

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 US / German 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.