MEMOIR '44™

PACIFIC THEATER

Richard Borg

DAYS OF WONDER

Welcome to the fourth expansion in the Memoir '44 series: The Pacific Theater.

Foreword

Follow in the footsteps of young Marines wading through the waters and rice paddies of the Pacific as they reclaim tiny islands, one beach at a time. Or dig extensive cave networks into the barren volcanic rock and fight to the last man to defend the honor of your Emperor in true Bushido-style.

The Pacific Theater is independent of the previous expansions. While reusing a few previously introduced concepts (Big Guns targeting and Minefields from the Terrain Pack expansion), it is designed to be played in conjunction with the original Memoir '44 game.

The scenarios included have been designed to progressively introduce you to the new rules of engagement, and familiarize you with your troops, be they Gung-Ho Marines or Banzai-charging Japanese. From the initial beach landing at Wake Island on Christmas Eve of 1941 to the savage fighting on Okinawa in May of 1945, you are about to discover a whole new theater of operations, and a whole new set of toys to play with.

In addition to 7 new standard 2-player scenario's, we have also included a bonus 8th Overlord Scenario, to provide up to eight Memoir '44 fans the opportunity to relive the landing on Peleliu. And as always, make sure to visit the game's web site at www.memoir44.com for additional scenarios and to introduce yourself to the vibrant community of Memoir '44 players from around the world.

And above all, have fun and enjoy!

Richard Borg

and the platoon at Days of Wonder

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This icon indicates that we are introducing a new rule to **MEMOIR '44**.

PAGE REFERENCES

A page number written like this: **M44** p.7 indicates page 7 inside the original rules book of **MEMOIR '44**.
A page number written like this: p.9 indicates page 9 inside this booklet.

Terrain pack

This icon indicates a rule that was already introduced in a prior expansion pack for **MEMOIR '44**.

Eastern Front

I. NEW TERRAIN TILES & LANDMARKS

Airfields

Same terrain effect as Airfield hex (**TP** p. 9)

◆ **Movement:** No movement restrictions.

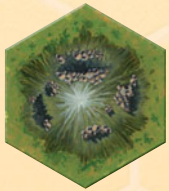
◆ **Battle:** No combat restrictions.

◆ **Line of Sight:** An Airfield hex does not block line of sight.

◆ **Special Rules:** If you own the Air Pack that comes with the Memoir'44 Official Carrying Case and the scenario indicates Air Sortie rules as an option, you may make Air Sorties from, and landings on, Airfield hexes under your control.

For more details, please refer to the Air Sorties rules in the Air Pack booklet that comes with the Memoir'44 Official Carrying Case.

Mountain Caves & Caves on Hills



Mountain Caves

Caves on Hill

◆ **Movement:** Only Japanese infantry units may claim a Cave as a defensive position. Caves are impassable terrain to Armor and Artillery units. No movement restrictions for Infantry units.

◆ **Battle:** When battling an enemy unit that is on a Cave hex, Infantry and Armor reduce the number of Battle dice rolled by 2 and Artillery Battle dice are not reduced. A Japanese unit on a Cave hex must ignore **all** flags rolled against it.

◆ **Line of Sight:** A Cave hex has the same line of sight effects as its underlying terrain.

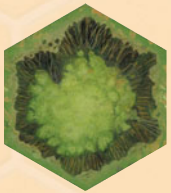
◆ **Special Rules:**

Only Japanese Infantry may use a Cave network to move from any Cave hex it occupies onto any other empty Cave hex as its entire movement for the turn. The unit may still battle.

Allied Infantry may attempt to seal a Cave by moving onto it. As long as no enemy unit is adjacent to the Cave hex, the Allied Infantry may roll its Close Assault dice in lieu of battling. If a star is rolled, the Cave is successfully sealed: Turn the Cave hex to its other side to reveal its underlying terrain.

Beaches

Same terrain effect as Beaches hex (**M44** p. 15)



Hills

Same terrain effect as Hills (**M44** p. 14)

Hospital, HQ-Supply Tents

◆ **Movement:** No movement restrictions.

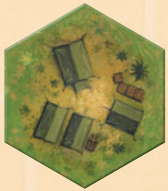
◆ **Battle:** No combat restrictions.

◆ **Line of Sight:** Hospitals, HQ-Supply Tents block line of sight.

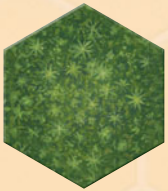
◆ **Special Rules:**

Hospital: An ordered infantry unit on a Hospital hex may recover lost figures, as long as no enemy unit is in an adjacent hex, by applying the exact same procedure as a Medics & Mechanics Command card, but rolling 6 dice instead. The unit cannot move or battle this turn, even if it is healed.

