

Richard Borg

MEMOIR '44

New Flight Plan

• EXPANSION •



BONUS SCENARIOS

DAYS OF WONDER





1
20628

WESTERN FRONT

DEFENSE OF SPYCKER

MAY 30 - JUNE 2, 1940



Scenario by jdrommel

Setup order

- 1 1x
- 2 1x
- 3 16x
- 4 7x
- 5 1x
- 6 1x
- 7 4x
- 8 4x
- 9 8x
- 10 1x

AXIS

x6 **Germany** **6** **MOVE ON 1st**

ALLIES

x5 **France** **6** **MOVE ON 2nd**

• Historical Background •

The village of Spycker is situated in a land corridor between the canal of Mordyck and the canal of Haute-Colme. This corridor was a direct entry in the defensive perimeter of Dunkirk. In late May 1940, Spycker was held by the 1st Battalion of 225th Infantry Regiment (68th French Infantry Division). Under the command of Major Noailles, the battalion was entrenched on the outskirts of the village and in the farm Lelieur at the crossroads of Broukerque and Grande Synthe. Arriving from Broukerque and Afgang castle, the Germans attacked on May 30 and were pushed back with heavy losses. During three days, the French infantrymen of the 225th resisted to continuous bombings of the Luftwaffe, artillery shelling and several attacks from infantry and tanks. On June 2, after a heavy artillery shelling, the Germans finally captured Spycker. In the night of 3-4, the remaining French infantrymen withdrew to Dunkirk in order to embark. But it was too late: all the boats had left. They were the sacrificed troops of Dunkirk. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• BRIEFING •

Axis Player



Germany

Take **6** Command cards.

➡ You move first.

Allies Player



France

Take **5** Command cards.

Conditions of Victory

♦ 6 Medals.

The church of Spycker is a Temporary Medal Objective for the Axis player.

Special Rules

♦ French Army Command rules (*Nations 7 - French Army*) are in effect.

♦ Special Weapon Assets rules (*SWAs 1*) are in effect for units equipped with anti-tank weapons (*SWAs 2*) or mortars (*SWAs 3*).

♦ **New Flight Plan:** the starting number of Air Combat cards is amended for this scenario (*Axis: 3 Air Combat cards; Allies: 1 Air Combat card*).

2



Mortar



AT-Gun

AXIS **x5** **Germany** **7** **MOVE ON 2nd**

ALLIES **x6** **Great Britain** **7** **MOVE ON 1st**

Scenario by jdrommel

Setup order

- 5x 1
- 4x 2
- 9x 3
- 2x 4
- 3x 5
- 3x 6
- 12x 7
- 1x 8
- 9x 9

• Historical Background •

The German strongpoint Wn12 (named "Daimler" by the Allies) was an artillery battery with 155mm French guns. The Wn14 (named "Sole" by the Allies) was defended by a grenadier company. On June 6, 1944, after a landing on Queen Red (Sword Beach) in front of the strongpoint "Cod" which inflicted heavy losses on the sand, the 2nd East Yorkshire Regiment arrived in the afternoon on the south edge of Ouistreham in front of "Daimler" and "Sole". Supported by tanks of B Squadron, 13th/18th Hussars, the East Yorks attacked the two German strongpoints. After intense close combat, "Sole" was captured at 3.45 PM. "Daimler", however, resisted until 6 PM, once again inflicting heavy losses to the East Yorks.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Mortar

Machine Gun

AT-Gun

Conditions of Victory

♦ 7 Medals.

The artillery bunker is a Temporary Medal Objective for the Allied player.

Special Rules

- ♦ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).
- ♦ Special Weapon Assets (late war) rules (*SWAs 4*) are in effect for units equipped with Anti-Tank Guns (*SWAs 5*), Mortars (*SWAs 6*) and Machine Guns (*SWAs 7*).
- ♦ The Axis player lays out the Minefields (*Terrains 29 - Minefields*).

• BRIEFING •

Axis Player

Germany



Take **5** Command cards.

Allies Player

Great Britain



Take **6** Command cards.

