CAMPAIGN BOOK

RUSH TO VICTORY

CB #1

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RUSH TO VICTORY

Written by Bob Soutar
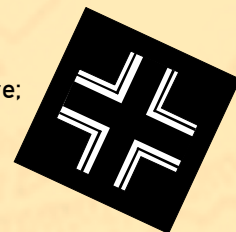Visit our campaign website: http://memoir28.weebly.com

MEMOIR 28

CB #1

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RUSH TO VICTORY

MEMOIR '44

Play will be based on the rules for the Memoir'44 board game which can be downloaded here;
https://www.daysofwonder.com/memoir44/en/base/rules/
Rules specific to the Mediterranean theatre;
https://cdn0.daysofwonder.com/memoir44/en/img/mm_mediterranean_en.pdf

In summary memoir'44 is a card based system where the player chooses a card from his hand which enables him to activate a certain number of units from the left flank, right flank or centre. Combat is resolved by means of graphical dice. Players are awarded a 'medal' (tokens) each time they take an objective or when they destroy an enemy unit, and the winner is the first to reach six medals.

The memoir'44 game is currently out of print but the rules and many of the suppliments are free to download and although the card deck is no longer available the full deck is shown on the Days of Wonder website and so it would be possible to print and create your own deck;
https://www.daysofwonder.com/memoir44/en/content/cards_compendium/?id=command_cards

BOARD GAME TO TABLE TOP

Memoir'28 brings Memoir'44 to the table top in the form of glorious 28mm miniatures and terrain. While the principals of the original game remain largely unchanged there are some changes necessary to take the game to the table top. The most obvious change is the board and movement. The boardgame uses hexagons drawn on the board to measure movement and range. On the table top distances are measured in units of 6" rather than hexes. So what was a range of 3 hexes becomes 18". Each unit occupies a 6" diameter circle, so no unit may be closer than 6" to any other unit on the board. Infantry units are still represented by 4 miniatures, however tank units are represented by a single model with hit points or lives rather than multiple models.

INFANTRY

Each infantry unit is represented by 4 models and should include 3 riflemen and 1 NCO armed with a sub-machine gun. As the unit takes hits and models are removed, the NCO is always the last model to be removed. Infantry can move up to 6" and still combat or up to 12" and not combat. An Infantry unit rolls up to 3 dice depending on the range. Infantry fires 3 dice for targets up to 6", 2 dice for targets up to 12" and one die for targets up to 18". When measuring for movement or firing ranges always measure from or to the NCO model of an infantry unit, or from the NCO to the closest part of a target vehicle.

ELITE UNITS

Elite units may be represented by a vehicle or by infantry models. An SAS unit for example may be represented by a single jeep model, or as a unit of four appropriate infantry models, An SAS jeep unit has a strength of 2, but has a movement of 4(24"). A jeep can move up to 12" and still battle and then it can complete it's move, so it can move a further 12" following the combat, or it can just move up to 24" and not combat. A Commando unit (infantry models) has a strength of 4 and can move up to 12" and still combat. Elite units may ignore the first flag rolled against them and 'Star' counts as a hit against all targets.

The Axis elite unit may be represented as a single half-track model or as a unit of four appropriate miniatures such as Falschirmjäger. The half-track model represents a unit with a strength of 3, but has a movement of 12" and may still combat or it may move 18" and not combat. The half-track may also be employed as a mobile HQ unit. If represented by infantry models, the Axis elite unit has a strength of 4 and may move up to 12" and still combat. Falschirmjäger may ignore the first flag rolled against them and 'Star' counts as a hit against all targets.

ARMOUR

A Tank unit is a single model representing a unit of 3 (or sometimes 4) strength. When measuring for movement rotate the tank on the spot in the direction it intends to move then measure from the front of the tank 6" and place front of the tank at the end of the 6" ruler. For firing ranges measure from the closest point of the tank to the nearest part of the target tank or to the target NCO. In Memoir'44 tanks move up to 3 hexes, however in Memoir'28 tanks will only move the equivalent of 2 hexes or 12". Range remains 3 hexes (or 18").

A different tank model is used for units of 4, for example, Panzer IV, or Grant. Alternatively a suitable marker can placed next to the tank model to show that it is a unit of 4.

ARTLLERY

Artillery is a single model representing a unit of 2 strength . It can be moved up to 6" but it may not fire if moved. Artillery has a maximum range of 6 (36"), firing 3,3,2,2,1,1. Measure to or from the centre of the gun model for range. Artillery may not be set up on terrain features. When deployed, artillery must be set in the centre of the board sector, 6" in from the edge. They may travel on roads but may not fire from a road, they are considered to be in transit and hitched to a vehicle if positioned on a road. Artillery that is set up to fire is considered to be in a dug-in position so may ignore the first flag rolled. Only one artillery unit is permitted for each force.

NCOS

Memoir '28 introduces NCOs to add a bit of flavour to your infantry units. If a 4 man infantry unit survives the game at full strength and the player wins the game then the unit receives an NCO token. If the unit already has an NCO, then the NCO token is promoted.

