

OPERATIONS NEPTUNE AND OVERLORD

JUNE 1944 – A MEMOIR '44 CAMPAIGN



By summer 1944 the tide had well and truly turned against the Axis powers. Stalin's Red Army was in the process of dismantling Hitler's war machine in the east, Italy had surrendered to the Western Allies, but the Atlantic wall and Fortress Europe remained dauntingly strong. As early as 1942 Churchill and Roosevelt had promised Stalin a second front in Europe. For various logistical and political reasons the attempt was delayed until the summer of 1944. When it came it was in the form of Operation Neptune, the largest amphibious invasion the world has ever seen. Some 160,000 Allied troops landed on the shores of Normandy on the 6th June. Eisenhower, the Supreme Allied Commander, inspired the troops of the free world with these words: "You are about to embark upon the Great Crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty-loving people everywhere march with you. In company with our brave Allies and brothers-in-arms on other Fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world."

Scenario List

3	Sword
19A	Juno
1	Pegasus Bridge
4955U	Hill 112 (a variant of official Hill 112 scenario 1558)
20A	Gold
5	Omaha First Wave
17A	Attack on Hill 192 (St. Lo)
8	Cobra
21A	Utah
2	Sainte Mere-Eglise
32A	Carentan
1617U	Villers-Bocage
1618U	The Battle of the Brigade Box

***Note:** The players should decide between them if air rules are in effect. If air rules are in effect then Air Pack versions of official scenarios should be used wherever possible.*

CAMPAIGN NOTES

SPECIAL RESERVE ROLLS

Reserve rolls are carried out as explained in the core campaign rules, except for these special rolls:

Allies:

STAR+STAR

For *beach* scenarios only, choose one of the following elements:

- Churchill AVRE unit. The Churchill AVRE unit behaves as a normal armoured unit except it always rolls 3 dice against adjacent targets in bunkers or sandbagged positions. Mark the AVRE unit with a battlestar token.
- Air Sortie token

For *non-beach* scenarios only, choose one of the following elements:

- Allied elite infantry unit (*Troops 2 - Specialized Units*)
- Allied combat engineer unit (*Troops 4 - Combat Engineers*)
- Allied elite tank unit (*Troops 2 - Specialized Units*)
- Churchill/ Sherman Crocodile flamethrower unit (*Troops 13 - Flame Thrower tanks*)
- Air Sortie token

Axis:

INFANTRY+STAR

Choose one of the following elements:

- German elite infantry unit (*Troops 2 - Specialized Units*)
- German combat engineer unit (*Troops 4 - Combat Engineers*)

ARMOUR+STAR

German Panther tank unit (*Troops 2 - Specialized Units*)

STAR+STAR

Choose one of the following elements:

- German elite infantry unit (*Troops 2 - Specialized Units*)
- German Combat Engineers (*Troops 4 - Combat Engineers*)
- German Tiger heavy tank unit (*Troops 16 – Tiger Tank*)
- German Panther tank unit (*Troops 2 - Specialized Units*)
- Flammpanzer armor (*Troops 13 - Flame Thrower tanks*)
- Air Sortie token

Note 1: Units or tokens obtained thanks to a **STAR+STAR** result are free: you receive them at no reserve token cost!

Note 2: For beach scenarios, all Allied reserves arrive in landing craft if there are any available.

VICTORY EVENTS ROLLS

Victory event rolls apply normally, except that victory event dice are never rolled immediately before a beach scenario. Also, immediately before each beach scenario the number of battles won by both players (for victory event roll purposes) is reset to zero.

CAMPAIGNS

Four campaigns are included:

- Juno Campaign (5 scenarios): Juno – Pegasus Bridge – Hill 112 (either the official scenario 1558, or for a change of pace the variant 4955U) – Villers Bocage – Brigade Box.
- Omaha Campaign (3 scenarios): Omaha First Wave – St. Lo – Cobra
- Utah Campaign (3 scenarios): Utah – St. Mere Eglise – Carentan
- Grand Campaign (10-13 scenarios): The Grand Campaign starts at Sword Beach and continues through to Carentan.

