



« Bir Hakeim » Mini-campaign

In May 1942, the Italian-German offensive under the command of General Rommel was hampered by a Free French strong point lost in the middle of the desert and called Bir Hakeim. During 15 days, the 1st Free French Brigade resisted to the Axis massive attacks before to break through the enemies lines to join the Allied withdrawing units towards El Alamein. This mini-campaign with 4 scenarios recalls the different phases of this desert battle which is one of the best glorious pages of the 2nd World War.

Jdrommel.

To play Bir Hakeim mini-campaign, you need one Memoir'44 base game, one Mediterranean Theater expansion, one Terrain Pack expansion and the Winter/Desert Board.

This campaign is played in the chronological order of the four scenarios:

- Bir Hakeim Action 1 - 27/05/1942 (n°8210)
- Bir Hakeim Action 2 – 06/06/1942 (n°8241)
- Bir Hakeim Action 3 – 08/06/1942 (n°8283)
- Bir Hakeim Action 4 – 10/06/1942 (n°8303)

It's a simple campaign with no advanced rules.

Victory Points Counter Sheet

<i>SCENARIO</i>	<i>ALLIES</i>	<i>AXIS</i>
Bir Hakeim Action 1		
Bir Hakeim Action 2		
Bir Hakeim Action 3		
Bir Hakeim Action 4		
Total	VP	VP

