

BATTLE OF NORMANDY

Score ALLIES

JUNE-AUGUST 1944 

Flanking Caen

p.18

Objectives	none					
Points	0	2	2	3	3	4

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	

The Breakout

p.24

Objectives	none				
Points	0	1	2	2	3

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	

Taking Caen

p.28

Objectives	none			
Points	-1	0	1	2

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	

Early Falaise

p.34

Objectives	none				
Points	-1	0	1	1	2

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	

Falaise

p.38

Objectives	none				
Points	-1	0	1	1	2

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	



CAMPAIGNS	ALLIES	
	VICTORY POINTS 	Grand Campaign Points
FLANKING CAEN		
THE BREAKOUT		
TAKING CAEN		
EARLY FALAISE		
FALAISE		
		

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.

Campaign Tie 0 pt.

Minor Victory 1 pt.

Major Victory 2 pts.

Decisive Victory 3 pts.

BATTLE OF NORMANDY

Score AXIS

JUNE-AUGUST 1944 

Flanking Caen

p.19

Objectives	none	
Points	-1	1

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 

The Breakout

p.25



Objectives	none		
Points	-2	-1	0

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 



Taking Caen

p.29

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 



Early Falaise

p.35



 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 

Falaise

p.39

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 



CAMPAIGNS	AXIS	
	VICTORY POINTS 	Grand Campaign Points
FLANKING CAEN		
THE BREAKOUT		
TAKING CAEN		
EARLY FALAISE		
FALAISE		
		

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Minor Victory 1 pt.

Major Victory 2 pts.

Decisive Victory 3 pts.

UNTERNEHMEN FALL GELB

Score ALLIES

MAY-JUNE 1940 

Airborne Operation

p.48


Objectives	none							
Points	-2	-1	0	1	2	3	3	4

• Objective Track •



 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 
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The Diversion

p.54


 Panzer units destroyed	0-3	4-6	7-9	10+
Points	0	1	2	3

• Panzer Track •



 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 
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The Sickle-Cut

p.60

 Panzer units destroyed	0-4	5-7	8-10	11+
Points	0	1	2	3

• Panzer Track •


 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 
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The Crossing of the Meuse

p.66

 Panzer units destroyed	0-3	4-7	8-10	11-13	14-16	17+
Points	0	1	2	3	4	5



• Panzer Track •

 MEDALS	+	OBJECTIVE TRACKS	=	VICTORY POINTS 
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Objectives	none			
Points	0	1	2	3

• Objective Track •



CAMPAIGNS	ALLIES	
	VICTORY POINTS 	Grand Campaign Points
AIRBORNE OPERATION		
THE DIVERSION		
THE SICKLE-CUT		
THE CROSSING OF THE MEUSE		
		
Victory at Bodange		+1
Victory at Dunkirk		+1

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.

Campaign Tie 0 pt.

Major Victory 2 pts.

Minor Victory 1 pt.

Decisive Victory 3 pts.

UNTERNEHMEN FALL GELB

Score AXIS

MAY-JUNE 1940 

Airborne Operation

p.49

Objectives	none						
Points	0	0	1	1	2	2	3

• Objective Track •


 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	
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The Diversion

p.55

Objectives	none	
Points	0	1

• Objective Track •



 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS	
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The Sickle-Cut

p.61

 Heavy units destroyed	0-2	3	4+
Points	0	1	2

• Heavy tank Track •

 MEDALS	+	OBJECTIVE TRACKS	=	VICTORY POINTS	
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Objectives	none		
Points	0	1	2



• Objective Track •

The Crossing of the Meuse

p.68

 Heavy units destroyed	0-2	1	2-3	4+
Points	0	1	2	3

• Heavy tank Track •

 MEDALS	+	OBJECTIVE TRACKS	=	VICTORY POINTS	
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Objectives	none					
Points	-1	0	1	2	3	4

• Objective Track •



CAMPAIGNS	AXIS	
	VICTORY POINTS 	Grand Campaign Points
AIRBORNE OPERATION		
THE DIVERSION		
THE SICKLE-CUT		
THE CROSSING OF THE MEUSE		
		
	Victory at Bodange	+1
	Victory at Dunkirk	+1

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.

Campaign Tie 0 pt.

Major Victory 2 pts.

Minor Victory 1 pt.

Decisive Victory 3 pts.

OPERATION BARBAROSSA

Score ALLIES

JUNE-DECEMBER 1941 

Barbarossa Center

p.84



Objectives	none			
Points	6	6	7	8
• Objective Track •				

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 

Barbarossa North

p.94

Objectives	none							
Points	1	2	3	4	5	6	6	6
• Objective Track •								

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 

Barbarossa South

p.106

Objectives	none	
Points	1	2
• Objective Track •		

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 



CAMPAIGNS	ALLIES	
	VICTORY POINTS 	Grand Campaign Points
BARBAROSSA CENTER		
BARBAROSSA NORTH		
BARBAROSSA SOUTH		
		

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.

Campaign Tie 0 pt.

Minor Victory 1 pt.

Major Victory 2 pts.

Decisive Victory 3 pts.

OPERATION BARBAROSSA

Score **AXIS**

JUNE-DECEMBER 1941 

Barbarossa Center

p.86

Objectives	none							
Points	1	1	1	2	2	3	4	5

• Objective Track •



 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 
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Barbarossa North

p.96

Objectives	none						
Points	0	1	2	3	4	5	5

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 
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Barbarossa South



p.108

Objectives	none	
Points	0	1

• Objective Track •

 MEDALS	+	OBJECTIVE TRACK	=	VICTORY POINTS 
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CAMPAIGNS	AXIS	
	VICTORY POINTS 	Grand Campaign Points
BARBAROSSA CENTER		
BARBAROSSA NORTH		
BARBAROSSA SOUTH		
		

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.

Campaign Tie **0 pt.**

Minor Victory **1 pt.**

Major Victory **2 pts.**

Decisive Victory **3 pts.**