A Lance Corporal (or Senior Private) allows the unit to be activated once during the game as a free additional activation provided the unit is in a section of the board indicated by the Command card. A Corporal enables the unit to be activated once during the game regardless of his position on the board. A Sergeant can be activated once during the game and his action counts as an Ambush action as described on the Ambush Command card. Note that the use of NCOs only applies to 4 man infantry units and does not therefore apply to HQ or 3 man heavy weapons units. Once the NCO activation has been used, flip the NCO marker over to show that it may not be used again for the duration of the battle. As the unit receives casualties, the NCO model is the last model to be removed. Only intact units may upgrade the NCO, but the NCO is not lost unless the unit is destroyed. Otherwise the unit is replenished for the next game and the NCO remains in play.

CONTROL ZONE

If a unit moves within 6" of an enemy unit at any time during its' movement it must stop and engage the enemy unit in close combat. The unit may not engage other units if in close combat, the close combat must be resolved first, however you may withdraw from the combat by moving away.
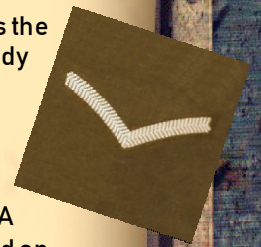
HQ UNIT

The HQ unit includes an officer and a radio operator. The 'Orders From HQ' and 'Artillery barrage' cards may only be played if the player has an HQ unit in play. Only one HQ unit is permitted for each force.

MACHINE GUN UNITS

A machine gun is an infantry unit with a strength of 3. Against enemy infantry a 'Star' counts as a hit. Only one machine gun unit is permitted for each force.

MOBILE ARTILLERY

The British player has access to mobile artillery in the form of the Priest self-propelled gun. The self-propelled gun fires in the same way as static artillery however it may move 1 (6") and still fire or it can move 2 (12") and not fire. Mobile artillery otherwise counts as an amoured unit with a strength of 2. The Priest fires 3,3,2,2,1,1. While the Priest counts as an armoured unit it may not be activated by the Armour Assault card. Only one artillery unit is permitted for each force. In any battle where the Allied player is attacking, he may choose to swap Artillery for Mobile Artillery.

AIRPOWER

At the start of the campaign the Axis player controls the air, but after the 5th game air power switches to the Allied player.

AXIS 88MM

The Axis 88mm weapon was formidable. It was employed as a high-powered anti-tank gun and was also equipped as the main weapon on the Tiger tank. The 88mm field gun battles 3,3,3,2. It may travel on roads but may not fire from a road, they are considered to be in transit and hitched to a vehicle if positioned on a road. An 88 that is set up to fire is considered to be in a dug-in position so may ignore all flags rolled. An 88 may not be set up on any terrain feature. The 88 is an artillery unit with 1 strength and Stars hit on vehicles and armour. In any battle where the Axis player is defending he may choose to swap artillery for an 88.

ANTI-TANK GUNS

Both sides have access to anti-tank guns. Anti-tank guns are infantry units with a strength of 3. They battle 2,2,2 however against armoured targets and vehicles they re-roll any misses. Anti-tank guns move up to 12" but if they move they may not fire. Anti-tank guns may not be set up on terrain, however they are always considered to be in a good dug-in position, so may always choose to ignore the first flag. In addition if an Anti-tank gun is engaged by an enemy tank unit, the Anti-tank gun ambushes the tank and fires first. Only one ant-tank unit is permitted for each force.

HEAVY TANKS

Both sides have access to a heavy tank unit (see Reserve Tank Units, page 7). The Axis player may deploy a Tiger and the British player may deploy a Churchill tank. Heavy tanks have superior armour. In order to knock out a heavy tank the enemy re-rolls any dice that indicated a hit. In order to penetrate the re-roll must show a grenade. The Tiger fires 3,3,3,2 and Stars count against armoured targets. However, being small in numbers the Tiger unit has a strength of 1. The Churchill fires like a standard tank unit and has a strength of 2. Only one heavy tank unit is permitted for each force.

CAMPAIGN MAP

The Campaign map is divided into five sectors. The campaign begins with the British player in control of the majority of the map from El Alamein to Sirie. The British marker is placed in the second sector from the left at Sirie. The Axis marker is placed in the first sector at Tripoli. The first game of the campaign is played as the

Axis player advances his marker to the second sector to attack the British. In the first game then, the British player is on the defensive. The British force consists of infantry and one artillery unit. The Axis force however includes tanks.

GAME SETUP

If there is a road, then the defending player sets this first, then starting with the defending player the players take turns to choose terrain from the list of available terrain types shown on the map for the relevant sector. Only one large terrain piece may be deployed in each zone of the board and similarly only one medium terrain piece may be deployed in each zone of the board. Only after all terrain has been deployed do the players dice off to see which side of the board they will deploy their forces. After players have set up terrain and diced for which side of the board they control the defending player places the scenario objective. The campaign map indicates which objective is required. In addition the defending player also places a Tactical Objective in a different sector of the board. If the objective is 'Exit' this means the defending player places a road and the attacking player gains a medal for each armoured unit that exits the board on the defending player's side of the table via the road. The first unit to exit also counts towards a successful objective on the Objectives Track on the player's Roster.

