

MEMOIR '44

CONTENTS ROLL CALL

Terrain Hexes

11 Forest / Hill
11 Forest / Straight River
4 Forest / Town
1 Forest / Hedge
8 Hill / Hedge
1 Hill / Curve River
2 Town / Straight River
3 Town / Curve River
1 Hedge / Straight River
2 Hedge / Curve River
44 Total Tiles

Obstacles Fixed

12 Hedgehog
(6 of each color)
4 Bunker/ Bridge

Obstacles Removable

12 Sandbags
12 Wire
(6 of each color)

Support Items

8 Dice
10 Victory Medals
14 Special Forces Badges
3 Grossdeutschland/Rangers
3 Grossdeutschland/Pegasus
2 Grossdeutschland/FFI
3 Rangers/Pegasus
2 Rangers/FFI
1 Pegasus/FFI

Army Figure Count (each army)

42 Infantry Figures
24 Armored Vehicles (Tanks)
6 Artillery Pieces
(Green: Allies / Blue-Gray: Axis)

Command Card Manifest

20 Tactics Cards

2 Armor Assault
2 Counter-Attack
2 Direct From HQ
2 Infantry Assault
2 Move Out
(each pair has two different pictures)
1 Air Power
1 Ambush
1 Artillery Bombard
1 Barrage
1 Behind Enemy Lines
1 Close Assault
1 Dig-In
1 Firefight
1 Medics & Mechanics
1 Their Finest Hour

40 Section Cards

1 General Advance
1 Pincer Move
3 Recon In Force

Recon

2 Left Flank
2 Center
2 Right Flank

Probe

4 Left Flank
5 Center
4 Right Flank

Attack

3 Left Flank
4 Center
3 Right Flank

Assault

2 Left Flank
2 Center
2 Right Flank

9 Summary Cards (1 each)

Beach, Forest, Hedgerow, Hill, Obstacle,
Ocean, River, Town, Unit.