



THE CAMPAIGN BOOK SUPPLEMENTAL



CAMPAIGN DICE ROLLS

The Campaign system requires that both players roll Battle Dice at different times throughout the campaign. These rolls represent several things, including reinforcement units being brought up to the front line (the reserve roll), the uncertain ebb and flow of the tides of war (victory event rolls), and an optional roll that simulates the way things could have been if history had taken a different path ("What if?" event rolls). ***This document is designed to remind players when to roll those dice and streamline the interpretation of the rolls.***

THE RESERVE ROLL CAMPAIGN BOOK - VOLUME 1: PAGES 3-4

When: After a scenario is set up, but before receiving your Command cards, **roll 2 dice** to see what Reserve units, if any, your High Command are willing to allocate you for the upcoming battle.

 If you roll an Infantry symbol, you may choose to exchange a **Reserve Token** for an Infantry Unit.

 If you roll a **Star along with a unit symbol** during your Reserve roll, the unit you call up may be upgraded to Elite status.

 If you roll an Armor symbol, you may choose to exchange a **Reserve Token** for an Armor Unit.

 Each Flag rolled gives one unit of your choice a defensive sandbag position, at *no Reserve Token cost*. Place a sandbag in the same hex as the unit you wish to protect.

 Grenades are wild. If you roll a Grenade symbol, you may choose to exchange a **Reserve Token** for an Infantry unit, an Armor unit, or an Artillery unit.

Note: Individual Campaigns provide *additional* options for Reserve Rolls. See below for Campaign-specific roll results that players can choose to use.

 **DOUBLE STARS**

If you roll **2 Stars** during your Reserve roll, you may use this roll to call up a single Elite tank or infantry unit of your choice, at *no Reserve Token cost!*

-OR-

If you own the *Memoir '44 Air Pack*, you may use the **2 Stars** roll to receive a free *Air Sortie token / Air Power token* at *no Reserve Token cost!*



ALLIES

FLAG + STAR



Advance any one of your units already deployed on the battlefield at game start up to 2 hexes, *at no Reserve Token cost.*

STAR + STAR



Take 1 Air Sortie / Air Power token, *at no Reserve Token cost!*



AXIS

FLAG + STAR



Place 2 wire obstacles  adjacent to any of your units *at no Reserve Token cost.*

When rolled during **The Breakout**, advance any one of your units already deployed on the battlefield at game start up to 2 hexes, *at no Reserve Token cost.*

STAR + STAR



Take 1 Air Sortie / Air Power token, *at no Reserve Token cost!*



ALLIES & AXIS



FLAG + STAR



You may place a wire, a hedgehog, or road blocks (only on a road hex) in a hex adjacent to one of your units, *at no Reserve Token cost.*

STAR + STAR



Take one of the following elements, *at no Reserve Token cost:*

- Elite Infantry unit
- Elite Armor unit
- Air Sortie / Air Power token
- Anti-Aircraft Guns*

*Anti-Aircraft Guns are not represented on the battlefield, yet they are a permanent threat for enemy airplanes, particularly around the towns. If Anti-Aircraft Guns have been installed, you roll one additional Air Check die against your opponent's airplane if the airplane is adjacent to a town hex that is occupied by one of your units.



ALLIES

INFANTRY + STAR



Sniper (*Troops 10 - Sniper*). If deployed at game start, the Sniper may be deployed anywhere within three rows of the Allied baseline. Units may not be placed on impassable terrain. A Partisan unit (use French Resistance rules: *Nations 1 - French Resistance*) may be taken instead of a Sniper if the 'Partisans' What if? event is in effect.

ARMOR + STAR



Cavalry (*Troops 8 - Cavalry*). Soviet Armor forces were rapidly depleted and replaced by Cavalry.

