MEMOIR '44

THE CAMPAIGN BOOK SUPPLEMENTAL

CB#2

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 2: 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.

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

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

GRENADE — 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.

STAR — 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.

FLAGS — 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 with to protect.

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

STAR   STAR
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!*

ISLAND HOPPERS

ALLIES

INFANTRY + STAR

Elite infantry unit **(Troops 2 - Specialized Units)** or Veteran Star

ARMOR + STAR

Elite armor unit **(Troops 2 - Specialized Units)** or Flame Thrower Tanks **(Troops 13 - Flame Thrower Tanks)**

GRENADE + ARMOR

Mobile Artillery unit **(Troops 14 - Mobile Artillery)**

STAR + STAR

Take 1 Air Sortie / Air Power token.

FLAG + STAR

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

INFANTRY

Infantry unit equipped with a Machine Gun **(SWAs 7 - Machine Gun)**

AXIS

INFANTRY + STAR

Elite Infantry unit **(Troops 2 - Specialized Units)** or Jungle Fighters **(see New Badges on p.10).**

FLAG + STAR

Place 2 wire obstacles (one per hex) in unoccupied hexes adjacent to any of your units.

STAR + STAR

Camouflage any three of your units **(Actions 16 - Camouflage)** or take a Veteran Star.

THE BYCICLE BLITZKRIEG

ALLIES

ARMOR

---------- Or ----------

ARMOR + STAR

The Allied player may only ever take a 2-figure armor unit for reserves, representing Marmon-Herrington and Lanchester armored cars, as found in several of the scenarios (see Campaign Special Rules).

STAR + STAR

Take 1 Veteran Star.

AXIS

GRENADE

The Grenade acts as a wild, however the Axis player may never take Artillery as a reserve unit.

INFANTRY + STAR

Elite Infantry unit **(Troops 2 - Specialized Units)** or Combat Engineers **(Troops 4 - Combat Engineers)**.

STAR + STAR

Elite infantry unit **(Troops 2 - Specialized Units)** or Combat Engineers **(Troops 4 - Combat Engineers)** or Elite armor unit **(Troops 2 - Specialized Units)** or Air Sortie token or Veteran Star

FALL OF POLAND

ALLIES

AXIS

INFANTRY + STAR

Polish Dragoons (see New Badges on p.10)

ARMOR

-------- Or --------

ARMOR + STAR

The Allied player may only ever take a 2-figure armor unit for reserves, representing Polish 7TP Tanks (see Campaign Special Rules).

GRENADE

-------- Or --------

GRENADE + STAR

If the Allied player rolls a Grenade, it counts as a wild roll and allows the player to pick any standard unit. However the Polish player cannot use this result to get an Artillery unit in this campaign.

STAR + STAR

Take 1 Veteran Star.

FLAG + STAR

Choose one of the following elements:
German elite infantry unit **(Troops 2 - Specialized Units)** or
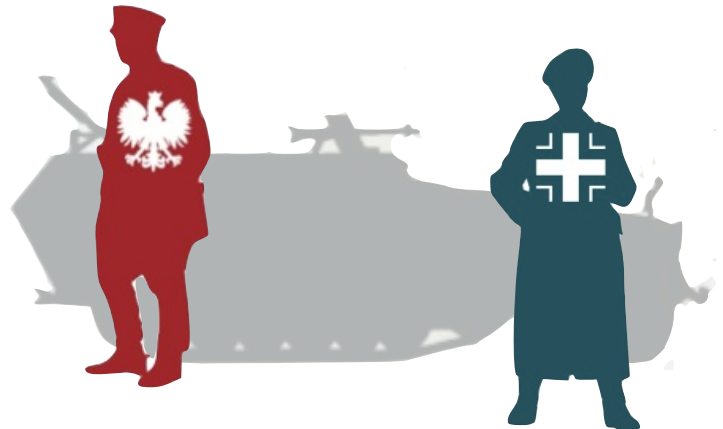Air Power / Air Sortie token

FLAG

Treat all Flag results as an Infantry symbol, except for ⚑+⭐, which is explained above.

STAR + STAR

Take 1 Veteran Star.

