

FIRESTORM STRIPES



**TEAM
YANKEE**
WORLD WAR II

FIRESTORM STRIPES

Firestorm: Stripes is a campaign that continues the Battle for Germany in August 1985. The Soviet and supporting Warsaw Pact forces' launched a surprise offensive into Germany. Unable to conquer all of Western Europe, they sought to encircle the British Army in Hanover. With only the Kassel Corridor still open, the British lifeline is narrow and threatened. Meanwhile NATO has launched a counterattack aimed at Berlin, and threatening to encircle the Warsaw Pact forces on the Fulda-Frankfurt axis.

The campaign consists of a series of Team Yankee games in which players attempt to capture areas from the enemy or recover those lost in earlier games.

Each time a player wins a game they receive a Victory pin. Once all the Victory pins have been won, the campaign is over and the side holding cities of the greatest value wins.

PLAYING GAMES

When a pair of players want to play a game, they Grab a Victory Pin, Place a Battle Arrow, Play a Game, Award the Victory Pin, and then Capture Areas.

GRAB A VICTORY PIN

The players take the lowest numbered Victory pin from the Battle Board, noting the special rules that apply to it.

PLACE BATTLE ARROW

One of the players places a Battle Arrow from an area held by their side into an area held by the opposing side. Who places the Battle Arrow is determined as follows.

Red Storm

The Warsaw Pact commits its reserves to complete its victory, putting NATO on the back foot.

For the first five Victory pins, the Warsaw Pact player rolls a die.

- On a roll of 3+, the Warsaw Pact player places the Battle Arrow.
- Otherwise, the NATO player places the Battle Arrow.

Encirclement

As the jaws close on the encircled pocket, both sides struggle to dictate the flow of battle.

For the second five Victory pins, the NATO player rolls a die.

- On a roll of 4+, the NATO player places the Battle Arrow.
- Otherwise, the Warsaw Pact player places the Battle Arrow.

Atlantic Convoy

US reserves arrive on the first Atlantic Convoy, allowing them to launch strong new counterattacks.

For the last five Victory pins, the NATO player rolls a die.

- On a roll of 3+, the NATO player places the Battle Arrow.
- Otherwise, the Warsaw Pact player places the Battle Arrow.

Notes: If the campaign has lots of players, it may have more than one Battle Board. In that case, there will be ten (or even 15) Victory pins in each block rather than just five.

To record the dynamic ebb and flow of the war, the Warsaw Pact forces use the red arrows for their attacks, while the NATO forces use blue arrows.



PLACING BATTLE ARROWS

You cannot place a Battle Arrow to attack out of an area that is completely surrounded by areas held by the enemy. These areas remain in your control, but cannot be used to launch an attack until they are relieved.

You cannot place a Battle Arrow to attack across a corner between areas. You must attack across the line of a border.

Only one Battle Arrow can be active between two areas at the same time. Other players may attack into or out of a disputed area, but they cannot make the same attack as another game currently in progress.



BLUE-ON-BLUE OR RED-ON-RED GAMES

If you don't have an even match of NATO and Warsaw Pact players, you can either have one or more countries change sides for the duration of the campaign, or have the players roll a die to see who is playing the OPFOR (opposition force) for this game.

PLAY A GAME

The players then play a game, with the player that placed the Battle Arrow as the attacking player.

Players can choose a mission to play, or the defender can choose either to counterattack or put up a static defence, then roll on the following table to select a mission:

MISSION TABLE		
DIE ROLL	COUNTER ATTACK	STATIC DEFENCE
1	Free for All	Breakthrough
2	Dust Up	Counterattack
3	Encounter	Hasty Attack
4	Breakthrough	Bridgehead
5	Counterattack	Rearguard
6	Hasty Attack	No Retreat

AWARD THE VICTORY PIN

The winner of the game gets to keep the Victory pin to mark their victory.

CAPTURE AREAS

After the game, the winner may capture the enemy-held area being fought over.

If the winner was the attacker, they capture the enemy-held area, they roll a die. On a roll of 4+, they also capture an additional area adjacent to the first.

If the winner was the defender, not only was the area being attack not captured, but the defender may have been able to push the attackers back and capture the area they attacked from:

- If the defender chose Counterattack, they capture the enemy held area on a roll of 4+.
- If the defender chose Static Defence, they capture the enemy held area on a roll of 6.
- If the players selected the mission together, the defender captures the enemy held area on a roll of 4+.

If neither player won, then the areas remain with whoever held them at the start of the game.

Mark the area that you captured by putting one of your side's control stickers over the control sticker on the map.

These missions can be found in the Team Yankee rulebook or in the More Missions Pack online.



WHO WON

At the end of the campaign, add up the Victory Points (VP) for each city held by each side. The side with the greater Victory Point total wins the campaign. Consult the following list to determine the scale of the victory.

WARSAW PACT VICTORY

STRATEGIC VICTORY (Warsaw Pact: 81+ VP)

The cause of International Communism has been significantly advanced by the rapid liberation of West Germany from the yoke of Capitalism. Your success has brought the successful conclusion of the war very close.

OPERATIONAL VICTORY (Warsaw Pact: 70 to 80 VP)

The liberation of West Germany is progressing according to timetable. Another major effort and the war will be won for the workers of the world.

TACTICAL VICTORY (Warsaw Pact: 60 to 69 VP)

The forces of the Capitalist West are in retreat. The cost of victory has been higher than planned and the war may drag on, but victory will come nonetheless.

NATO VICTORY

STRATEGIC VICTORY (NATO: 81+ VP)

Eastern Europe is being rapidly liberated in a major counteroffensive. The big question for the politicians of the Free World is whether to continue eastwards to Moscow or to halt and negotiate peace for a free Europe.

OPERATIONAL VICTORY (NATO: 68 to 80 VP)

Having outright halted the Warsaw Pact attack, NATO has gone on the offensive to liberate Eastern Europe. The fall of the Soviet Union may be in sight.

TACTICAL VICTORY (NATO: 56 to 67 VP)

NATO forces have largely held their positions or successfully counterattacked to regain them. A negotiated peace may be possible.

STALEMATE

(Warsaw Pact: 42 to 59 VP, NATO 38 to 55 VP)

The forces of NATO are fighting harder than expected, and the Warsaw Pact's progress has been slow. The war may last some time as the fighting along the border grinds down both sides.

WHAT CAME BEFORE?

The opening phases of the Battle for Germany were fought in *Firestorm: Red Thunder*. The outcome of that campaign set the scene for this one as the Warsaw Pact forces advanced, retreated in the face of NATO counterattacks, then attacked again to create the position you see in *Firestorm: Stripes*.

HOW MANY BATTLE BOARDS?

The standard Campaign Pack of 15 Victory pins is designed for a group of roughly six to twelve players. If you have more players, you'll want to buy additional Battle Boards to make sure everyone has a chance to play a few games and win a Victory pin (or three!).