STAR + STAR



Choose one of the following elements, at no Reserve Token cost:

- Sniper (*Troops 10 - Sniper*)
- Cavalry (*Troops 8 - Cavalry*)
- Russian elite Armor unit (*Troops 2 - Specialized Units*)

• Air Sortie / Air Power token



AXIS

INFANTRY + STAR



German Elite Infantry unit (*Troops 2 - Specialized Units*)
-OR-
German Combat Engineers (*Troops 4 - Combat Engineers*)

STAR + STAR



Choose one of the following elements, at no Reserve Token cost:

- German Elite Infantry unit (*Troops 2 - Specialized Units*)
- German Combat Engineers (*Troops 4 - Combat Engineers*)
- German Elite Armor Unit (*Troops 2 - Specialized Units*)
- Flammpanzer Armor (*Troops 13 - Flame Thrower Tanks*)

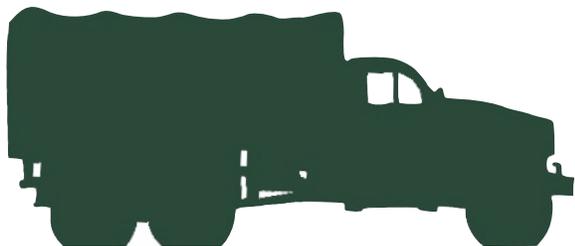
• Air Sortie / Air Power token



ARMOR + STAR



German Elite Armor unit (*Troops 2 - Specialized Units*)
-OR-
Flammpanzer Armor (*Troops 13 - Flame Thrower Tanks*)



When: After the next battle is set up but *prior* to any other activity, (like Reserve rolls for the new battle) do the following:

Each player **rolls 2 dice plus 1 die for each battle won up to this point in the campaign** (including the battle just won, if appropriate). Starting with the player who moves first in the scenario you are about to begin, resolve the dice rolls using the *Victory Event Roll Results* table. Start with any Infantry rolled and finish with any Flags. Grenades are resolved by your opponent after the other rolls have been applied.

VICTORY EVENT ROLL RESULTS



Your opponent must remove one Infantry figure from an Infantry unit of his choice.



Your opponent must remove one Armor figure from an Armor unit of his choice.



Reduce the number of Command cards your opponent will hold at the start of the battle by 1. His starting hand, however, must always be at least 1 card. He will draw 2 cards after each turn, until the number listed in the scenario briefing notes.

Special situation - When the Russian player has only 1 card in his hand at the start of a battle and Political Commissar rules are in effect, his one card is placed under the Commissar Chip. At the end of his first turn the Russian player draws 2 cards and must then place one under the Commissar Chip. After the Russian player's first turn, the normal Commissar rules are followed.



Your opponent must retreat one unit of his choice back one hex. Units on the edge of the board, if forced back, lose 1 figure instead of retreating.



Remove one figure from any of your opponent's **full-strength** units. You may not apply more than a single Grenade symbol to any of your opponent's units; and you may not apply a grenade symbol to a single-figure unit (e.g. Sniper, Airplane...).

OPTIONAL RULE: “WHAT IF?” EVENTS

This optional rule adds historical elements to a Grand Campaign by including things that could have happened if history had played out differently! If both players agree, **roll 1 die each** when indicated by the campaign and apply the results. **Note:** Some events, while rolled by one player, may favor his opponent! If both players roll the same event, its effect (in favor of one side) is only applied once, not twice.

BATTLE OF NORMANDY: “WHAT IF?” EVENTS

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When: If both players agree, **roll 1 die each** before the third campaign. Apply the results from the following list:

ALLIES					AXIS
		Combat Engineers		Panzerschreck	
		Sherman Crocodile		Tigers!	
		Allied Air Supremacy		Camouflage	
		Tigers!		Sherman Crocodile	
		Panzerschreck		Allied Air Supremacy	

Combat Engineers: *Equipped with flame-throwers, Allied Combat Engineers are a precious asset for close combat.*

In each of the next scenarios and for the rest of the grand campaign, if the Allied player obtains a standard Infantry unit on his Reserve Roll, he may choose to replace it with a Combat Engineer unit (*Troops 4 - Combat Engineers*).