➔ You move first.



3
20868

WESTERN FRONT

STRONGPOINT WN21 «TROUT»

OPERATION OVERLORD

JUNE 6, 1944



Scenario by jdrommel

Setup order

- 1 8x
- 2 1x
- 3 1x
- 4 1x
- 5 11x
- 6 5x
- 7 4x
- 8 1x
- 9 4x
- 10 8x
- 11 2x

AXIS **Germany** **7**
 MOVE ON **2nd** x5

ALLIES **Great Britain** **7**
 MOVE ON **1st** x6

Map labels: Castle, Wn21 "Trout", Lion-sur-Mer

• Historical Background •

On the coastal city of Lion-sur-Mer, Germans had built the strongpoint Wn21 with a company of the 716. ID (9/736). Named "Trout" by the Allies, this strongpoint had to be neutralized by two groups of the 41st Royal Marines Commando. The British troops had lost 25 men during their landing on Queen Beach, then were under the fire of snipers during their advance to their objectives: Wn 21 "Trout" and the castle of Lion-sur-Mer. With the support of three "Centaur" tanks of the 2nd Armoured Royal Marines Support Regiment, the first group of Commandos attacked the enemy strongpoint. The Germans waited before opening fire at point blank, destroying the three tanks and inflicting heavy losses to the British soldiers by continuous mortar fire. The second group who attacked the castle was pushed back by a German counter-attack launched by infantry units supported by a self-propelled gun. Finally, the 41st RM Commando withdrew on a defensive position and took its objectives only on the next day. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• BRIEFING •

Axis Player



Germany

Take **5** Command cards.

Allies Player



Great Britain

Take **6** Command cards.

➔ You move first.

Conditions of Victory

♦ 7 Medals.

The castle and the most distant bunker are each a Temporary Medal Objective for the Allied player.

Special Rules

- ♦ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).
- ♦ All Allied Infantry are elite units (*Troops 2 - Specialized Unit*). Badges are not required.
- ♦ Place a badge or use the proper figure for the Axis snipers (*Troops 10 - Snipers*).
- ♦ Special Weapon Assets (late war) rules (*SWAs 4*) are in effect for units equipped with Anti-Tank Guns (*SWAs 5*), Mortars (*SWAs 6*) and Machine Guns (*SWAs 7*).
- ♦ The Axis Armored unit has only two figures but its destruction counts as a victory medal.

4



Sniper



Mortar



Machine Gun



AT-Gun



4

WESTERN FRONT

OPERATION OVERLORD

20923

GREEN DEVILS AT VIERVILLE

JUNE 7, 1944

Scenario by jdrommel



Setup order

- 10x 1
- 1x 2
- 11x 3
- 2x 4
- 5x 5
- 9x 6
- 3x 7
- 9x 8
- 1x 9

• Historical Background •

The US paratroopers of the 501st PIR (101st Airborne Division) liberated Vierville on June 6. The next day, at 10 AM, the Green Devils (German paratroopers of the 1st Battalion/6. Fallschirmjäger Regiment) counterattacked from Basse-Addeville and the marshes of Carentan. The US troops were well entrenched in the castle and houses of Vierville and offered a strong resistance. The Green Devils suffered heavy losses in the pastures around the castle and eventually withdrew to the marshes but then, surrounded and outnumbered by the American paratroopers, they were forced to surrender.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Conditions of Victory

- ◆ 6 Medals.

The castle is a Temporary Medal Objective for the Axis player.

Special Rules

- ◆ All Axis and Allied Infantry are elite units (*Troops 2 - Specialized Unit*). Badges are not required.
- ◆ Special Weapon Assets (late war) rules (*SWAs 4*) are in effect for units equipped with Mortars (*SWAs 6*) and Machine-Guns (*SWAs 7*).
- ◆ Pont Perrat Creek is a Fordable Stream (*Terrains 61 - Fordable Streams*).

• BRIEFING •

Axis Player



Germany

Take **5** Command cards.

▶▶ You move first.

Allies Player



United States

Take **5** Command cards.