BREAK THROUGH NORMANDY

ALLIES

AXIS

INFANTRY + STAR

Elite Infantry unit **(Troops 2 - Specialized Units)** or
Combat Engineers **(Troops 4 - Combat Engineers)** .

ARMOR + STAR

Elite armor unit **(Troops 2 - Specialized Units)** or Sherman Crocodile **(Troops 13 - Flame Thrower Tanks)**

STAR + STAR

Take 1 Air Sortie / Air Power token or
Take 1 Veteran Star.

-- Or --

ARMOR + STAR

Elite armor unit **(Troops 2 - Specialized Units)** or
Tiger **(Troops 16 - Tigers)**.

FLAG + STAR

Upgrade 1 standard Infantry unit on the battlefield with an Anti-Tank Gun **(SWAs 5 - Anti-Tank Gun Late War)**, a Mortar **(SWAs 6 – Mortar Late War)**, or a Machine Gun **(SWAs 7 - Machine Gun Late War)** .

STAR + STAR

Take 1 Air Sortie / Air Power token or
Take 1 Veteran Star.

-- Or --

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

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

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

STAR — 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.

FLAGS — 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.

GRENADE — 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:** If there an effect is rolled by both players, it is only applied to the Campaign once.

ISLAND HOPPERS: "WHAT IF?" EVENTS

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

ALLIES		AXIS	
	Leathernecks		Jungle Fighters
	Flame Thrower Tanks		Improvised Hospital
	Allied Air Supremacy		Night Attacks
	Naval Struggle		Forward Command
	Combat Engineers		Cave Construction

Leathernecks: Semper Fidelis!
In scenarios that involve Marines, place Marine markers on any two infantry units (that aren't already marked). These units may ignore a flag and battle with an additional die. This rule applies to each scenario in the campaign. Leathernecks cannot be upgraded with a Veteran Star.

Flamethrower Tanks: Flame-throwing Shermans can easily clear out enemy defenses.
Upgrade any one tank unit to a Flame Thrower Tank **(Troops 13 - Flame Thrower Tanks)** for each scenario in the campaign.

Allied Air Supremacy: Watch the Black Sheep...
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.

Naval Struggle: The Japanese fleet stalks around the islands.
Allies do not gain the Landing Craft inclusion with reserves (see campaign special rules). Furthermore, in any scenario that involves US Navy Destroyers, the Japanese player rolls 3 dice at the start of the battle; Stars indicate hits along with the normal Grenade hits! The Japanese player gets to place the hits on the Destroyers of his choosing (and may even eliminate a Destroyer in this way, earning a medal before the battle begins).

Combat Engineers: Equipped with flamethrowers, Allied Combat Engineers are a precious asset for close combat.
Upgrade any one infantry unit to an Engineer unit **(Troops 4 - Combat Engineers)** for each scenario in the campaign.

Jungle Fighters: Japanese elite soldiers know everything about jungle warfare.
Place a Jungle Fighter marker on any two infantry units (that aren't already marked). These units ignore Jungle terrain Movement and Battle restrictions. This rule applies to each scenario in the campaign.

Improvised Hospital: Jungle Field Hospitals saved many lives on the battlefield.
Axis player places a Field Hospital **(Terrain 55 - Hospital)** tile on any blank, unoccupied hex on their baseline in each scenario. Apply Hospital Recovery rules **(Actions 18 - Hospital Recovery).**

Night Attacks: Many skirmishes or battles of the Pacific took place at night.
Axis player may opt to make any one scenario in the campaign a Night Attack **(Actions 19 - Night Attacks)** applying those rules.

Forward Command: Japanese high-ranking officers fight alongside their men.
Axis player must place an HQ & Supply tile **(Terrain 56 - HQs & Supply Tents)** on a blank, unoccupied hex within 2 hexes of their most forward unit in each scenario in the campaign. Apply Capture HQ/supply Tent rules **(Actions 17 - Capture HQ/Supply Tent)**. After playing one scenario with this What If event, the Japanese player may roll again using this table for the next scenario, if they wish.

Cave Construction: Cave networks allow Japanese to promptly escape and counter-attack where nobody expects them to.
Axis player may convert any 2 Hill hexes into Caves hexes **(Terrain 52 - Caves on Hills)** in each scenario of the campaign.