RESERVE TOKENS

Reserve tokens are added at the times indicated on the campaign sheets. E.g. the Allies add 3 reserve tokens to their reserve pool at the start of the Juno campaign. In the Grand campaign these tokens may be saved and used at any time later in the game. E.g. if the Allies use no reserve tokens in the Grand campaign they will finish the game with 9 reserve tokens in hand.

UTAH CAMPAIGN

Axis add 3 reserve tokens

Allied/Axis medals

21A Utah

One-Shot Teddy's done it again, Bernard! "We'll start the war right here!" he said, and he sure did!

PLAY 'ST. MERE EGLISE' NEXT

Allied/Axis medals

2 St Mere Eglise

We've liberated our first French town. Now let's go and liberate the rest!

PLAY 'CARENTAN' NEXT

Allied/Axis medals

32A Carentan

Superb work - we've taken Carentan and linked up the Normandy beachheads. These are the first steps towards the total destruction of the German war machine!

END CAMPAIGN

Objective Track Utah Campaign

Net Allied Objectives	0
Objective VPs	+4 Axis

Allied CinC:

$$\square + 0 = \square$$

(MEDALS EARNED) (OBJECTIVE VPs) (VICTORY PTS)

Allied/Axis medals

20A Gold

Graham's Northumbrians have knocked the Krauts for six! Now we can take Bayeux and cut the road to Caen.

PLAY OMAHA FIRST WAVE

OMAHA CAMPAIGN

Axis add 3 reserve tokens

Allied/Axis medals

5 Omaha First Wave

The Big Red One ran into a brick wall today. America will never forget their sacrifice.

Heavy Allied losses at Omaha mean the Axis player gets more time to prepare for the next battle. The Axis player plays St. Lo with 5 instead of 4 command cards.

PLAY 'ST. LO' NEXT

Allied/Axis medals

17A St Lo

St. Lo falls, and we have a stepping stone to breaking out of Normandy. The cobra is ready to strike!

PLAY 'COBRA' NEXT

Allied/Axis medals

8 Cobra

A great offensive, Monty - we've broken out! Now watch my countrymen roll up the German flank...

Omaha Campaign: END CAMPAIGN
Grand Campaign - PLAY 'UTAH' NEXT

Objective Track Omaha Campaign

Net Allied Objectives	1 or less	2 or more
Objective VPs	+2 Axis	+1 Axis

Axis CinC:

$$\square + \square = \square$$

(MEDALS EARNED) (OBJECTIVE VPs) (VICTORY PTS)

JUNO CAMPAIGN

Axis add 3 reserve tokens

Allied/Axis medals

19A Juno

Great news, Monty! Honest John Crocker's planning has been excellent, and the Canadians have performed magnificently. Now push inland as quickly as you can!

PLAY 'PEGASUS BRIDGE' NEXT

Allied/Axis medals

1 Pegasus Bridge

The Brits have captured the Caen canal bridge. We can now significantly delay German reinforcements heading for the beachheads.

The Axis player loses 1 reserve token if he has any remaining. If playing the Grand campaign and none remain, add only 1 token prior to the Omaha scenario.

PLAY 'HILL 112' NEXT

Allied/Axis medals

1558U Hill 112

Dick O'Connor's done it, Monty! We control the key to Normandy, now full speed to the Orne!

PLAY 'VILLERS BOCAGE' NEXT

Allied/Axis medals

1617U Villers Bocage

Great news, Monty! The Desert Rats have outflanked Caen!

PLAY 'GOLD' NEXT

Allied/Axis medals

1618U The Battle of the Brigade Box

Well done Monty, you stopped the rot in the nick of time.

Juno Campaign: END CAMPAIGN - Grand Campaign: PLAY 'GOLD' NEXT

Objective Track Juno Campaign

Net Allied Objectives	3 or less	4 or more
Objective VPs	+3 Axis	+2 Axis

Objective Track Grand Campaign

Net Allied Objectives	3 or less	4 or more
Objective VPs	+6 Axis	+5 Axis

Allied/Axis medals

3 Sword

Bimbo Dempsey's done a fine job with his assault on Sword beach. Let's hope the rest of Overlord proceeds as smoothly...
PLAY 'JUNO' NEXT

UTAH CAMPAIGN

Axis add 2 reserve tokens

Axis/ Allied medals

21A Utah Beach

Von Rundstedt, you have surpassed yourself! A virtuoso performance with the forces you had available!