DEPLOYMENT

Starting with the defending player, players take turns to deploy units 3 at a time. Unit deployment must be done as follows; Artillery must be deployed first. Artillery may not be deployed on a terrain feature, so cannot be deployed in a town or on a road for example. Tanks must be deployed after artillery. Finally infantry and anti-tank guns are deployed.

When deploying each group of 3 units, one must be deployed to each zone of the board.
The first unit deployed to each zone must be placed within 6" of the board edge.
The second unit deployed to each zone must be deployed within 12" of the board edge.
The third unit in each zone must be deployed within 18" of the board edge.
The fourth unit in each zone must be deployed within 6" of the board edge, fifth within 12" and so on until all units have been deployed.

DEMARCATION LINE

The board is divided into 3 zones, left flank, right flank and centre. Units may not be deployed on the demarcation line between zones at the start of the game. During the game, units positioned on the demarcation line between two zones are considered to be in either zone for the purposes of activation. Units beginning their move from a demarcation line may not end their move on the demarcation line.

TERRAIN

Terrain affects the movement and defense of units deployed on the terrain. Rocks for example offer some protection to infantry but not to tanks. The types of terrain and their effects are listed below.

Rocks: Unit must stop. Rocks enable the unit to remain undetected, enemy must be within 12" in order to attack, this does not apply to artillery. Infantry may also ignore 1st flag rolled against them. No more than two rock terrain pieces are permitted in any board sector. Tanks may occupy rocks but gain no terrain advantage.

Rocky outcrop: Infantry only. Unit must stop. Blocks Line of sight. Rocky outcrop offers a useful vantage point for observing the enemy. Infantry may ignore the first flag rolled against them. Defending Infantry may re-roll one failed attack die. All attacking units battle with -1. Only one unit may occupy terrain.

Town: Blocks line of sight. Unit moving in must stop. Unit moving in may not battle. Armour battles out with a -2 dice disadvantage. Infantry attack with -1. Armour attack with -2.

Oasis: Unit moving in must stop. Unit moving in may still battle. Unit may ignore 1st flag, Attacking Infantry attack with -1. Armour attack with -1. Oasis acts like the Medics card for infantry on the oasis and not adjacent to an enemy unit.

Wadis: The Wadi terrain pieces are positioned opposite each other forming a ravine. Units may not move up or down the sheer faces on the terrain but units may be positioned on the rim and battle with +1 against units in the ravine. Wadis block line of sight. Wadis is a large terrain piece accommodating two units on each ridge as well units in the ravine. Wadis provide good cover. All attacking units including artillery battle with –1 against units on either of the ridges.

Dunes: Unit moving in must stop. Unit moving in may not battle. Dunes offer defense to both infantry and armoured units. Dunes is a large terrain piece accommodating up to three units. Units in the dunes may ignore all flags rolled against them. Dunes block line of sight but units on the dunes may be targeted.

Palms: Infantry only. Unit may ignore first flag rolled against them. Attacking infantry battle with –1. No more than two palm models may be in any board sector. Tanks may occupy palms but gain no terrain advantage.

Sandbags: Infantry only. Infantry dug in may ignore the first flag rolled against them. Sandbags are removed if the unit moves. Sandbags cannot be used in conjunction with other terrain, except for the town.

Road: Any unit that begins and ends its move on a road, and follows the path of the road, may add +1 to it's movement (+6"). If the road is used in the scenario then it is placed first before any other terrain by the defending player. The road must be placed so that it crosses the table exiting on each player edge.

Ruins: Unit must stop. Ruins offer defence for infantry only. Attacking infantry and tanks battle with –1. Tanks may occupy the terrain but gain no advantage.

Escarpment: The escarpment is the largest terrain piece. It represents a high rocky plateau. The escarpment should be constructed so that it has several levels, up to 3 levels above ground. Only infantry may climb or be deployed on the escarpment. For each level above the target, the unit may re-roll one failed attack die. When climbing or descending a level the unit must stop. Units attacking the escarpment battle with –1 attack die. Any number of units may occupy the escarpment.

Coastline: Coastline is impassable terrain to all units. No unit may move onto the coastline terrain.

CAMPAIGN OBJECTIVES

The battle for North Africa was a struggle for control of the Suez Canal and access to oil from the Middle East and raw materials from Asia. It was vital that the allies prevent the Axis securing a foot hold in Egypt and control of critical ports like Tobruk and El Alamein.

The Axis player's objective is to secure the coastline of North Africa from Tripoli to Alexandria. When calculating the final score at the end of the campaign, the Axis player gains a bonus victory point for each sector on the map under Axis control. If the final game ends in victory for the Axis player in the final sector (El Alamein) then the Axis player gains an additional 5 victory points (10 in total for land occupied plus final victory at El Alamein).

The British player must prevent this. While the British player does not gain victory points for map sectors, he does gain a bonus of 5 if the Axis player is driven back to Tripoli at the end of the final game.

INITIAL GAME SETUP

The campaign begins with the 8th Army occupying the second sector on the map, Wadi Zem Zem (place the British Army marker on sector 2) and the Afrikakorps in control of the first sector at Tripoli (place the Afrikakorps marker on sector 1 on the map). The first game is an Axis armoured assault, Move the Afrikakorps to sector 2 and resolve the battle. If the British player loses the 8th Army will be pushed back to Bir Hakeim, if the Axis player loses he falls back to Tripoli. The Axis player cannot be removed from Tripoli, even a successful assault by the British will result in a stalemate. Similarly, the British can never be pushed back beyond Alexandria.