THE BICYCLE BLITZKRIEG: "WHAT IF?" EVENTS

When: If both players agree, **roll 1 die each** prior to beginning the campaign. Apply the results from the following list. **Note:** Some Japanese rolls will benefit the British!

ALLIES

- Advanced Training
- British Tank Regiment
- Relief
- Defensive Works
- Fortifications

AXIS

- No Bicycles
- Reinforcements
- Jungle-Trained Troops
- Force Z
- Juggernaut

Advanced Training: **The Indian troops in Malaya had great potential but had only been partly trained, and many were young, some only 17. Often they panicked, discarding their weapons.**
British Commonwealth nationality rules apply to every scenario in this campaign.

British Tank Regiment: **The war in the North African desert was seen to be the British priority, and so no tanks were sent to**
Malaya. Also, effective Japanese use of tanks came as a surprise given the difficult nature of the terrain. British armored units rolled as reserves throughout the campaign have 3 figures instead of 2. Mark these stronger units with Elite badges to distinguish them from typical British armor in this campaign.

Relief: **The battered British 11th Division could have been relieved by fresh troops from Singapore at an earlier date, but Percival feared an unlikely direct assault on Singapore. Quality R&R might have helped considerably.**
Immediately add 2 Reserve Tokens to the Allied Strategic Reserve Pool.

Defensive Works: **Percival felt that defensive field works like trenches and wire would be bad for morale, and would give away the deployment of troops. A more realistic outlook might have been useful.**
Ignore all post-scenario instructions to remove sandbags from British troops in the next scenario.

Fortifications: **British military wargames years earlier showed the danger to Singapore from the north, yet nothing was ever done to fortify the vulnerable northern coast of the island.**
The Allied player may deploy 6 wire, 3 hedgehogs, and 3 bunkers before the start of the Singapore scenario if the Japanese get that far. Hedgehogs may not be deployed in the first 2 rows of beach hexes, otherwise there are no limits on deployment.

No Bicycles: **The Japanese used bicycles, often running on rims without tires, to keep up the pace of their offensive. Had they not been available, the British would have had longer to prepare their positions before each engagement.**
The Allied player may deploy 2 additional sandbags onto any 2 units before the start of all battles except Ban Sadao and Kota Bharu.

Reinforcements: **The Japanese might have used 4 divisions in the conquest of Malaya had Yamashita felt it necessary. It was customary for commanders to offer to complete a mission with minimal forces as a form of bravado.**
Immediately add 1 Reserve Token to the Axis Strategic Reserve Pool.

Jungle Fighters: **Percival had high-quality, jungle-trained troops on the east coast of Malaya. They would have been far more effective facing the main attack on the west coast. Underestimating their level of mobility, he neglected to redeploy them at the critical time.**
Place a Jungle Fighter marker on any one infantry unit before each scenario in this campaign except Ban Sadao and Kota Bharu. This unit ignores Jungle terrain Movement and Battle restrictions (see New Badges on p.10).

Force Z: **Had Admiral Tom Phillips had a better understanding of the capabilities of modern Japanese air power, and cooperated a little more with his peers in the army and air force, the Prince of Wales and the battle cruiser Repulse might have wreaked havoc among the Japanese invasion fleet.**
The Axis player begins the campaign with zero Reserve Tokens.

Juggernaut: **It is interesting to think what might have happened if the Japanese had used 5 divisions, as Percival thought they had at the time.**
Immediately add 2 Reserve Tokens to the Axis Strategic Reserve Pool.

When: If both players agree, *roll 1 die each* prior to beginning the campaign. Apply the results from the following list. *Note:* Some German rolls will benefit the Poles!

ALLIES		AXIS	
	Poland Mobilize		Vehicle Troubles
	Dragoons to the Rescue		Panzers Outgunned
	Western Allies		Propaganda
	Minefields		German Partisans
	Fortifications		Soviet Invasion

Poland Mobilizes: Poland ignores the requests of France to avoid mobilization while a diplomatic solution is sought.
The Polish player starts with two extra Infantry units in the first two scenarios of the campaign. These units must be placed on the Allies baseline (or on the second row of hexes for the Hel scenario).

