

# CAMPAIGN ORDER OF OPERATIONS

MEMOIR 44 CAMPAIGN BOOK SUPPLEMENT

## FIRST SCENARIO

### 1» Collect Reserve Tokens

Found at the top right of the Campaign Sheet.

### 2» Set up first scenario

When outlined for your campaign, roll for the optional "What If?" event.

### 3» Reserve Roll

Roll 2 Battle Dice to see what reserves you receive. Remember any victory bonuses from the previous scenario.

### 4» Deploy Reserve Unit(s)

Deploy reserves on the battlefield or in the Staging Area.

### 5» Draw Command Cards

### 6» Play Scenario

Remember any special victory conditions for the scenario.

### 7» Replenish Reserves

Winner can withdraw Reserve Tokens (or units) from Staging Area back to Strategic Reserve Pool. Vanquished player loses Reserve Tokens (or units) from Staging Area.

### 8» Bookkeeping & Score Tracking

Record medals earned and results in the Objective Track. Determine which scenario is played next in the Campaign by referring to the Campaign Sheet.



Don't forget to check your Campaign Sheet for special rules that are specific to the scenario.



## SUBSEQUENT SCENARIOS

### 1» Set up scenario

Verify that you have followed the correct Campaign path.

### 2» Victory Events Roll

Roll 2 Battle Dice plus one additional die for each victory won so far in this campaign and resolve the Victory Events. Remember any victory bonuses from the previous scenario.

### 3» Reserve Roll

Roll 2 Battle Dice to see what reserves you receive. Remember any victory bonuses from the previous scenario.

### 4» Deploy Reserve Unit(s)

Deploy on the battlefield or in the Staging Area.

### 5» Draw Command Cards

### 6» Play Scenario

Remember any special victory conditions for the scenario.

### 7» Replenish Reserves

Winner can withdraw Reserve Tokens (or units) from Staging Area back to Strategic Reserve Pool. Vanquished player loses units and Reserve Tokens from Staging Area.

### 8» Bookkeeping & Score Tracking

Record medals earned and results in the Objective Track. Determine which scenario is played next in the Campaign, unless it was the final battle.



DAYS OF WONDER