The first game then sees the British dug-in at Wadi Zem Zem and the Axis armour on the offensive.

For the first game each player has the following force which should be transferred to their Roster sheets.

Allied (British)
1 x Infantry HQ unit - strength 3
1 x Artillery unit - strength 2
6 x Infantry units - strength 4
6 x sandbag defenses

Axis (Axis)
4 x Panzer units - strength 3
1 x Artillery unit - strength 2
1 x Infantry HQ unit - strength 3
4 x Infantry units - strength 4

COMMAND CARDS

For each game, the number of Command Cards each player has is shown on the campaign map. As each side progresses along the coast their supply line is stretched and so the number of Command Cards is reduced.

WINNING THE GAME

Each game of the campaign is won by obtaining medals. Medals are won by capturing objectives and for destroying enemy units. In each game the target is to gain six medals in order to win the game.

SPECIAL RULES

There are special rules associated with each nationality involved in the conflict in North Africa. The British player has the Memoir '44 'Stiff upper lip' rule, you will find this documented in the Mediterranean rules along with rules applicable for Italian units. In Memoir '28 the North African desert rules regarding tank overrun applies only to the Axis player and specifically to Axis Panzer units. Note that the Allied player may also choose to use appropriate French or Australian miniatures but there are no special rules for these and they would not benefit from the 'Stiff upper lip' rule.

UNIT STRENGTH

2

TACTICAL OBJECTIVES

There are three types of Tactical Objective; Ammunition dump, Fuel dump and HQ tents. As well as the scenario objective the defending player must place a Tactical Objective. The player chooses which Tactical Objective he wishes to place, however he may not place the same objective twice during the campaign until all three have been played. In order to destroy the Tactical Objective the attacking player must move one of his units onto the objective. The objective may be defended by an infantry unit. If the Tactical Objective is destroyed it will have a knock-on effect for the following game. If the fuel dump is lost then the defending player's units may only move 1 (6") in the next game. This applies to all units. If the Ammunition dump is lost then the player my not use artillery in the next game and tanks will fire only 2 dice rather than 3. If the HQ objective is lost then the player forfeits a command card in the next game.

END OF GAME

At the end of each game the players assemble the units they have remaining. If the winning player has any infantry units that are still at 4 strength, the unit receives an NCO upgrade and if the winning player has any standard tank units that remain at 3 strength then they are upgraded to 4 strength. Finally both players boost any units that are under strength by performing the equivalent of the Medic and Mechanics card for each unit.

REINFORCEMENTS

If either player has less than 10 units making up his force then he may request new reinforcements to bolster his force. The player rolls the number of dice that equals the number of units he needs to bring him back up to strength. The result of each die roll determines the new unit as follows;

Infantry = Infantry unit, Standard, HQ unit, Machine gun, Anti-tank or Mortar.
Tank = Tank unit.
Grenade = Artillery or Tank.
Flag = no new units available.
Star = Elite Infantry, Mobile HQ, Light Tank or Tank Hunter (Axis only).

RESERVE TANK UNITS

Finally, each player has four strength 4 reserve units available for the campaign indicated on the Roster sheet. At the end of each battle the losing player may choose to deploy one of his reserve tank units for the following battle. If the reserve tank unit survives the battle it remains on the player's roster. If the player has been pushed back to his last bastion on the campaign map (Tripoli for the German player and El Alamein for the British player) then a reserve unit ticket may be exchanged for a Heavy tank.

MINEFILEDS

A minefield may only be deployed by the defending player. A line of barbed wire is placed across one board section along the midway line at 24" in from the edge. Once players know which side of the board they control, a line of mines is layed along the nearside of the barbed wire. The mines are placed randomly with values unknown to either player.

SCORING

Players record the number of medals won and also if the scenario objective was captured. Bonus points are scored for securing objectives. Note that although a medal is awarded for each armoured unit that exits the board via the road only 1 objective point is scored for the 'Exit' scenario regardless of how many units exit the table. In addition, the Allied player records how many Axis tank units he has destroyed for additional points and the Axis player records how many Allied artillery (or mobile artillery) units he destroys. The campaign ends after 9 battles, so if this is the end of the campaign, then the Axis player also add points based on land possession (see Campaign Objectives). If the campaign continues then the loser of the last battle is pushed back and the winner takes control of the sector.