Panzerschreck: *This German anti-tank weapon was feared by all Allied tank crews.*

In each of the next scenarios and for the rest of the grand campaign, if the Axis player obtains a standard Infantry unit on his Reserve Roll, he may choose to equip it with an Anti-tank weapon (place an Anti-tank Special Weapons Asset with this unit). (*SWAs 2 - Anti-tank Gun*)

Allied Air Supremacy: *Death comes from above!*

The Axis player may not play any Air Sortie or Air Power card / token for the rest of the campaign. If he draws one of these cards, he must discard it and draw another card instead.

Sherman Crocodile: *Flame-throwing Shermans can easily clear out enemy defenses.*

In each of the next scenarios and for the rest of the grand campaign, if the Allied player obtains a standard armor unit in his Reserve Roll, he may choose to replace it with a Flame Thrower Tank unit (*Troops 13 - Flame Thrower Tanks*).

Tigers!: *Unleash the beast!*

In one of the next scenarios, except for Wittmann's Final Battle, the Axis player may call up an Elite Armor Unit (4 figures) at no reserve token cost. This action is free and the Axis player may still roll for reserves as normal after having deployed his elite armor unit. This unit must be deployed on the Axis baseline.

Camouflage: *Germans defending Normandy are camouflaged in hedgerows and forests.*

At the beginning of each of the next scenarios and for the rest of the grand campaign, before any Reserve Roll, the Axis player may camouflage one of his units that is in a hedgerow or a forest hex (*Actions 16 - Camouflage*).

When: If both players agree, **roll 1 die each** before the third campaign, either *The Sickle-Cut* or *The Crossing of the Meuse River*. Apply the results from the following list:

 <p>ALLIES</p>	 <p>Congestion in the Ardennes</p>	 <p>Italians Attack in France</p>	 <p>AXIS</p>
	 <p>De Gaulle's Ideas</p>	 <p>Refugees</p>	
	 <p>RAF Squadrons</p>	 <p>Luftwaffe's Air Strikes</p>	
	 <p>Refugees</p>	 <p>Congestion in the Ardennes</p>	
	 <p>Italians Attack in France</p>	 <p>De Gaulle's Ideas</p>	

Congestion in the Ardennes: *The small roads of the Ardennes prevent rapid advance. Some Panzer units are considerably delayed.*

Remove one Panzer unit in *Bouvignes* or *Bouillon*, depending on which campaign is played.

Refugees: *Hundreds of refugees flee on the roads before the German advance. The streams of men and women delay the Allied forces that try to get to the front.*

The Allied player may not call up Infantry units as reserves for the next campaign.

De Gaulle's Ideas: *Colonel De Gaulle suggests new tactics for Armor units.*

An Allied Armor unit that is next to another friendly Armor unit may ignore the first Flag rolled against it. This effect is not cumulative with other terrain features that allow a Flag to be ignored.

RAF Squadrons: *The British send their pilots to fight the Luftwaffe over the low country!*

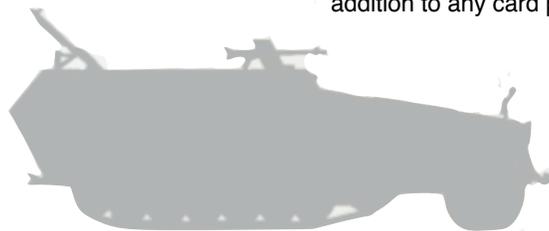
At the beginning of all the next scenarios (except for Dunkirk), an *Air Sortie / Air Power* token is given to the Allied player in addition to any card provided by the scenarios. He may not use any *Air Sortie* or *Air Power* card because of the German Air Supremacy rule, but he is allowed to use those tokens instead.

Italians Attack in France: *Germany's ally, Italy, attacks Southern France. Being forced to cope with this new threat, the French have to divide their forces.*

Remove one Reserve Token from the Allied Strategic Reserve Pool.

Luftwaffe's Air Strikes: *German airplanes support the ground attack.*

At the beginning of all the next scenarios (except for Dunkirk), an *Air Sortie / Air Power* token is given to the Axis player in addition to any card provided by the scenarios.



