | 6-8      |

| NUMBER OF BATTLES |   |   |   |
|-------------------|---|---|---|
| 1                 | 2 | 3 | 4 |
| 5                 | 6 | 7 | 8 |

### ORDER ONE-PLANNING PHASE

1. Determine the number of battles
2. Determine Initiative Bonus

### ORDER TWO-BATTLE PHASE

1. Select an Opponent
2. Roll for Initiative
3. Place a Battle Arrow
4. Choose Firestorm Troops
5. Check for Supply
6. Identify your Mission
7. Play a *Flames of War* battle - or roll for a General's Game
8. Roll to Destroy
9. Retreat and Capture

### ORDER THREE-STRATEGIC PHASE

1. Land Firestorm Troops on the beach - remember stacking limits
2. Deploy new German Firestorm and Reinforcements. *Turn 3 remove Firestorm troops. Remember to move German Firestorm Troops into Tactical Reserve.*
3. Make strategic Moves.
4. Total your Victory points.



|                    |                       |                         |                       |
|--------------------|-----------------------|-------------------------|-----------------------|
| Allied Air Sorties | Allied Reinforcements | German Tactical Reserve | German Reinforcements |
|--------------------|-----------------------|-------------------------|-----------------------|