Dragoons to the Rescue: The Polish Cavalry, while considered an archaic notion by many, were a powerful force on the field.
The Polish player can upgrade one standard Infantry unit per battle to a unit of Polish Dragoons throughout the campaign.

Western Allies: Although they declared war on Germany on 3 September, neither France nor Great Britain contributed to the Polish defense. If they had attacked as promised, history might have been very different.
After the first scenario, the Axis player loses all remaining Reserve Tokens because the western Allies attack Germany from the west.

Minefields: The Polish had planned for defense in depth as they fell back from the border. However, the defensive fortifications were never completed properly prior to the war.
The Polish player may deploy up to 5 minefield tokens and 2 hedgehogs for both the Hel and Kepa scenarios. These defensive elements can be placed anywhere on the board but not in contiguous adjacent hexes.

Fortifications: The Polish had planned for defense in depth as they fell back from the border but the defensive fortifications were never completed prior to the war.
The Polish player may deploy an extra 3 wire and 1 bunker for both the Hel and Kepa scenarios. These defensive elements can be placed anywhere on the board but not in contiguous adjacent hexes.

Vehicle Troubles: German motorized infantry sometimes suffered from mechanical breakdowns and fuel shortages during the early stages of Operation Fall Weiss. This made them unable to exploit all the gaps available.
For the entire campaign, all German infantry and armor retreat one hex before the battle starts. German units along the baseline and units starting in sandbags may ignore this rule.

Panzers outgunned: The Polish 7TP Tank was actually more heavily armed than the German tanks of the time, but its exceptionally limited numbers made it a non-entity on the battlefield. Had the Poles increased production, their armored units would have been more dangerous.
All Polish armor units contain three figures instead of two for the remainder of the campaign.

Propaganda: "The Polish Cavalry uses swords and lances!" After the Charge at Krojanty, the Germans capitalized on propaganda to make the Polish Cavalry look outdated and silly.
Polish Dragoons lose the ability to ignore one flag in combat.

German Partisans: In some areas of Poland, there was a sizable German population who welcomed the Germans as liberators. Within Polish territory these groups frequently disrupted Polish communications and supplies.
The Polish player loses two Reserve Tokens.

Soviet invasion: The Germans expected the Soviets to invade more quickly then they did. While this would not have significantly altered the outcome, a more vigorous assault by the Red Army would have sped up the Soviet advance.
The Soviet side gets to move first at the battle of Szack and they may ignore the Commissar rule.

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

ALLIES		AXIS
Reserves	Reserves	
Priests	Tigers!	
Carpet Bombing	Friendly Fire	
Tigers!	Jabos	
Friendly Fire	Resistance	

Reserves: Reinforcements are sent to the front.
Take one extra Reserve token. If both players obtain this result, they both take one extra Reserve token.

Priests: Mobile artillery units were very helpful for the Allied forces during the battle of Normandy.
At the beginning of each campaign scenario, the Allied player may replace one of his artillery units with a mobile artillery unit **(Troops 14 - Mobile Artillery)**.

Carpet bombing: Many offensives started with massive air bombing of enemy lines.
The Allied player may replace the Special Action Strafing with Carpet Bombing (see Special Rules p. 12).

Tigers! Unleash the beast!
In each of the next scenarios, the Axis player may deploy a Tiger on his baseline. If you do not own the Tiger figure, replace it with an elite armor unit (4 figures). This action is free and the Axis player may still roll for reserves as normal after having deployed the Tiger.

Friendly Fire: The lack of precision of some Allied bombings had terrible consequences.
The Allied player must remove 1 figure from one of his units (the closest to the target) when using the Air Power card or performing a Strafing or Carpet Bombing action. If an Allied unit is destroyed that way, it gives a medal to the Axis player.

Jabos: German units could only move at night because of Allied air supremacy. This considerably delayed the arrival of armor reinforcements.
The Axis player must remove one of his Armor units before each scenario of the campaign.

Resistance: Railroad tracks and supply lines were often attacked by the French Resistance.
The Axis player loses one Reserve token.

Note: If both players roll the same event, its effect (in favor of one side) is only applied once, not twice.