



## Brummbär's Hasty Campaigns

### Normandy, the American Experience

#### Background –

Hit the beach and fight your way through the hedgerows as you experience the Normandy campaign as an American commander. Of course, you will need a nemesis, so find yourself a German counter-part and take on this 4 Phase Campaign.

#### The Campaign –

This campaign comes in 4 phases - Airborne, D-Day, Securing the Beachhead and the Drive Inland. One scenario is played in each Phase. Each phase has 2 scenarios to choose from.

Scenarios have a difficulty rating for both sides. If you win that scenario, you get a set amount of points based on the difficulty

- 'Milk Run' = 1 Victory Point
- 'Tough Going' = 2 Victory Points
- 'Buck Up!' = 3 Victory Points

You also get one point for each objective you hold at the end of a scenario that you would also earn a medal for (ie. Germans don't get points for objectives at Omaha).

The campaign starts with the **Allied** Commander in Chief (CinC) choosing which scenario from the *Airborne Phase* he/she would like to play. After that, the player with the lowest total points will pick the scenario from the next Phase. In cases of point ties, the Allied player decides which scenario is played in the next Phase of this campaign.

Play one scenario from each Phase until the end of the final Phase then add up all points to determine the winner. The highest points total wins!



Axis CinC:

Allies CinC:

Airborne Phase			Difficulty		Difficulty	
Scenario	Obj		Axis	Pts.	Allies	Pts.
<b>Pont Du Hoc</b>	Obj - 2		Buck Up!		Milk Run	
<b>St. Mere Eglise</b>	Obj - 0	N/A	Tough Going		Tough Going	

D-Day Phase			Difficulty		Difficulty	
Scenario	Obj		Axis	Pts.	Allies	Pts.
<b>Omaha</b>	Obj - 5		Milk Run		Buck Up!	
<b>Utah</b>	Obj - 0	N/A	Buck Up!		Milk Run	

Securing the Beachhead Phase			Difficulty		Difficulty	
Scenario	Obj		Axis	Pts.	Allies	Pts.
<b>Carentan</b>	Obj - 0	N/A	Buck Up!		Milk Run	
<b>St. Lo</b>	Obj - 3		Tough Going		Tough Going	

The Drive Inland Phase			Difficulty		Difficulty	
Scenario	Obj		Axis	Pts.	Allies	Pts.
<b>Cobra</b>	Obj - 2		Tough Going		Tough Going	
<b>Luttich</b>	Axis Obj - 2		Tough Going		Tough Going	

Campaign Victory Points Totals -	Axis Victory Points	Allies Victory Points