Tripoli

Axis: 6 cards
Allied: 4 cards

Coastline
Escarpment
Dunes
Rocks x4
Palms x2

Objective; Town
Defenses; Minefield
Rush Scenario

Sirie

2
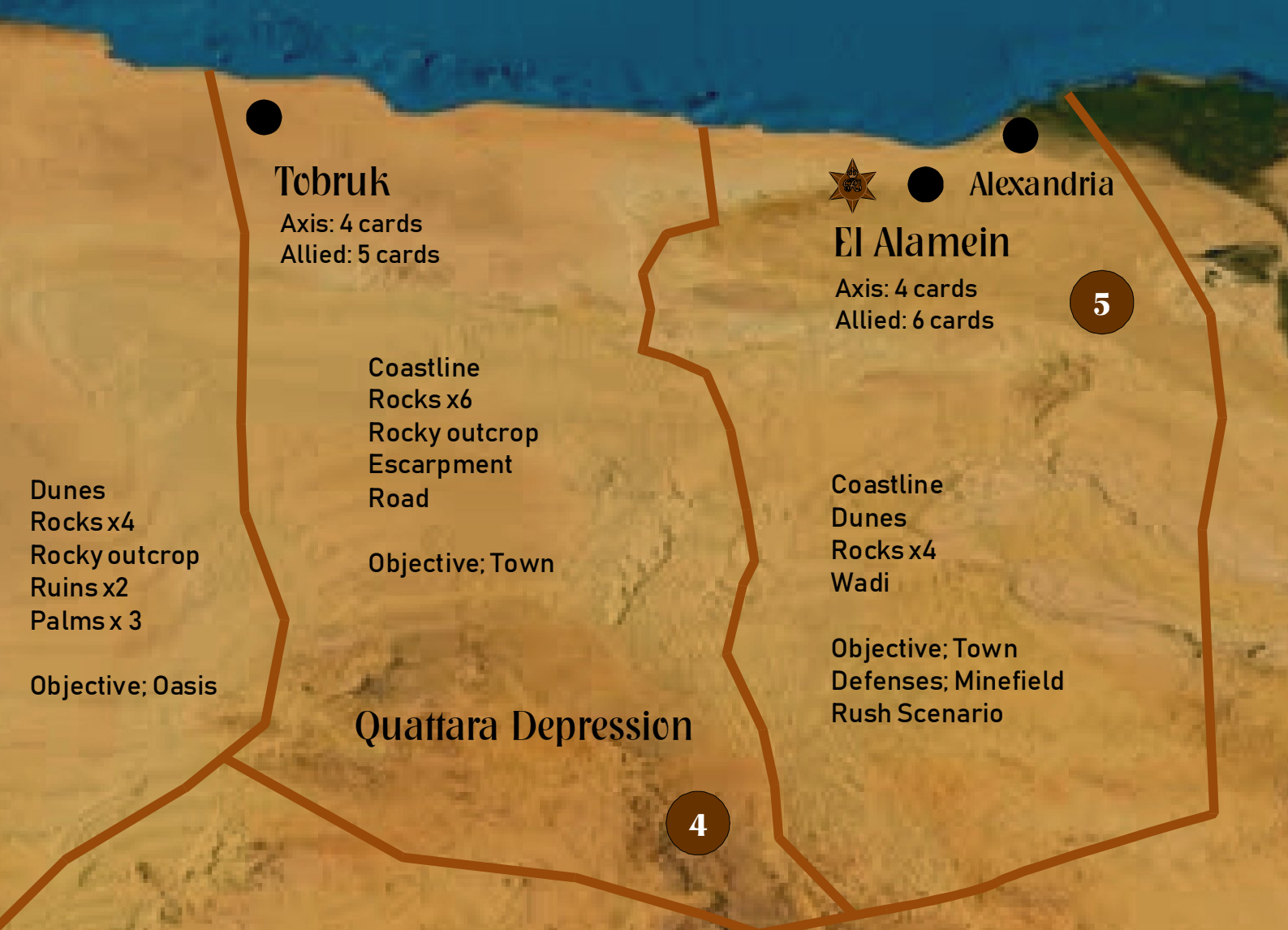
8th Army start

Bir Hakeim Oasis

Axis: 5 cards
Allied: 5 cards

Wadi Zem Zem

Axis: 5 cards
Allied: 4 cards

3

1

Afrikakorps start

Wadis
Road
Rocks x6
Rocky outcrop
Palms x 2

Objective: Exit

Tobruk

Axis: 4 cards
Allied: 5 cards

Coastline
Rocks x6
Rocky outcrop
Escarpment
Road

Objective; Town

Dunes
Rocks x4
Rocky outcrop
Ruins x2
Palms x 3

Objective; Oasis

Alexandria

El Alamein

Axis: 4 cards
Allied: 6 cards

Coastline
Dunes
Rocks x4
Wadi

Objective; Town
Defenses; Minefield
Rush Scenario

Quattara Depression

5

4

Large terrain; Dunes, Wadis, Coastline, Escarpment
Medium terrain; Oasis, Town, Rocky outcrop
Small terrain; Rocks, Palms

Only 1 large terrain piece may be deployed in each zone of the board.
Only 1 medium terrain piece may be deployed in each zone of the board.

The Town and Oasis are objectives and are deployed by the defending player
after players roll for which side of the board they control.

The Tobruk scenario features a road and town. The town must be deployed
adjacent to the road. The road is not an Exit objective, no medals are awarded for
exiting the board via the road, though units may exit the board.

At the end of the campaign, the Axis player gains 1 campaign point for each
map zone under his control with a bonus of an additional 5 points if the final
battle ends with a victory at El Alemein.

