

MEMOIR'44

SCENARIOS FROM THE FRONT VOLUME I

COMMUNITY
MEMOIR'44

Eric "Looney Lama"

FREE NON-COMMERCIAL ONLY

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Memoir 44 enthusiasts,

Since its release in 2004, Memoir 44 has grown to become one of the most popular 2-player tabletop games. Expansions, Overlord and Breakthrough maps, and many new and interesting units have kept the Memoir'44 community thirsting for more. However, the most intriguing aspect of the game is the ability to construct hundreds and hundreds of scenarios, both official and 'From the Front'. The quality of some of these fan based scenarios are simply outstanding. You can find them at the official website, www.memoir44.com. The positive feedback that I have received from the online community has encouraged me to publish this booklet.

This booklet contains 9 scenarios- including 1 Breakthrough and 1 Overlord - that I have written for your enjoyment. As someone who has a profound interest in history, I based them on events that happened during WW2. While researching these scenarios, I tried to incorporate topography, rules, and units unique to that battle. Hopefully, when playing them, you will get a feel from both sides as to how the battle progressed. Of course, I kept playability foremost in mind. I also tweaked them to give both sides a decent chance to win, though the percentages are not 50-50. After all, it is still a game.

I would like to thank DoW for allowing us to release this non-commercial, digital booklet of scenarios to fans of the game worldwide.

Finally, I would like to thank Jaime D. "Almilcar", who without his help and encouragement, this publication would not have been possible. His expertise in designing this booklet was invaluable.

Enjoy!

Eric "Looney Llama"

September, 2013

This booklet has been designed and published using
Open Source Software (OSS).
Scribus - The GIMP - Inkscape

by Jaime D. "Almilcar"





1

MEDITERRANEAN THEATER EL GUETTAR

23 MAR
1943



Setup order

- 1 x8
- 2 x2
- 3 x14
- 4 x8
- 5 x6
- 6 x6
- 7 x2
- 8 x1
- 9 x2
- 10 x10
- 11 x3
- 12 x2

Historical Background

In the early morning hours of March 23rd, 1943, The U.S. 1st Infantry division was preparing to attack. The unit was arrayed east of the Tunisian town of El Guettar, roughly 50 miles south of the now famous Kasserine Pass, where the U.S. Army had suffered a sharp defeat a month earlier. Unfortunately, the Germans were also prepared to attack, and they landed their punch first. They had perceived the damage an advance down Highway 15 could cause and sent the 10th Panzer Division forward. At 0445, the men in the outpost line began to hear the sounds of armored vehicles approaching from the southeast. Their eyes strained in the moonlight to see any other sign of the enemy. Finally, they spotted 16 German tanks bearing down with several hundred infantry in support. The spoiling attack by the 10th Panzer Division had begun.

Briefing

Axis [Germany]

- 5 cards.
- You move first.

Allies [USA]

- 5 cards

Conditions of Victory

- 8 medals

El Guettar and Bou Hamran are permanent medal objectives for the Axis

Special Rules

- Night rules are in effect (Actions 19)
- North African Desert Rules are in effect (Actions 9)
- Single figure German infantry unit with Afrika Corps badge represents a Command Car. Follow Command car rules for this unit (Troops 20)
- Allied armor units have 2 figures representing

the M3 Tank Destroyer which had very thin armor. Follow Tank Destroyer rules (Troops 24)

- Special Weapons Assets late war (SWA 5) for the Allied units equipped with an Anti-tank gun.
- Place special forces badges for the Axis and Allied units (Troops 2)
- Place half-track badges for the Allied units (Troop 18) It may resupply.
- Mines are laid out by the Allies.
- HQ and Supply Depot rules are in effect for the Allies (Actions 17)


2
BATTLE FOR HENDERSON FIELD
**25 OCT
1942**

Setup order

- | | | |
|----|--|-----|
| 1 | | x7 |
| 2 | | x10 |
| 3 | | x16 |
| 4 | | x3 |
| 5 | | x4 |
| 6 | | x6 |
| 7 | | x2 |
| 8 | | x1 |
| 9 | | x6 |
| 10 | | x4 |
| 11 | | x1 |
| 12 | | x1 |


- Historical Background -

The Battle for Henderson Field took place from 24-25 October, 1942. The last major Japanese effort, and the only major counterattack that had a realistic chance of recapturing Henderson Field from the 1st Marine Division is about to begin. Before the Sendai set out for Edson's Ridge General Maruyama appraised his officers and men of the stakes: "This is the decisive battle between Japan and the United States in which the rise or fall of the Japanese Empire will be decided. If we do not succeed in the occupation of these islands, no one should expect to return alive to Japan. " 700 troops of 1st Battalion, 7th Marines were left alone to hold the entire 2500 yard line on the southern face of the Lunga perimeter. One of those marines was Sgt. John Basilone of Company C. Can the Marines hold or will General Maruyama return to Japan victorious?

