

MEMOIR '44

CONTENTS ROLL CALL (AIR PACK) – PAGE 1

TERRAIN HEXES

- 10 Winter Hill / Desert Hill
- 8 Winter Hill / Trenches
- 2 Winter Hill / Curved Gully
- 2 Winter Hill / Campaign Airfield
- 6 Russian Village / Straight Gully
- 2 Winter Airfield / Curved Gully
- 30 Total Tiles

OBSTACLES FIXED

- 2 Dragon's Teeth / Landing Crafts
- 2 Winter Field Bunker / Landing Crafts
- 1 Destroyed Bridge / Landing Crafts
- 1 Aircraft Carrier / Landing Crafts

SUPPORT ITEMS

12 Round Markers

- 2 US Ready to Take-off / Exit
- 1 US Ready to Take-off / Desert Bomb Crater
- 2 German Ready to Take-off / Winter Bomb Crater
- 1 German Ready to Take-off / Desert Bomb Crater
- 2 British Ready to Take-off / Exit
- 2 Japanese Ready to Take-off / Countryside Bomb Crater
- 2 Russian Ready to Take-off / Exit

8 Clear Plastic Stands

AIRCRAFT MINIATURE COUNT

- 1 American Curtis P-40 Warhawk
 - 1 American Lockheed P-38 Lightning
 - 1 American Vought F4U Corsair
 - 1 British Supermarine Spitfire
 - 1 German Fieseler Fi 156 Storch
 - 1 German Messerschmitt Bf 109
 - 1 Japanese Mitsubishi A6M Zero
 - 1 Russian Yakovlev Yak-1 / -7 / -9
- (All planes painted)

COMMAND CARD MANIFEST

2 TACTICS CARDS

- 2 Air Sortie

SUMMARY CARD MANIFEST

118 SUMMARY CARDS (1 each)

19 Actions Summary Cards

- 1 Reinforcements
- 2 Blowing Up Bridges
- 3 Air Strikes & Blitz
- 4 Forward Spotting
- 5 Collapsible Rafts & Boats
- 6 Sabotage
- 7 Freeing Prisoners
- 8 Heroic Leader
- 9 North African Desert Rules
- 10 Oasis Recovery
- 11 Radar Alert
- 12 Capturing Equipment
- 13 Supply Train / Reinforcements
- 14 Destroy Supplies
- 15 Blitz Rules
- 16 Camouflage
- 17 Capture HQ / Supply Tent
- 18 Hospital Recovery
- 19 Night Attacks

10 Air Rules Summary Cards

- 1 Air Sortie
- 2 Airplanes on Ground / Aircraft Carriers
- 3 Airborne Airplanes
- 4 Air Check
- 5 Ground Interdiction
- 6 Ground Support
- 7 Kamikaze
- 8 Recon
- 9 Rescue
- 10 Strafing

8 Airplanes Summary Cards

- 1 Curtiss P-40 Warhawk
- 2 Lockheed P-38 Lightning
- 3 Vought F4U Corsair
- 4 Supermarine Spitfire
- 5 Fieseler Fi 156 Storch
- 6 Messerschmitt Bf 109
- 7 Mitsubishi A6M Zero
- 8 Yakovlev YAK-1/7/9

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SUMMARY CARD MANIFEST (CONTINUED)

4 Nations Summary Cards

- 1 French Resistance
- 2 Red Army (RKKA)
- 3 Imperial Japanese Army
- 4 US Marine Corps

62 Terrain Summary Cards

- 1 Beaches
- 2 Bunkers
- 3 Forests
- 4 Hedgerows
- 5 Hedgehogs
- 6 Hills
- 7 Oceans
- 8 Rivers & Waterways
- 9 Bridges
- 10 Sandbags
- 11 Cliffs & Sea Bluffs
- 12 Sea Wall
- 13 Steep Hills
- 14 Towns & Villages
- 15 Wire
- 16 Airfields
- 17 Barracks
- 18 Cemeteries
- 19 Churches
- 20 Dams
- 21 Factory Complex
- 22 Field Bunker
- 23 Flooded Fields
- 24 Fortresses
- 25 High Ground
- 26 Lake
- 27 Lighthouses
- 28 Marshes
- 29 Minefields
- 30 Mountains
- 31 Oasis
- 32 Palm Forests
- 33 Pontoon Bridges
- 34 Power Plants
- 35 Prison Camps
- 36 Radar Stations
- 37 Railroad Bridges
- 38 Railroad Tracks
- 39 Railroad Station

62 Terrain Summary Cards (Continued)

- 40 Road Blocks
- 41 Fords & Fordable Rivers
- 42 Roads
- 43 Supply Depots
- 44 Wadis & Gullies
- 45 City Ruins
- 46 Dragon's Teeth
- 47 Frozen Rivers
- 48 Hills with Forests
- 49 Hills with Villages
- 50 Ravines
- 51 Trenches
- 52 Caves on Hills
- 53 Caves on Mountains
- 54 Fish Ponds
- 55 Hospitals
- 56 HQs & Supply Tents
- 57 Jungles
- 58 Labor Camps
- 59 Piers
- 60 Rice Paddies
- 61 Fordable Streams
- 62 Rope Bridges

15 Troops Cards

- 1 Standard Units
- 2 Specialized Units
- 3 Big Guns
- 4 Combat Engineers
- 5 Trains
- 6 Supply Trains
- 7 Armored Trains
- 8 Cavalry
- 9 Ski Troops
- 10 Snipers
- 11 Aircraft Carriers
- 12 Destroyers
- 13 Flame Thrower Tanks
- 14 Mobile Artillery
- 15 Landing Craft (LC)

Memoir '44 Air Pack
Game Supplement
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