When: If both players agree, *roll 1 die each* before the first phase of the Campaign, but before having allocated your reserves. Apply the results from the following list:

ALLIES	AXIS
Scorched Earth	Hearts and Minds
Scorched Earth	Barbarosstag
Soviet Defensive Strategy	Finns Attack Leningrad!
Finns Attack Leningrad!	Scorched Earth
Soviet Defensive Strategy	Finns Attack Leningrad!

Scorched Earth: *The Russians burn everything as they retreat. The Germans find no food or shelter as they advance, which worsens their supply situation.*
 Once only, before any scenario in the first phase, the Allied player can claim **Scorched Earth**. The German player must play the entire scenario with 1 less Command card (in addition to other possible Victory Event roll effects).

Soviet Defensive Strategy: *Stavka (Soviet Military High Command) decide on a more defensive strategy and allow their front line armies to dig in before the Germans invade.*
 In the 1st scenario of each branch campaign, allow the Allied player to deploy sandbags on any two units before deploying reserves.

Finns attack Leningrad! *Mannerheim’s Finns decide to go beyond their 1939 border with the Soviet Union and assault Leningrad. The Soviets divert reserves to meet the threat.*
 Immediately reduce the number of Allied reserves allocated to the northern campaign by 2. This is a permanent loss of 2 Reserve Tokens for the Allies. Take reserves from the center if there are too few in the north.

Hearts and Minds: *The Axis troops are less oppressive and are hailed as liberators in the conquered Ukraine. Many Cossacks join the Axis forces.*
 Once only, after rolling for reserves for any scenario in the southern branch campaign, the Axis player may take one cavalry unit as a free reserve unit (costing no Reserve Token), which must be placed on the Axis baseline.

Barbarosstag: *The Axis invade the Soviet Union on the originally planned date of May 15th, 1941*
 All battles for the entire campaign are fought on summer terrain.
 The Axis player receives a free *Air Sortie / Air Power* token in the 4th scenario of each of the 3 branch campaigns.
 This roll cancels any second phase roll of “Severe Winter” by either player, which becomes “no effect”.



When: If both players agree, *roll 1 die each* before the second phase of the Campaign, but before having allocated your reserves. Apply the results from the following list:

 ALLIES	 Partisans	 AXIS	
	 OKH Halts Offensive		 OKH Halts Offensive
	 Severe Winter		 Severe Winter
	 Japanese Attack!		 Japanese Attack!
	 Rasputitsa		 Rasputitsa

Partisans: *Large numbers of bypassed Soviet troops and civilians remain behind the front, hiding in woods and marshes.*

Throughout the second phase, any Allied reserves roll of **Infantry + Star** may be taken as a 3-figure Partisan unit. The Partisan unit may deploy in any woods or marsh hex on the board, costs no Reserve Token to deploy, and functions exactly like a French Resistance unit (*Nations 1 - French Resistance*). Mark the unit with a Russian star token.

OKH Halts Offensive: *OKH (German Army High Command) halts the German offensive to allow the infantry to catch up with the armor, and to reorganize and re-supply. However, this allows the Soviets to press ahead with their mobilization of reserves unhindered.*

The Axis player receives one additional Reserve Token in either the center or south. Also, in the 3rd scenario of each branch campaign, allow the Allied player to roll 3 dice for reserves instead of 2, and keep any two of them as the final roll.

Rasputitsa: *Autumn rains make poor-quality Russian roads impassable.*

In the 3rd scenario of each branch campaign, German armor units may only move 1 or 2 hexes and battle.

Japanese Attack! *The Japanese decide to attack the Soviets in the Far East.*

The Soviets are unable to release Siberian units from the east to help as reinforcements against the Germans. The Allied player must reduce the total number of Allied Reserve Tokens available prior to the start of the second phase by 4. At least 2 must come from the center.

Severe Winter: *Temperatures drop to -30°C and below. German weapons malfunction and German soldiers have no winter clothes.*

Add a die to the Allied Victory Events roll before the 4th scenario in each branch campaign. If the 4th scenario uses the winter board, German armor units may only move 1 or 2 hexes and battle.