HQ & Supply: If an enemy unit captures your HQ-Supply tent hex, your opponent selects one of your Command cards at random to discard. Until you reclaim the HQ-Supply hex, you must play with one less Command card in hand. When you reclaim the hex, immediately draw a supplemental Command card to replenish your hand to its original size.



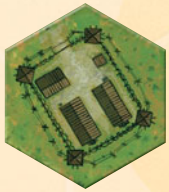
Jungles



◆ **Movement:** A unit that enters a Jungle hex must stop. The unit may still Take Ground after a successful Close Assault.

◆ **Battle:** An Infantry or Armor unit that moves onto a Jungle hex from an adjacent hex may still battle. An Armor unit that makes a successful Close Assault may Take Ground and do an Armor Overrun Combat. When battling an enemy unit that is on a Jungle hex, Infantry reduce the number of Battle dice rolled by 1, Armor by 2. Artillery Battle dice are not reduced.

◆ **Line of Sight:** A Jungle blocks line of sight.



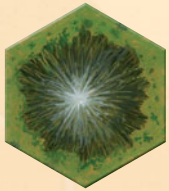
Labor Camp

Same terrain effect as Towns & Villages (**M44** p. 14)

Mountains

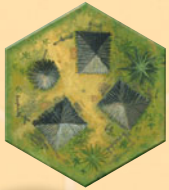
Same terrain effect as Mountains hex (**TP** p. 5)

◆ **Movement:** Only an Infantry unit may move up from a Hill onto an adjacent Mountain hex, or down from a Mountain onto an adjacent Hill hex. Infantry may also move from a Mountain hex onto an adjacent Mountain hex. Infantry movement from other terrain hexes or a game board countryside hex is not possible. Mountains are impassable terrain to Armor and Artillery units.



◆ **Battle:** When battling an enemy unit that is up a Mountain, Infantry and Armor reduce the number of Battle dice rolled by 2, and Artillery Battle dice are not reduced. When battling an enemy unit at the same height as your unit, there is no Battle dice reduction unless the target unit is on a different Mountain range (i.e. Mountain hexes are not connected). An ordered Artillery unit in position on a Mountain hex may target any enemy target unit 7 or fewer hexes away. It combats at 3,3,2,2,1,1, and 1.

◆ **Line of Sight:** A Mountain blocks line of sight for units trying to look over the Mountain. Line of sight is not blocked when units are at the same height and on the same Mountain.



Pacific Villages

Same terrain effect as Towns & Villages (**M44** p. 14)

Pier

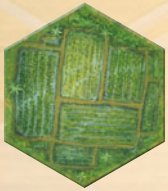
◆ **Movement:** A unit may only move onto a Pier hex from a Land / Beach hex. A unit may not move onto a Pier hex from an Ocean hex.

◆ **Battle:** No combat restrictions.

◆ **Line of Sight:** A Pier does not block line of sight.

Rice Paddies

Same terrain effect as Marshes hex (**TP** p. 4)



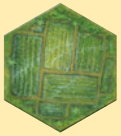
◆ **Movement:** An Infantry or Armor unit that moves onto a Rice Paddy hex must stop and may not move further on that turn. A unit that leaves a Rice Paddy hex may only move onto an adjacent hex. An Artillery unit may not enter a Rice Paddy hex.

◆ **Battle:** An Infantry unit on a Rice Paddy hex does not have any battle restrictions. An Armor unit may not battle, the turn it moves onto, or out of, a Rice Paddy hex. An Armor unit that makes a successful Close Assault Combat against a unit on a Rice Paddy may Take Ground but may not make an Armor Overrun.

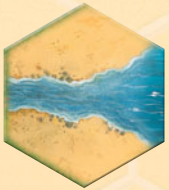
◆ **Line of Sight:** A Rice Paddy does not block line of sight.

Fish Ponds

- Fish Ponds use the same hexes and have the same terrain effect as Rice Paddies.
- Except that no unit, not even Infantry, may battle the turn it enters a Fish Pond hex.
- Taking Ground, and all other movement and battle, remain the same as described in Rice Paddies.



River Mouth & River Branch



Same effect as River hex (**M44** p. 4)

Fordable Streams

A scenario's special rules will indicate when a River terrain is fordable.

- **Movement:** A unit may enter a River hex that is a fordable stream, but must stop. The unit may still Take Ground after a successful Close Assault Combat.
- **Battle:** No combat restrictions.
- **Line of Sight:** A Fordable Stream does not block line of sight.