Yet now the Americans thirst for revenge. The paratroops that drop in the next scenario are fearless. Treat them as elite troops (Troops 2 – Specialised Units).

PLAY 'ST. MERE EGLISE' NEXT

Axis/Allied medals

2 St. Mere Eglise

Still the Allies have not captured a french town from us. You truly are our Black Knight, Gerd!

PLAY 'CARENTAN' NEXT

Axis/Allied medals

32A Carentan

Congratulations, Gerd. You have prevented the American beachheads from linking up. Soon we will push the invaders back into the sea!

END CAMPAIGN

Objective Track Utah Campaign

Net Allied Objectives	0
Objective VPs	+4 Axis

Axis/Allied medals

20A Gold Beach

Your troops are fighting well, Gerd. You have prevented this beachhead from linking up with the beachheads to either side.

PLAY 'OMAHA' NEXT

OMAHA CAMPAIGN

Axis add 2 reserve tokens

Axis/Allied medals

5 Omaha Beach First Wave

I've never known men fight so valiently against such adversity as the Amis did on this beach today, Gerd.

PLAY 'ST. LO' NEXT

Axis/Allied medals

17A St. Lo

Ah, well done, Gerd. You are making the Allies pay for every step away from the beaches that they take.

Omaha Campaign: PLAY 'COBRA' NEXT
Grand Campaign: PLAY 'UTAH BEACH' NEXT.

Axis/Allied medals

8 Cobra

Bravo, von Rundstedt! The Allies have been prevented from closing the trap at Falaise.

Omaha Campaign: END CAMPAIGN
Grand Campaign – PLAY 'UTAH BEACH' NEXT

Objective Track Omaha Campaign

Net Allied Objectives	1 or less	2 or more
Objective VPs	+2 Axis	+1 Axis

JUNO CAMPAIGN

Axis add 2 reserve tokens

Axis/Allied medals

19A Juno Beach

Sehr Gutes, Gerd! Tommy has taken a beating coming ashore. A desert fox will always be at home on the sand, eh?

Axis success at Juno beach makes the British assault on the Caen canal bridge even more of a surprise. The British may take 2 turns before the Axis take their first turn in the next scenario.

PLAY 'PEGASUS BRIDGE' NEXT

Axis/Allied medals

1 Pegasus Bridge

Excellent, Gerd! Let's hope the Amis do no better than the British...

The surprise Axis victory at the Caen canal bridge forces the Allies to pump reinforcements into Normandy. Before the next scenario starts, the British may place one infantry unit adjacent to any friendly unit.

PLAY 'HILL 112' NEXT

Axis/Allied medals

1558U Hill 112

A fine victory, von Rundstedt. We control Hill 112, and therefore we control Normandy!

PLAY 'VILLERS BOCAGE' NEXT

Axis/Allied medals

1617U Villers Bocage

Wittmann has decimated the Desert Rats! The Allied plan to outflank Caen is in tatters!

PLAY 'BATTLE OF THE BRIGADE BOX' NEXT

Axis/Allied medals

1618U The Battle of the Brigade Box

At last you have stopped the Desert rats, Gerd. But so many defeats!

Juno Campaign: END CAMPAIGN - Grand Campaign: PLAY 'GOLD' NEXT

Objective Track Juno Campaign

Net Allied Objectives	3 or less	4 or more
Objective VPs	+3 Axis	+2 Axis

Axis/Allied medals

3 Sword Beach

You have performed brilliantly, von Rundstedt, but can you be sure that these landings are no simply a diversion?

PLAY 'JUNO' NEXT

Allied CinC:

$$\square + \square 0 = \square$$

(MEDALS EARNED) (OBJECTIVE VPs) (VICTORY PTS)

Axis CinC:

$$\square + \square = \square$$

(MEDALS EARNED) (OBJECTIVE VPs) (VICTORY PTS)

Objective Track Grand Campaign

Net Allied Objectives	3 or less	4 or more
Objective VPs	+6 Axis	+5 Axis