Briefing
Axis [Japan]

- 5 cards
- You move first

Allies [USA]

- 5 cards

Conditions of Victory

- 7 medals

Henderson Field is a permanent Medal Objective worth 1 medal for the Japanese.

Special Rules

- Use Air Power as Barrage.
- Night rules are in effect (Actions 19)
- Imperial Japanese Army rules (Nations 3) and U.S. Marine Corps rules are in effect (Nations 4)
- Place a badge on the Special Force Japanese units (Troops 2)
- Both Allied units marked with the Marine Corps badge are 'Special Force' Marines. (Troops 2)

- There are two Allied and one Axis sniper. (Troops 10)
- Special Weapons Asset rules late war (SWA 7) are in effect for the Allied units equipped with a machine gun.
- Special Weapons Asset rules late war (SWA 6) are in effect for the Allied unit equipped with a mortar.
- Follow Heroic Leader (Sgt. John Basilone) rules for the Allied unit marked with a Battle star (Actions 8)



3

AIRBORNE ASSAULT OVER THE RHINE 25 MAR 1945



OPERATION VARSITY



Setup order

- 1 x29
- 2 x9
- 3 x11
- 4 x8
- 5 x4
- 6 x4
- 7 x2
- 8 x10
- 9 x3
- 10 x2

Historical Background

Operation Varsity was a successful joint American-British airborne operation that took place toward the end of WW2. Involving more than 16,000 paratroopers and several thousand aircraft, it was the largest single airborne operation in history to be conducted on a single day and in one location.

Allies: before drawing your cards, place 5 British and 5 U.S. Airborne Special Forces units and 2 late war anti-tank units (1 British and 1 U.S.) anywhere on a clear hex (no forest or town hex)

Briefing

Axis [Germany]

- 5 cards

Allies [USA]

- 6 cards.
- You move first

Conditions of Victory

- 7 medals

The 2 city hexes and the bridge hex are temporary medal objectives worth 1 medal each for the Allies

Special Rules

- Stiff Upper Lip rules are in effect for the British units only.

- Place Special Forces badges on 10 British and American units (Troops 2)

- Special Weapons Asset rules late war for the two units of your choice equipped with an anti-tank gun (SWA-5)

- Place Special Forces badges on German units (Troops 2)

- Place a Half Track badge on the German unit (Troops 18). It can resupply.

- Place Heavy anti-tank badge on the German unit (Troops 23)

- Any Allied unit occupying hill "A" can use Hill 317 rules, which allows the Recon 1 card to be used as an Air Power card in the designated section on the card.

- Any ordered Allied unit may place a sand bag in lieu of moving or battling.

- Any ordered Allied unit that starts its turn on either of the 2 hexes marked with a Battle Star token may replenish 1 figure per turn. It cannot battle that turn.

- All units can retreat toward EITHER baselines.



4

IMPREGNABLE FORTRESS

15 FEB
1942



Setup order

- 1 x14
- 2 x5
- 3 x1
- 4 x1
- 5 x1
- 6 x1
- 7 x3
- 8 x1
- 9 x2
- 10 x1
- 11 x2
- 12 x5
- 13 x2
- 14 x5
- 15 x4
- 16 x1
- 17 x2
- 18 x6
- 19 x6
- 20 x2



Historical Background

The fall of Singapore resulted in the largest surrender of British-led military personnel in history. About 80,000 British, Indian and Australian troops became prisoners of war. Winston Churchill called the ignominious fall of Singapore to the Japanese the "worst disaster" and "largest capitulation" in British history. In just seven days, Singapore, the "Impregnable Fortress" had fallen.

Briefing

Axis [Japan]

- 6 cards.
- You move first.

Allies [G. Britain]

- 5 cards.

Conditions of Victory

- Axis: 12 medals | Allies: 9 medals.

The Ford Factory is a temporary Medal objective worth 1 medal for both sides. If any unit from either side occupies any of the 3 hexes ('A') they earn 1 medal.

City Hall is a temporary Medal objective worth 1 medal for the Allies and 2 for the Axis. If any unit from either side occupies any of the 3 hexes ('B') they earn the medal(s).

Keppel Station, Clifford Pier, and Fort Canning are temporary medal objectives worth 1 medal each for the Axis

Special Rules

Blitz rules are in effect (Actions 3)

Imperial Japanese Army (Nations 3) and BCF (Nations 5) are in effect.