MEMOIR**28**

TRIPOLI AND EL ALEMEIN - RUSH SCENARIOS

At each end of the campaign map are the heavily defended towns of Tripoli and El Alamein. The map indicates that these zones are Rush Scenarios. When playing a rush scenario players attack the length of the board from one end to the other rather than playing across the board. Both Rush scenarios include a minefield. A line of barbed wire is placed first, across the middle of the centre board section bisecting the table. Terrain is placed in the usual way and players dice for which end of the table they will start. The defender then places an unbroken line of mines on his side of the barbed wire with mine counters placed randomly face down 6" apart. The defender then places the Town and an appropriate Tactical objective, with one objective being positioned on his end table and one on his side of the wire on the centre table. The players then deploy units with the defender placing all his units first followed by the attacking player. The defender may place 3 units of his choice on the centre board section within 6" of the demarcation line. The remaining units are deployed on his end board measuring in 6", then 12" and 18" in from the end of the table. The attacking player deploys in the same way on his end of the board, again with 3 units of his choice deployed on the centre board section.

Play begins with the attacking player. Because activation may be more tricky with an end to end game, any card may be discarded in order to activate any unit, or the player may choose to discard his entire hand and draw new cards in which case he forfeits his move.

MAKING DICE

While you could play Memoir'28 using ordinary dice, it's much nicer to use graphical dice like those used in the Memoir'44 board game. It's very easy to make your own graphical dice. The principal is the same as DIY t-shirt printing. There are several ways to achieve this, but you do have to use wooden dice and not plastic. This is because you need the ink to soak into the surface of the dice and you can't do that with plastic.

I'm not going to go into detail because there are many videos on YouTube, but here are some links to the more interesting ones;

https://www.youtube.com/watch?v=h7FKdW5ndLw
https://www.youtube.com/watch?v=1Uz2he543gk
https://www.youtube.com/watch?v=_lTh4JJyZtA

I actually used the simplest, though probably not the best method, but this method uses only paper and nail varnish remover making it very easy to have a go at. I found I have improved results using the tip of a heated iron rather than just rubbing – but have a go, it's fun.

https://www.youtube.com/watch?v=0yhRsyXYiic

Page 16 has the decals that you need to make a set of Axis and a set of Allied dice. Take the sheet to a photocopier, there's usually one at your local library or get someone that has a laser printer to scan and print it for you, you need the powdered toner that comes from the laser printing process, the nail varnish remover method will not work with inkjet. The actual dice blanks came from Ebay, simply search for 20mm wooden dice and you should have success. Each die needs two infantry decals, one tank, one grenade, one star and one flag.

OTHER GAME AIDS AND RULERS

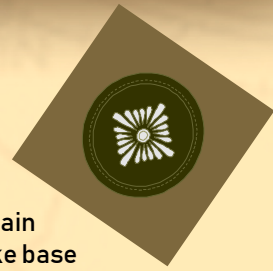Laser cut game aids and rulers are available on request from Hoka Hey Wargaming;
https://www.hokaheywargaming.co.uk
Drop Alan an email and request a set of Memoir'28 rulers and Control zone discs and he'll give you price and will cut them on request.

NCO MARKERS AND OTHER USEFUL COUNTERS

You'll also want some NCO markers for when your infantry get promoted. I simply printed out some rank insignia, cut them out and glued them onto 25mm square mdf bases, and again blank square bases are easy to find on Ebay, but if you have trouble or if you need a bespoke base size cut, speak to my good friend Alan at www.hokaheywargaming.co.uk.

The following pages include designs for rank insignia, medals and also special unit cards.

TERRAIN TIPS

Mostly I use hard board or plastic card as a base for a particular terrain base, and then carve a shape from expanded polystyrene using an old kitchen knife heated on a cooker, then coat the terrain piece with filler, I like to use flexible flooring grout. The grout is stippled using an old brush and painted using a very thinned down wash of chocolate brown household wall-paint.

Palm trees were from Ebay, availability varies, and they came from China, but very fast, only took 5 days. This is a link to the ones I used;
https://www.ebay.co.uk/itm/15Pcs-5-Size-Model-Tree-Scenery-Model-Coconut-Palm-Trees-HO-O-N-Z-Scale-160-70mm/142458035288?hash=item212b291c58:g:~WsAAOSw1BtZedQO

THE BOARD

The Memoir'44 board is divided into 3 sectors with the centre being slightly wider than the two flanks.
To reflect this the table top board uses a large sheet of MDF, 8ft by 4ft and is cut so that the centre section is 3ft wide and the two flanks are 2.5 ft wide. I constructed a simple frame on the back of each board using the cheapest wood I could find, this helps to keep the MDF boards from sagging or 'banana-ing' over time as MDF will always do if you do not create a frame on the back. Again I used the flooring grout as texture and a wash of brown household paint to get the colour. I kept the boards completely flat so that I can place the terrain pieces anywhere I want. You could of course make a more 3D game board with ravines and lumps and bumps – this would look amazing but would severely restrict the placement of terrain. I added some handy shelves to the boards for the convenience of players, to keep cards dice and cups of coffee off the playing surface. I used the racks from an old game of Scrabble to hold the Command cards.

MAKING A ROAD

Making a road can be the most troubling piece of terrain to make. You can of course make a road in sections with a hard base, but I find this unsatisfying as it never looks great. I foun d a great method is to cut a road from a piece of cloth, namely faux suede which has the perfect texture. In fact I use a large piece of faux suede as an easily portable wargame mat, simply roll it up an tuck under your arm. The road just needs brushing with the brown paint and some texture on the edge like grass flock and finally I spray the back of it with 'temporary spray mount' and stick it down on the table!

