

SIMPLIFIED CAMPAIGN RULES



Playing a series of battles that make up an entire campaign is an exciting way to expand your Memoir '44 experience. A campaign is a series of thematically and chronologically linked scenarios designed to be played in succession. The Memoir '44 Simplified Campaign Rules will work perfectly for any set of Memoir scenarios players want to link together and play as a campaign. Players will complete the campaign by playing the scenarios in order and the general with the most Victory Medals wins.

Campaign Victory

After a battle, each player must record the number of medals gained on the Campaign Score Card. Once the final scenario in the campaign has been played, both players total the number of medals gained to determine the victor.

Degree of Victory

At the end of the campaign the degree of victory is determined as follows:

- **Draw** - Equal medals up to a difference of 2 medals
- **Minor Victory** - Difference of 3 to 5 medals
- **Decisive Victory** - Greater than a 6 medal difference

Campaign Attrition and Reserves

At the end of each battle, the number of enemy figures on a player's medal stand may impact the opposition player's unit strengths in the next campaign battle. In addition, the objective victory medals on a player's medal stand will allow a player to call up reserve units for the next campaign battle.

Attrition Roll

Roll one die for each of your opponent's figures you have on your medal stand. Roll for each figure one at a time. When the symbol rolled matches the unit type or is a grenade, the figure is out of action for the next campaign battle. To keep track of the figures that are out of action, place them next to the Command card deck at the side of the map.

After the next battle in the campaign is set up, with all units at full strength, each player must remove a figure from his units that corresponds to the figures (and unit types) that are placed next to the deck of Command cards. Players may remove the figures from any unit on the board.

Note: Special care should be taken during a game to include a unit's badge (if any) along with the last figure of a unit when eliminated. That way, if there is a troop of this type deployed in the next battle and the Attrition Roll requires it, this specific troop type must lose one figure. If a unit of this type is not present in the next campaign battle, a standard unit of its type (Infantry, Armor, Artillery, etc.) must lose a figure instead.

Typically a few units will start the next battle with one less figure. However, it is possible that an entire unit type could be eliminated due to the Attrition Roll. If this happens, the opposing player will start the battle with a victory medal for the lost unit.

Campaign Reserves

For each objective victory medal on a player's medal stand, the player has the opportunity to call for Reserves. Roll two dice for each objective victory medal on a player's medal stand. When there are two or more objective medals on a player's medal stand, roll all dice at the same time. After the roll, determine which reserve units will be called up:

INFANTRY + INFANTRY



Deploy one standard Infantry unit.

ARMOR + ARMOR



Deploy one standard Armor unit.

ARTILLERY + ARTILLERY



Deploy one standard Artillery unit.

FLAG + FLAG



Place sandbags on a hex occupied by any unit at the beginning of the next battle.

STAR + INFANTRY



STAR + ARMOR



STAR + ARTILLERY



A special troop unit of this type is deployed as the reserve unit. The choice of which special troop that may be deployed, however, is limited to the special troop unit types that are going to be deployed in the next campaign scenario.

Example:

• The Soviet player's reserve roll result is a Star and Armor symbol. In the next campaign scenario, there is a Soviet Flame Thrower Armor unit. The Soviet player may choose to deploy an extra Flame Thrower Armor unit, as the reserve unit.

STAR + STAR



Deploy a special troop unit of your choice (or a standard unit, if you prefer). The choice of which special troop that may be deployed, however, is limited to the special troop unit types that are going to be deployed in the next campaign scenario (see above).

Reserve Deployment

A reserve unit, in the next campaign game, is deployed on any hex adjacent to a friendly unit, or on any player's baseline hex.

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