Headquarters and Supply hex is owned by the Allies (Actions 13)

Place Special Forces badges on the Japanese units. (Troops 2)

Allied troops marked with the Australian badge are Special Forces. (Troops 2)

Troops marked with the Gurkha badge are 3 figures. Allied artillery CANNOT move. Place Big Gun badges on these units (Troops 3)

Special Weapons Asset early war (SWA 1) for the units equipped with an Anti-tank gun (SWA 2).



5

MEDITERRANEAN THEATER RELIEF OF TOBRUK

15 JUN
1941



OPERATION BATTLEAXE



Setup order

- 1 x4
- 2 x7
- 3 x12
- 4 x8
- 5 x6
- 6 x4
- 7 x2
- 8 x1
- 9 x10
- 10 x1
- 11 x1
- 12 x2
- 13 x2
- 14 x2
- 15 x2

Historical Background

Operation Battleaxe was a British Army operation in June 1941 with the goal of clearing eastern Cyrenaica of German and Italian forces; one of the main benefits of this would be the lifting of the siege of Tobruk. This battle depicts the 2nd day of the three day struggle.

Briefing

Axis [Germany]

- 5 cards.
- You move first

Allies [G. Britain]

- 5 cards.

Conditions of Victory

- 9 medals
- Axis receives additional medals for each unit that exits on or between the markers on the Allied baseline.
- Sidi Omar and Fort Capuzzo are temporary Medal objectives worth 1 medal each for the Axis.
- The erg hex near Halfaya Pass is a temporary Medal objective worth 2 medals for the Allies.
- Sollum is a temporary medal objective worth 1 Medal for the Allies.
- The exit hex on the road is worth 1 medal for each exiting Allied unit.

Special Rules

- North African Desert Rules are in effect (Actions 9)

- BCF (Nations 5) and Italian retreat rules are in effect (Nations 6)
- Special Rule: Air Power is 1 die for BOTH sides. Also, both sides can use Recon 1 cards as Air Power.
- Mines are laid out by the Axis.
- Italian armor moves two hexes; German armor moves 3.
- Single figure German infantry unit with battle star token represents Gen. Erwin Rommel. Use Command Car rules (Troop 20)
- Place a badge on all Allied and Axis Special forces units (Troops 2)
- Place an engineer badge on both Axis and Allied units (Troops 4)
- Special Weapons Asset rules early war (SWA 2) for the units from both sides equipped with an anti-tank gun.



6

STALINGRAD,

OVERLORD



Setup Order	1		x14	5		x6	9		x16	13		x13
	2		x9	6		x2	10		x6	14		x7
	3		x22	7		x4	11		x1	15		x6
	4		x17	8		x9	12		x6	16		x9

• Historical Background •

The first time the German people heard of the city of Stalingrad as a military objective was in a communique' on August 20th. On August 23, 1942, Hitler's 16th Panzer Division halted on the banks of the Volga. To the right, the city of Stalingrad blazed from the first of General von Richthoven's air raids. Hitler, who had never wanted his troops to become involved in street-fighting in Moscow or Leningrad, became determined to seize the city at any price. The dangerous dreamer had turned to symbolic victory for compensation for failure to take the Caucasus. But in Stalin's namesake city on the Volga, Hitler had chosen the wrong target. Over a quarter of a million German soldiers would become trapped in the ruins. The battle of Stalingrad would be the most pitiless, and perhaps the most important battle in history. The butcher's bill was very costly indeed.

PERDITION

EASTERN FRONT

12 SEP
1942



OVERLORD



Conditions of Victory

- 20 medals.

1. The Grain Silo (2 hexes), Main Station (2 hexes) and Mamaev Kurgan are temporary medal objectives worth 1 medal for both sides. IF any unit from either side occupies any of the 2 hexes it gains 1 medal regardless if the other hex is occupied by the enemy. In other words, both sides can claim a medal at the same time.

2. The Ferry (bridge) is a temporary medal objective worth 1 medal for the Axis.

3. The Tractor Works (3 hexes) is a temporary medal objective worth 1 medal for both sides. IF any unit from either side occupies one of these 3 hexes it gains 1 medal irregardless if any of the other hexes are occupied by an enemy unit.

4. The Barrikady Factory (4 hexes) and the Red October Factory (3 hexes) are temporary medal objectives worth 2 medals for both sides. If any unit from either side occupies any of the marked hexes it gains the 2 medals irregardless if any of the other hexes are occupied

by an enemy unit.

NOTE: All Objective hexes are marked with 1 medal token from both sides and the appropriate number of battle star tokens to depict which hexes a victory medal can be gained. THEREFORE the Allies start with 8 medals.