MAKING ROCK FORMATIONS

Rocky formations are very easy to produce, I used cork bark for cliff edges on the Wadi sections. You can obtain cork bark from a good pet store. To make the smaller rock bases I used a mixture of bark chips and actual ballast stones for smaller rocky pieces.

GAMING AID FOR LOS AND UNIT PROXIMITY

Calculating if a unit is in the way of another for line of sight or trying to check if a unit is too close to another can be hard to do when the miniatures are on the table as apposed to on the board game where the hexes make it unambiguous. A handy tip is to use some old CDs. simply pop the CD over the unit with the NCO's head in the centre hole or with the commander's cupola on a tank in the hole you can see quite easily the space that the unit occupies. Trace a line to the target and you can see immediately if another unit is in the way of LOS.
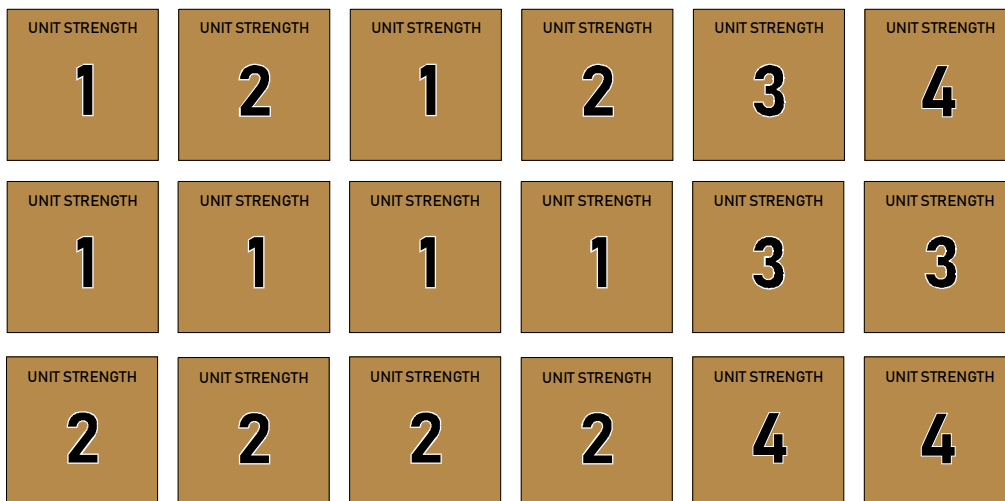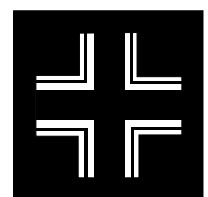
Mine counters can be made from 20mm round bases. The topside of the bases should be sand textured. The minefield is deployed after any roads but before other terrain. The minefield can be placed straddling a road but no mine may be place on the road itself.

Tank unit size reduction markers

Campaign Map Counters

SPEICALIST UNITS

In the Reserve units phase it is possible to acquire certain specialist units. Colour copy this sheet and make unit cards for the various special units.

ANTI-TANK GUN

SWAs 2

- Unit size 3
- Fires 2 2 2
- May only move *or* battle
- Against Armour re-roll misses
- Counts as infantry for all purposes
- Ambush! - If engaged by enemy tank unit Anti-Tank Gun fires first

HALF-TRACKS

TROOPS 18

- Unit size 3
- Treated as Infantry for all purposes
- Moves 0-2 and still battle *or* moves 3

TIGERS

TROOPS 16

- Unit size 1
- Move 0-3 and battle
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored
- Fires 3 3 3 2
- Stars hit on Armor or Vehicle

Tiger

HEAVY TANK

TROOPS 44

- Unit size of 2
- Move 0-3 and battle
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored
- Fires 3 3 3

Churchill

MOBILE ARTILLERY

TROOPS 14

- Unit size 2
- Fire at 3 3 2 2 1 1
- Move 0-1 and battle, or move 2 and no battle
- Ignore line of sight and terrain protections
- Treated as Armour for all purposes
- May Take Ground but not Overrun

Priest

HEAVY ANTI-TANK GUNS

TROOPS 23

- Unit size 1
- Treated as Artillery, for all purposes
- Move 0-1 *or* battle
- Fires 3 3 3 2
- Stars hit on Armor or Vehicle
- Ignore terrain battle restrictions
- Require line of sight to target enemy unit

SAS IFANTRY

SWAs 3

- Unit size 4
- Move 0-2 and still battle
- Ignores first flag
- Star counts as hit against all target units

SAS LRDG

TROOPS 18

- Unit size 2
- Treated as Infantry for all purposes
- Stars count as hits on all target units
- Unit moves 0-4
- May move 0-2 then battle then move 0-2

FALLSCHIRMJÄGER
SWAs 3

- Unit size 4
- Move 0-2 and still battle
- Ignores first flag
- Star counts as hit against all target units

10

HEAVY TANK
TROOPS 44

- Unit size of 2
- Move 0-3 and battle
- Enemy re-rolls all battle dice that score a hit
- If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored
- Fires ⬛ 3 3 3
- Stars hit on Armour