Mortar



Machine Gun



5



Scenario by Jdrommel

- Setup order**
- 1 12x
 - 2 1x
 - 3 21x
 - 4 1x
 - 5 1x
 - 6 7x
 - 7 3x
 - 8 11x
 - 9 1x

AXIS **Germany** **6** **MOVE ON 2nd** **x5**

ALLIES **United States** **6** **MOVE ON 1st** **x6**

• Historical Background •

Normandy, July 8, 1944. On its advance along road number 8, the 120th Infantry Regiment (30th US Infantry Division) reached the village of Le Dézert. The American soldiers captured the village despite the fierce resistance of the 2.SS Panzer Division "Das Reich". On July 9th, SS troops counter-attacked but were repelled by the massive support provided by the US Air Force and the heavy fire of the 743rd Tank Battalion. The next day, the 120th Infantry Regiment was relieved by the 39th Infantry Regiment from the 9th US Infantry Division.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• BRIEFING •

Axis Player

Germany
Take **5** Command cards.

Allies Player

United States
Take **6** Command cards.
➔ You move first.

Conditions of Victory

♦ 6 Medals.
The church of Le Dézert is a Temporary Medal Objective for the Allied player.

Special Rules

- ♦ All Axis Infantry without SWAs are elite units (*Troops 2 - Specialized Unit*). Badges are not required.
- ♦ Place a badge or use the proper figure for the Allied Mobile Artillery unit (*Troops 14 - Mobile Artillery*).
- ♦ Special Weapon Asset (late war) rules (*SWAs 4*) are in effect for the Axis units equipped with Anti-Tank weapons (*SWAs 5*) and Mortars (*SWAs 6*).



Mortar



Mobile Artillery



AT-Gun

AXIS **Germany** **7**

MOVE ON 1st

ALLIES **United States** **7**

MOVE ON 2nd

to St-Jean-De-Daye

Scenario by jdrommel

Setup order

- 12x 1
- 1x 2
- 21x 3
- 1x 4
- 1x 5
- 1x 6
- 7x 7
- 3x 8
- 11x 9
- 8x 10
- 1x 11

• Historical Background •

During the German counter-attack towards Saint-Jean-de-Daye, the 1st battalion of the Panzer-Grenadier Lehr Regiment 901 attacked the village of Le Dézert held by infantrymen of the 9th US Infantry Division. Despite their resistance, the Allied troops were overwhelmed by the assault of the German panzergrenadiers and the HQ of the 3/39 US battalion was captured. Nevertheless the attack of the Panzer Lehr Division was stopped in front of Saint-Jean-de-Daye by powerful artillery fire and by the intervention of numerous Allied fighter-bombers.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Conditions of Victory

- ♦ 7 Medals.

The US HQ is a Temporary Medal Objective for the Axis player.

Special Rules

- ♦ All Axis Infantry and all Axis Armor are elite units (*Troops 2 - Specialized Unit*). Badges are not required.
- ♦ Place a badge or use the proper figure for the Axis Mobile Artillery unit (*Troops 14 - Mobile Artillery*).

- ♦ Special Weapon Asset (late war) rules (*SWAs 4*) are in effect for the Allied units equipped with Anti-Tank weapons (*SWAs 5*).
- ♦ HQ capture rules (*Actions 17 - Capture HQ / Supply Tent*) are in effect.
- ♦ **New Flight Plan:** The starting number of Air Combat cards is amended for this scenario (*Axis: 1 Air Combat card, Allies: 3 Air Combat cards*).

• BRIEFING •

Axis Player



Germany

Take **6** Command cards.

➔ You move first.

Allies Player



United States

Take **6** Command cards.