Special Rules

- Overlord Commissar rules are in effect (Nations 2bis)
- Blitz rules are in effect (Actions 15)
- Sniper rules are in effect for both sides (Troops 10). Russian sniper with 2 figures represents Vasily Zaitsev, Hero of the Soviet Union, with over 300 enemy killed at Stalingrad. The Soviet Commander, before battle begins, decides which of the 2 snipers that are marked with 2 figures is Zaitsev. The other sniper reverts back to one figure.
- Place engineer badges for both sides (Troops 4)
- Place Special force badges on units for both sides (Troops 2)
- Special force armor for both sides are 4 figures.
- Roll 2 dice on entering any river hex and any stars are hits (Terrain 47 - Frozen River). This represents the difficulty of transporting Russian troops across the Volga under the constant attack from the Luftwaffe. The bridge represents the success of a ferry in this area.

Briefing

Axis [Germany]

- 12 cards.
- You move first.

Allies [Soviet Union]

- 12 cards



7

BREAKOUT AT VELIKIYE LUKI

4 JAN
1943

OPERATION TOTILA

Setup order

- | | | |
|----|--|-----|
| 1 | | x6 |
| 2 | | x3 |
| 3 | | x4 |
| 4 | | x4 |
| 5 | | x2 |
| 6 | | x13 |
| 7 | | x7 |
| 8 | | x2 |
| 9 | | x3 |
| 10 | | x2 |
| 11 | | x3 |
| 12 | | x3 |



- Historical Background -

The Soviet classic pincer offensive, spearheaded by four rifle divisions to the south and one to the north, commenced on 24 November 1942. Despite heavy losses, they encircled the city by the 27th, trapping the garrison. The garrison was ordered to hold the city at all costs, while a relief force was hurriedly assembled. Throughout December the garrison held out against repeated Soviet attempts to reduce their lines. A final relief force, Operation Totila, was launched on January 4th 1943, in an attempt to break through to Velikiye Luki and relieve the embattled troops.

Briefing

Axis [Germany]

- 5 cards
- You move first



Allies [Soviet Union]

- 5 cards

Conditions of Victory

- 9 medals.

The 3 'A' hexes are a temporary majority medal objective for both sides worth 2 medals.

The 2 'B' hexes are a temporary majority medal objective for both sides worth 1 medal.

Therefore, the Axis start with 3 medals.

Special Rules

- Use Air Power as Barrage.
- Follow Frozen River rules (Terrain 47).
- Place a Special Forces badge on the German and Russian units. (Troops 2)

- Special Weapons Asset late war (SWA 6) for the Russian unit equipped with the Mortar.
- Place an engineer badge on the German and Russian infantry units. (Troops 4)
- German Tank Destroyer unit (Troop 24) has 3 figures.
- The Ravines that replace frozen river hexes depict areas of thin ice through which units CAN NOT cross.



8

WESTERN FRONT

THE PUSH TO THE RUHR

16 NOV
1944



OPERATION QUEEN



Setup order

- 1 x2
- 2 x9
- 3 x23
- 4 x5
- 5 x12
- 6 x3
- 7 x2
- 8 x3
- 9 x2
- 10 x7
- 11 x2

Historical Background

Operation Queen was an American operation aimed against the Ruhr River, as a staging point for a subsequent thrust over the river to the Rhine. It was conducted by the 1st and 9th U.S. Army. The offensive commenced on November 16th with one of the heaviest Allied tactical bombings of the war. Allied advance was unexpectedly slow, against heavy German resistance, especially in the Hurtgen forest. Casualties for this campaign were tremendous, and the operation was not able to meet its sophisticated goals.

Briefing

Axis [Germany]

- 5 cards.

Allies [USA]

- 6 cards.
- You move first.

Conditions of Victory

- 10 medals.

Stolberg is a temporary objective worth 1 medal for the Allies. Eschweiler (2 town hexes) and Werth (2 town hexes) are majority temporary medal objectives worth 1 medal for both sides.

The Allies gain an additional medal for each exiting unit off the Axis baseline.

The Axis start with 2 medals.

Special Rules

- Use Air Power as Barrage.
- Mines are laid by the Axis.
- Follow camouflage rules for the marked 7 Axis units. (Actions 16)
- ALL German regular and SWA infantry are 3 figures due to

intensive bombing before attack causing low morale among the young and inexperienced troops.