Trenches

Same terrain effect as Trenches (**EF** p. 2)

◆ **Movement:** An Infantry or Armor unit that moves onto a Trench hex must stop and may not move further on that turn. A Trench hex is impassable to Artillery.

◆ **Battle:** An Armor unit on a Trench hex may not battle. When battling an enemy unit that is on a Trench hex, Infantry and Armor reduce the number of Battle Dice rolled by 1, and Artillery Battle Dice are not reduced. An Infantry unit in Trenches may ignore the first flag rolled against it.

◆ **Line of Sight:** Trenches do not block line of sight.

II. NEW RULES

Imperial Japanese Army Command Rules

Drawing on the centuries-long tradition of the Bushido ("Way of the Warrior"), the Imperial Japanese Army rapidly became known for its fanaticism and ferocity during World War II. Soldiers were expected to serve stoically and choose death over dishonor in their service to the Emperor.

In Memoir '44 Pacific Theater scenarios, Japanese Infantry units benefit from the following powers:

◆ Yamato Damashi Concept

Strong respect for the "Soul of Old Japan" helped Japanese Infantrymen live by a strict code of conduct: Never be captured, never break down, and never surrender.

Japanese Infantry units **must** always **ignore the 1st flag** rolled against them. When on a terrain or obstacle hex that already ignores a flag, Japanese infantry **must ignore** the first **2 flags** rolled against them in any given dice roll. Finally Japanese Infantry inside caves **must ignore all flags** rolled against them.

◆ Seishin Kyoiku Doctrine

Devised by Army Theorist Sadao Araki as a modern adaptation of the Bushido Code, the Seishin Kyoiku Doctrine provided the Imperial Infantrymen with the "Spiritual Spirit" they needed to serve the Emperor in battle.

Japanese Infantry units at full strength carry out a Close Assault with 1 additional Battle die. This bonus only applies when a unit is in close assault combat and with its initial figure count (usually 4 figures) intact.

◆ Banzai War Cry

A mark of respect for the Emperor, Banzai emerged as the preferred war cry of Japanese soldiers during World War II.

An ordered Japanese Infantry unit may move 2 hexes **and still battle** when carrying out a Close Assault on an enemy unit. Terrain movement and battle restrictions still apply. A Japanese Infantry unit ordered by an Infantry Assault Command card may move 2 hexes and battle during a Banzai charge, but it may not move 3 hexes and battle.

US Marine Corps Command Rules

Gung-Ho! - A declaration of enthusiasm originally used by the Communist Chinese 8th Route Army during World War II. Gung-Ho! was first introduced into the US Marine Corps by Franklin Delano Roosevelt's protégé, Major Evans F. Carlson, leader of the famed 2nd Marine Raider Battalion. Soon thereafter, the expression spread to become the rallying cry of all Marines throughout the Pacific Theater.

In *all* Memoir '44 Pacific Theater scenarios, the US Marines are Gung-Ho! They benefit from the following increase in Command capacity:

- Whenever a Section card is played, the US Marines player may activate 1 more unit than indicated by his card. If the card shows more than one section activated, the player may choose which of these sections he activates his additional unit in.
- In addition, all Tactic cards that normally activate 4 units activate 5 units instead, and those that activate 1 unit activate 2 instead.
- Other Tactic cards - Air Power, Artillery Bombard, Barrage, Close Assault, Infantry Assault and Their Finest Hour remain unchanged.
- When the US Marine player counter-attacks an applicable Japanese Command card, the US Marine player activates 1 more unit than his Japanese counterpart did. In the opposite case, when the Japanese player counter-attacks a US Marine Command card, he activates only the number of units marked on the card being countered.

Night Attacks

In some cases (indicated in the scenario's briefing notes), combat occurs at night under low-visibility conditions.

Set the Night Visibility Chart next to the board. Position a single Battle Star token on the chart's initial spot, marked 1. Visibility on the board is limited to 1 hex. For the time being, all combat is limited to Close Assault on enemy units in adjacent hexes.

At the start of each of his turns, the US player rolls 4 dice. For each Star rolled, move the Battle Star token 1 spot upward on the Night Visibility chart. Visibility and firing range improve to the corresponding number of hexes, as indicated on the chart. All units, including Artillery, are subject to this limitation on their firing range.

When the Battle Star token reaches full daylight (firing range is now at 6 hexes), set aside the chart and Battle Star token. Normal combat visibility conditions resume, with normal firing ranges in effect. Until full daylight is reached, the Air Power and Barrage tactic cards may only be played to order 1 unit of the player's choice.