THE FALL OF TOBRUK

Setup order

- 1 7x
- 2 4x
- 3 4x
- 4 8x
- 5 2x
- 6 12x

AXIS x6 **Germany** **7**

ALLIES x6 **Great Britain / India** **7**

- Combat Engineers
- Mortar
- Machine Gun
- Heavy AT Gun

• Historical Background •

On June 20, Rommel launched the final attack against Tobruk, using the same plan as the year before. After heavy bombing and an artillery barrage, the assault was launched at 6.30 AM. In the attack sector of the 21. Panzer Division, the Pioneer Bataillon 200 opened pathways in the British minefield and filled in the anti-tank ditch. This allowed the German tanks and motorized infantry to break through the perimeter while the 88mm guns fired on the bunkers defended by Indian soldiers of 2/5 Mahratta battalion. At 10 AM, the resistance of the Indian battalion was over and the German tanks could advance towards "King's Cross". Nothing could stop the fall of Tobruk. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

• BRIEFING •

Axis Player



Germany

Take **6** Command cards.

➔ You move first.

Allies Player



Great Britain / India

Take **6** Command cards.

Conditions of Victory

♦ 7 Medals.

Exit rules (*Action 23 - Exit Markers*) are in effect on all hexes on the Allied baseline for the Axis player.

Special Rules

♦ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*) for all Allied units.

♦ Special Weapon Assets rules (*SWAs 1*) are in effect for units equipped with Mortars (*SWAs 3*) and Machine Guns (*SWAs 8*).

♦ Place a badge on the Axis engineer units (*Troops 4 - Combat Engineers*).

♦ Place a badge or use the proper figure for the Axis Heavy Anti-Tank Gun (*Troops 23 - Heavy Anti-Tank Gun*).

♦ The Allied Player lays out the minefields (*Terrains 29 - Minefields*).

♦ North African Desert rules are in effect (*Action 9 - North African Desert Rules*).

♦ New Flight Plan: the starting number of Air Combat cards is amended for this scenario (*Axis: 3 Air Combat cards, Allies: 2 Air Combat card*).



AXIS


 MOVE ON
2nd

Germany

6

Scenario by jdrommel



ALLIES


 MOVE ON
1st

Great Britain

6

Setup order

13x		1
2x		2
4x		3
7x		4
2x		5
14x		6
5x		7
2x		8

• Historical Background •

On April 19, 1943, German troops launched the operation, "Unternehmen Fliederblüte" (Lilac Blossom) in Tunisia to capture Djebel Djaffa. During the night 20th to 21st of April, III/Fallschirmjäger Regiment 5, supported by some tanks including two Tigers, attacked the British battalion 1/6 Surrey. By the end of the morning, the Germans held the djebel. British troops counterattacked immediately that same afternoon, but this time with the strong support of a squadron of Churchill tanks. Despite heavy casualties and several Churchill tanks destroyed by the Tiger's fire, they recaptured the Djebel Djaffa. According the British Army sources, the Tiger 131 was captured that day. After that, the tank was shipped to England to be tested in a tank military school. It is now one of the stars in the British tank museum of Bovington.

The stage is set, the battle lines are drawn and you are in command. The rest is history.

Machine Gun



Conditions of Victory

- ◆ 6 Medals.

Djebel Djaffa and Djebel el Mehirigar are each a Temporary Medal Objective for the Allied player.

Special Rules

- ◆ British Commonwealth Forces Command rules are in effect (*Nations 5 - British Commonwealth Forces*).
- ◆ All Axis Infantry are elite units (*Troops 2 - Specialized Unit*). Badges are not required.
- ◆ Tiger Rules (*Troops 16 - Tigers*) are in effect for Axis armored units with a single figure.
- ◆ Special Weapon Asset (late war) rules (*SWAs 4*) are in effect for the units equipped with Machine Guns (*SWAs 7*).

• BRIEFING •

Axis Player



Germany

Take 5 Command cards.

Allies Player



Great Britain

Take 5 Command cards.

►► You move first.