- Use Winter Weather rules (Actions 26)
- German special force armor unit has 4 figures.
- Place a badge on the German Tank Destroyer unit (Troops 24)
- Special Weapons Asset rules late war (SWA 4) for the German units equipped with an Anti-tank gun (SWA 5) and (SWA 7) for the German units equipped with a machine gun.
- Place a heavy anti-tank badge on the German unit. (Troop 32)
- Special Weapons asset rules late war (SWA 5) for the German and U.S. units equipped with a mortar (SWA 6)
- Place badges on the German and American special forces units (Troops 2) NOTE: All German special force units are 4 figures.
- Place badges on the U.S. engineer units (Troops 4)
- Place a Half-Track badge on the U.S. unit. (Troops 18) It can resupply. It is 3 figures.



Eric "Lancey" Lane

SCENARIOS FROM



9

THE BURNING SHORE

MEDITERRANEAN THEATER

11 JUL
1943



Setup Order

1		x11	5		x2	9		x2	13		x3	17		x5	21		x2	25		x3
2		x4	6		x1	10		x3	14		x4	18		x1	22		x4	26		x1
3		x1	7		x1	11		x1	15		x1	19		x9	23		x4	27		x3
4		x2	8		x17	12		x2	16		x7	20		x2	24		x2			



• Historical Background •

The Invasion of Sicily was codenamed Operation Husky. Husky began on the night of 9-10 July, 1943. The plan called for the amphibious assault of the island by two armies, one landing on the south eastern and one on the central southern coast. The center of the American assault was to fall at Gela. A parachute drop on the night of July 9th, by the 505 Parachute Infantry Regiment preceded the beach landing by the 1st Division. A combined Italian and German counterattack, by the Livorno and the Hermann Goring Divisions on July 11th got within a mile of the beach before being driven back. If only the Tigers wouldn't have broken down.

Conditions of Victory

- 12 Medals.
- The 4 town hexes that comprise Gela is a temporary majority medal objective worth 1 medal, turn start, for both sides.
- Any GERMAN unit that reaches a beach hex in any flank is a temporary medal objective worth 2 medals.
- Axis start with 1 medal.

Special Rules

- All baseline units for BOTH sides are inactive and cannot move until AXIS turn 5. They also cannot be targeted until then.
- Mines are laid by the Axis.
- Headquarter and Supply hex is owned by the Axis. Lose 1 card if occupied by an Allied unit.
- Italian Royal Army ground units can retreat 1, 2 or 3 hexes for each flag rolled against them.
- Italian Artillery may ignore first flag rolled against it.
- German armor marked with 1 figure are Tiger tanks (Troops 16) Roll one die when activated. If a grenade or armor is rolled it has broken down and cannot move that turn. It may still battle.
- Infantry unit on both sides with 1 figure and Battle star token is a command car (Troops 20) NOTE: They cannot be ordered until Axis turn 5. Patton must be on a beach hex to be able to activate extra unit.
- Place Special Forces badges on the elite Axis units. (Troops 2)
- Place an engineer badge on the U.S. units (Troops 4)
- Special weapons asset rules late war (SWA 4) are in effect for the U.S. units equipped with an anti-tank gun (SWA 5).
- Ordered Allied units may elect to place sandbags in lieu of moving or battling. This does not include on the move units.
- Use destroyer rules (Troops 12).
- Use Landing Craft rules (Troops 15).

Briefing

Axis [Germany]

- 6 cards.

Allies [USA]

- 6 cards.
- You move first.

SCENARIOS FROM THE FRONT VOLUME I

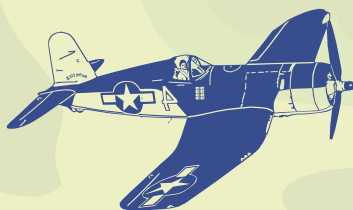
Eric "Looney Llama" Jaime D. "Amibear"

Some final thoughts.

I hope you enjoyed some of these scenarios. I strive very hard to measure up to classics like Red Barricades Factory, Breakthrough to the Beach, Operation Market Garden and one of my favorite SFTF Saving Private Ryan by DarnCZ.

If you are spending time setting up the board and playing my scenario, I want it to be both interesting and fun. I work very hard to make that possible. If this is well received, I have a lot of other ideas and would enjoy very much continuing on with a Volume 2. Maybe we could even have some other authors contributing.

For those of you who might dabble in writing scenarios, I would recommend researching a real battle. This will give you a feel for topography, unit placement and unit equipment. This is just the start. Obviously play testing it numerous times is critical. Make changes, even dramatic ones if it isn't working. Since this is still a game you want to make it interesting for both sides. It doesn't necessarily have to be an even battle, but not too lopsided. Ask yourself when it is completed, 'Is it fun to play'? Hopefully, you have answered in the affirmative for mine.



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