III. NEW MEDALS & BATTLE STAR TOKENS

Japanese Medal

Japanese Medal: The Order of the Golden Kite

Created by Emperor Meiji in 1889, The Order of the Golden Kite consisted of seven classes. Only 41 of the 1st class and 201 of the 2nd class were ever awarded. The Order of the Golden Kite was abolished by the US-led government of occupied Japan in 1947.

Battle Star Tokens

Battle Star tokens are generic tokens used to denote special effects, unique events, actions, or triggers associated with a given terrain hex or unit for the duration of a scenario.

Remember that the rules these tokens introduce are not definitive, permanent rules, but rather scenario-specific additions, outlined in the Special Rules section of each scenario.

Camouflage

When indicated in the scenario's Briefing Notes, a Battle Star token may be used to mark units with camouflage.

You may only target a camouflaged enemy unit in a Close Assault combat (adjacent hex).

If a camouflaged unit moves or battles, it loses its camouflage and must remove its Battle Star.

Minefields

The scenario Briefing Notes indicate which side will lay Minefields out.

Minefields are set up at the same time as terrain hexes. Before placing any Minefield, set all the Minefield pieces with the picture of the land mine face up. Mix the pieces. Now place one Minefield piece, selected at random, face up (number side hidden), on each Minefield hex indicated by the scenario. Return any unused Minefield pieces to the box, their numerical face hidden from the players' view.

When entering a Minefield, a unit must stop and may not move any further on that turn.

If the unit entering the Minefield is an enemy unit, turn the Minefield piece over to reveal its strength number. If the Minefield is a decoy ("0" strength), remove it from the board. Otherwise roll the number of Battle dice equal to the Minefield's strength. Score 1 hit for each die matching the unit's symbol or a grenade. Ignore all other symbols, retreat flag included. After any explosion, the Minefield remains in effect, its strength face up and visible to both players.

If the unit entering the Minefield is a friendly unit (i.e. a unit that belongs to the player who laid the Minefield down), the unit must still stop, but will ignore the Minefield, never revealing it, if hidden, nor rolling dice.

Note: In accordance with the general rules of retreat, a Minefield has no effect on retreat moves. Therefore, a retreating unit may move through a Minefield without stopping. Retreating units that move onto or through a Minefield do not roll for hits

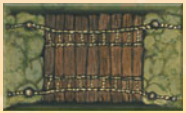
IV. NEW OBSTACLES & WAR SHIPS

Field Bunkers

Same effect as Bunker (**M44** p. 16)

In addition, either side may claim it as a defensive position.

Rope Bridges



Same effect as Bridge (**M44** p. 15)

War Ships - Destroyers

Entire flotillas of warships roamed the Pacific offering crucial long-range offshore artillery support to convoys of amphibious landing forces.

A War Ship may move 1 or 2 hexes in Ocean, but can never move onto Ocean hexes adjacent to a Beach hex.

A War Ship provides long-range, offshore artillery support, firing over a range of eight hexes at 3,3,2,2, 1,1,1,1 respectively.

When indicated by the scenario's Briefing Notes and Set-up, place a War Ship on the board map, and three Cross-hair Targeting markers next to it.

When a War Ship scores a hit on a targeted enemy unit, if the unit is not eliminated or forced to retreat, place a Cross-hair Targeting marker on its hex. The War Ship's guns have now zeroed-in on this target, and will fire +1 Battle die at it from then on. Note that Cross- hair markers are not cumulative in their effect.

If the target moves or is eliminated, the benefit of zeroing-in on the target is lost, and the Targeting marker removed and placed back next to the War Ship.

A War Ship may be targeted during combat. One hit is scored for each Grenade rolled against the ship. Place a Battle Star on the War Ship to keep track of the damage inflicted. When a 3rd Battle Star is placed on the Ship, remove the War Ship from the board, and give it to your opponent for him to place on his Medal Stand. It counts as 1 Victory point.

A War Ship may ignore the first Flag rolled against it. If a War Ship must retreat, it retreats 1 Ocean hex for each flag rolled. If it cannot retreat, add a Battle Star damage marker onto the War Ship instead.

War Ships - Aircraft Carriers

Aircraft Carriers were used throughout the Pacific Theater to project air power over vast distances and provide offshore air support.

An Aircraft Carrier moves the same way as a Destroyer, i.e. 1 or 2 hexes in Ocean, but can never move onto Ocean hexes adjacent to a Beach hex.

An Aircraft Carrier may be targeted in Combat, in the same manner as a Destroyer.