Churchill

#2

MOBILE HQ
TROOPS 18

- Unit size 3
- Treated as Infantry for all purposes
- Moves 0-2 and still battle *or* moves 3
- Order 1 more unit than indicated by Section card when played in the same section as the Mobile HQ

#4

LIGHT ARMOUR
TROOPS 17

- Unit size 2
- Counts as Armour for all purposes
- Take Ground but not Overrun
- Move 0-3 and battle
- Fire at ⬛ 2 2 2
- Stars count as hits against infantry
- May retreat 1 space after close combat

#1

TANK HUNTER
TROOPS 17

- Unit size 2
- Counts as Armour for all purposes
- Take Ground but not Overrun
- Move 0-2 and battle
- Fire at ⬛ 2 2 2 2
- Against Armour re-roll misses
- May retreat 2 for each flag

#1

MORTAR
SWAs 3

- Unit size 3
- Fires ⬛ 3 2 2 1
- Ignores line of sight and terrain restrictions
- May only move *or* battle

10

To make your own graphical dice, laser copy this sheet and use the transfer method as described on page 12.
It's a good idea to make several copies as the transfer process can fail until you have the technique right.

Afrikakorps-Datenblatt

Beschreibung	Stärke	Rang	Kampferfahrung	Siegpunkte

Erreichte Ziele
Siegpunkte für erreichte Ziele

☐ ☐ | ☐ ☐ | ☐ ☐ | ☐
2   3   4   5

aktueller Punktestand

Verstärkungen

Punkte Artillerie
Siegpunkte für zerstörte Artillerie

	1	3	5	6+
	2Pkte	3Pkte	4Pkte	5Pkte

Unterweiler

den   27. 3.   19 43

Armee-Gef.-St., den 3. Mai 1942

Generaloberst und
Oberbefehlshaber der Panzerarmee
Afrika

Deutsche Volksschule
Unterweiler

8 ARMY GROUP

FROM THE C-IN-C

Unit Type	Strength	NCO	Battle Record	Points
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____	_____	_____
_____	_____	_____		
_____	_____	_____		

Objectives Track
Bonus Victory points for captured objectives

☐ ☐ ☐ ☐ ☐ ☐ ☐
2　　3　　4　　5

Reserves

★ ★ ★ ★

Current Score

Panzer Track
Victory points for Panzer units destroyed

	0-3	4-8	9-14	15-19	20+
	1pt	2pts	3pts	4pts	5pts

8

ICE COLD IN ALEX

My favourite war movie. The awesome Ambulance and miniatures from Perry make this irresistable. So, when playing the battle at El-Alamein and Alexandria, the British player deploys an additional unit, the Ambulance along with the appropriate miniatures. The Ambulance is deployed first within 18" of the Axis end of the board. No Axis units may be deployed within 6" of the Ambulance. During the course of the game the Ambulance must be activated as part of a move in order to make it's way across the board to the town. The Ambulance has no attack, it moves up to 2 (12"). It has a unit size of 5 represented by the miniatures of Cpt Anson, RSM Pugh, Otto Lutz (the Axis spy) and two nurses. The Ambulance may be challenged by a Axis infantry unit, no other type of unit may move into close combat range. If an infantry unit moves into close combat range the Axis player must attack and rolls 1 die. An infantry symbol indicates a nurse is killed, the Star indicates Cpt Anson is killed, the Grenade indicates RSM Pugh is killed and the tank indicates that Otto is killed. Regardless, the Ambulance must retreat towards the Axis end of the board after the combat and so retreats twice if the flag was rolled. If both Cpt Anson and RSM Pugh are killed the Ambulance flounders as is removed. If Otto is killed the Axis player loses a medal and crosses off a successful objective from his Roster. The Ambulance may not move into a close combat, it must avoid enemy units.

If the Ambulance reaches it's goal the British player collects 1 medal plus he marks an objective achieved on his Roster.

"It has been quite an experience. All against the desert. The greater enemy. I've learnt a lot about the English. So different from all I've been taught. Auf wiedersehen."

Hauptmann Engineer Otto Lutz

MEMOIR 28 CAMPAIGN BOOK

THIS FIRST CAMPAIGN BOOK invites you to relive the coflicts of World War II in the North African theatre in the full glory of 28mm table top. From operation Crusader to El-Alemein the battle for control of the North African coast was a crucial turning point of the War against Germany.

These rules enable you to take the boardgame to the table top. Rush to Victory is a campaign system that enables two player or two teams of players to play a series of 9 games and counter-attacks to determine the fate of the free world.

- - - - - - - - **IMPORTANT NOTE** - - - - - - - -

This book is an expansion for Memoir '44 boardgame.

An original copy of the Memoir '44 rules are required in order to play the game. While the boardgame is currently out of print, it's fairly easy to pick up the original game from Ebay, and the rules and images of the playing cards are published online by Days of Wonder.

https://www.daysofwonder.com/memoir44/en/

CONTAINS

- Campaign Map and Roster sheets
- Rules for upscaling from boardgame to 28mm
- Campaign rules
- 'Rush' counter-attack rules
- Tokens and campaign counters
- Tips on terrain and making graphical dice