9

17604

EASTERN FRONT

UNTERNEHMEN BARBAROSSA

BATTLE OF OZERNTSA

JUNE 27, 1941



Scenario by Jdrommel

Setup order

- 1x
- 1x
- 2x
- 1x
- 6x
- 1x
- 6x
- 16x
- 3x
- 1x
- 1x
- 10x
- 2x

AXIS **x6** **MOVE ON 2nd** **Germany** **7**

ALLIES **x5** **MOVE ON 1st** **Soviet Union** **7**

• Historical Background •

At the beginning of Operation Barbarossa, German tanks of Panzergruppe Guderian broke through the Soviet lines and made large encirclements, trapping the Soviet 4th and 10th armies in the Bialystok pocket. On June 27, German infantry of the 29.ID arrived in the area of Slonim and established a new front line around the village of Ozerntsa. They soon saw thousands of Soviet infantry, cavalry, T-26 tanks and an armored train advancing to try and exit the pocket. When the Germans opened fire, it was a slaughter. The machine-guns swept the infantry and cavalry while the new 50mm AT guns destroyed the tanks and the armored train. The attempted breakthrough by the Russians was a bloody defeat.

The stage is set, the battle lines are drawn and you are in command. The rest is history.

• BRIEFING •

Axis Player



Germany

Take **6** Command cards.

Allies Player



Soviet Union

Take **5** Command cards.

➔ You move first.

Conditions of Victory

♦ 7 Medals.

Exit rules (*Action 23 - Exit Markers*) are in effect on all hexes on the Axis baseline for the Allied player. To exit, a unit must start its turn on the Allied baseline.

Special Rules

- ♦ Red Army rules (*Nations 2 - Red Army*) are in effect.
- ♦ Special Weapon Asset rules (*SWAs 1*) are in effect for the units equipped with Machine Guns (*SWAs 8*) and Anti-Tank weapons (*SWAs 2*).

- ♦ Armored Trains rules (*Troops 7 - Armored Train*) are in effect.
- ♦ Place a badge or use the appropriate figure for Allied Cavalry units (*Troops 8 - Cavalry*).
- ♦ The Zelvianka River is fordable (*Terrains 61 - Fordable Streams*).
- ♦ New Flight Plan: the starting number of Air Combat cards is amended for this scenario (*Axis: 3 Air Combat cards, Allies: 1 Air Combat card*). In addition, the Allied player can not deploy a bomber on the battlefield.

10



Cavalry



Machine Gun



AT-Gun



10 PACIFIC THEATER OPERATION CARTWHEEL
BATTLE OF ARUNDEL, ACT II
 20849 SEPTEMBER 19, 1943

AXIS Japan 6 MOVE ON 2nd

ALLIES United States 6 MOVE ON 1st

Scenario by jdrommel

Setup order

- 22x
- 3x
- 5x
- 9x
- 3x
- 4x
- 1x
- 5x

• **Historical Background** •

After the failure of their attack in the night of 14-15 September, Japanese command decided to evacuate their troops from Arundel Island, in the Solomon Islands, under the protection of a well entrenched rear guard near Stima Lagoon. On the American side, the troops were reinforced by three platoons of light tanks of the Marine Tank Corps. The first US attack on September 17 didn't succeed despite the element of surprise granted by the tanks. Two days later, however, all tanks were used as a big armoured shield protecting the advancing infantrymen until they reached the northern coast of the island. The second assault was successful. During the following night, the Japanese abandoned their evacuation of Arundel Island, which, on September 21, was totally under control of US troops. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Mortar

Machine Gun

AT-Gun

Conditions of Victory

- ◆ 6 Medals.
- The central hex of the Stima village is a Temporary Medal Objective for the Allied player.

Special Rules

- ◆ Japanese Imperial Army rules (*Nations 3 - Japanese Imperial Army*) are in effect.
- ◆ Special Weapon Assets (late war) rules (*SWAs 4*) are in effect for Japanese units equipped with Anti-Tank Guns (*SWAs 5*), Mortars (*SWAs 6*) and Machine Guns (*SWAs 7*).
- ◆ The Japanese player lays out the Minefields (*Terrains 29 - Minefields*).

• **BRIEFING** •

Axis Player
 Japan
 Take 4 Command cards.

Allies Player
 United States
 Take 6 Command cards.
 ➔ You move first.

MEMOIR '44™

Richard Borg

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your frontlines!**



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