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Date:

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Date:
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Date:

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Notes

Date:

**OPERATION COBRA***

Notes

Date:

**COUNTER ATTACK ON MORTAIN***

Notes

Date:

* These two scenarios are available in the rule book for the base game and reprinted in the Air Pack rule book. They can also be found at www.memoir44.com

**The Breakout**

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**MEDALS** **OBJECTIVE TRACK** **VICTORY POINTS**
These two scenarios are available in the rule book for the base game and reprinted in the Air Pack rule book. They can also be found at www.memoir44.com.
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Notes

Date:

Notes

Date:

Notes

Date:

Taking Caen

Objectives Points

none

-1 0 1 2

MEDALS

OBJECTIVE TRACK

VICTORY POINTS
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Notes

Date:

“What If” Events Roll

Reserve Roll

ALLIES

AXIS

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Notes

Date:

Victory Events Roll

Reserve Roll

ALLIES

AXIS

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Notes

Date:

Victory Events Roll

Reserve Roll

ALLIES

AXIS

Flanking Caen

Objectives

Points

none

-1  1

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Notes

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Reserve Roll

ALLIES  AXIS

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Notes

Victory Events Roll  Reserve Roll

Date:

ALLIES  AXIS

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Notes

Victory Events Roll  Reserve Roll

Date:

ALLIES  AXIS

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Notes

Date:

Notes

Date:

Notes

Date:

Falaise

Objectives

Points

none

-1 0 1 1 2

MEDALS

OBJECTIVE TRACK

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Falaise
### Battle of Normandy

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#### Allies

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The player with the most Grand Campaign Points wins the Grand Campaign. If both players are tied, the player with the most Victory Points wins.

#### Victories

- Campaign Tie: 0 pt.
- Minor Victory: 1 pt.
- Major Victory: 2 pts.
- Decisive Victory: 3 pts.

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### Axis

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