An Aircraft Carrier may be used to provide offshore air support and for staging Air Sorties when used in conjunction with the upcoming M'44 Official Carrying Case.

V. NEW SPECIAL FORCES BADGES & NEW UNITS

The Chindits

The brainchild of General A. Wavell and Major General Ord Wingate, the Chindits were an international mix of British, Gurkhas, Burmese Rifles, Hong Kong volunteers and West African servicemen assembled to fight deep behind the enemy lines. Variously known as the 77th Infantry Brigade and the 3rd Indian Infantry Division, the Chindits made their first expedition into the jungles of Japanese-occupied Burma during Operation Longcloth, in February 1943.

Their name came from a corruption of the Burmese "Chinthe", a mythical creature, half-lion, half-dragon, whose statues guard the entrance of Burmese pagodas.

Japanese Elite (Giretsu)

An elite group made of Japanese Navy and Army paratroopers, the "Giretsu" Special Forces were the Imperial Japanese Army's last-ditch answer to the B-29s air raids over the home islands.

Trained for one-way travel to the USAAF bases on Guam, Saipan and the Ryukyu islands, the Giretsu made a name for themselves in a desperate night-drop over Okinawa, where they briefly seized control of the Yontan and Kadena air strips, and in similar operations over Iwo Jima, Guam and Saipan.

Japanese, British and US Combat Engineers

Combat Engineer units were used throughout WWII to increase the combat effectiveness of the corps. They provided mobility, counter-mobility, survivability, topography and engineering support.

An Engineer unit moves and battles like a Standard unit. However:

In Close Assault Combat, an Engineer unit ignores all terrain Battle Dice reductions, i.e. its enemies are not protected by terrain.

An Engineer unit that is on a hex with wire will reduce the number of Battle Dice it rolls by 1 and may also remove the wire from the hex on the same turn. The Engineer unit must be able to battle, to remove the wire. As such, it may not make a movement of 2 hexes and remove the wire on the same turn.

An Engineer unit that moves onto a Minefield hex and is eligible to battle must clear the Minefield hex instead of battling. If the Engineer unit moves onto a Minefield hex and it cannot battle, the Minefield detonates. An Engineer unit must be able to battle, to remove a Minefield. It may not make a movement of 2 hexes and remove a Minefield the same turn.

If an Engineer unit is ordered by an Infantry Assault card, it can move 2 hexes, battle, and remove the wire or clear a Minefield during the same turn; but it cannot move 3 hexes and battle nor remove the wire or clear a Minefield.

US Marines

A first-class Amphibious Assault force, the United States Marine Corps grew from two brigades to six divisions and five air wings during World War II. A central force throughout the Pacific Theater, the Marines were in many of the most ferocious fights against the Imperial Japanese Army, forever identifying "The Corps" with the battlefields of Guadalcanal, Iwo Jima and Okinawa.

Mobile Artillery

When indicated in the scenario's Briefing Notes, place a Mobile Artillery badge in the hex with the Artillery unit.

Mobile Artillery units have two Artillery figures and combat over the same range and with the same firepower as normal artillery.

However, a Mobile Artillery unit may move 1 hex and battle, or move 2 hexes and not battle.

Flame Thrower Tanks

Armor units equipped with Flame Thrower weapons move and battle like a Standard Armor unit.

However, in Close Assault Combat, the Armor unit's Battle Dice reduction in difficult terrain is limited to a maximum of 1.

Big Guns & Cross-hair Targeting Markers

Big Guns are long-range batteries that turn out to be devastatingly effective over tremendous distances once properly zeroed in on a target.

When a scenario indicates a Big Gun battery, place a Big Gun badge and three Cross-hair markers on the corresponding hex, along with the Artillery unit.

Targeting Markers, distinguished by their cross-hair icons, are used in conjunction with Big Gun batteries to designate enemy units that the batteries have zeroed-in on.

Big Guns fire over a range of eight hexes, at 3, 3, 2, 2, 1, 1, 1 respectively.

When a Big Gun scores a hit on an enemy target unit and the unit is not eliminated or forced to retreat, place one Big Gun Cross-hair marker on the hex of the targeted unit.

When a Big Gun Battery fires at a unit in a hex with a Cross-hair marker, the Big Gun Battery rolls 1 additional die (it has found the range and has zeroed-in on the target). Cross-hair markers are not cumulative.

The Cross-hair marker stays on the hex until the unit moves from the hex or is eliminated. When the unit moves from the hex, the cross-hair marker is placed back on the hex with the Big Guns.

VI. WEB ACCESS

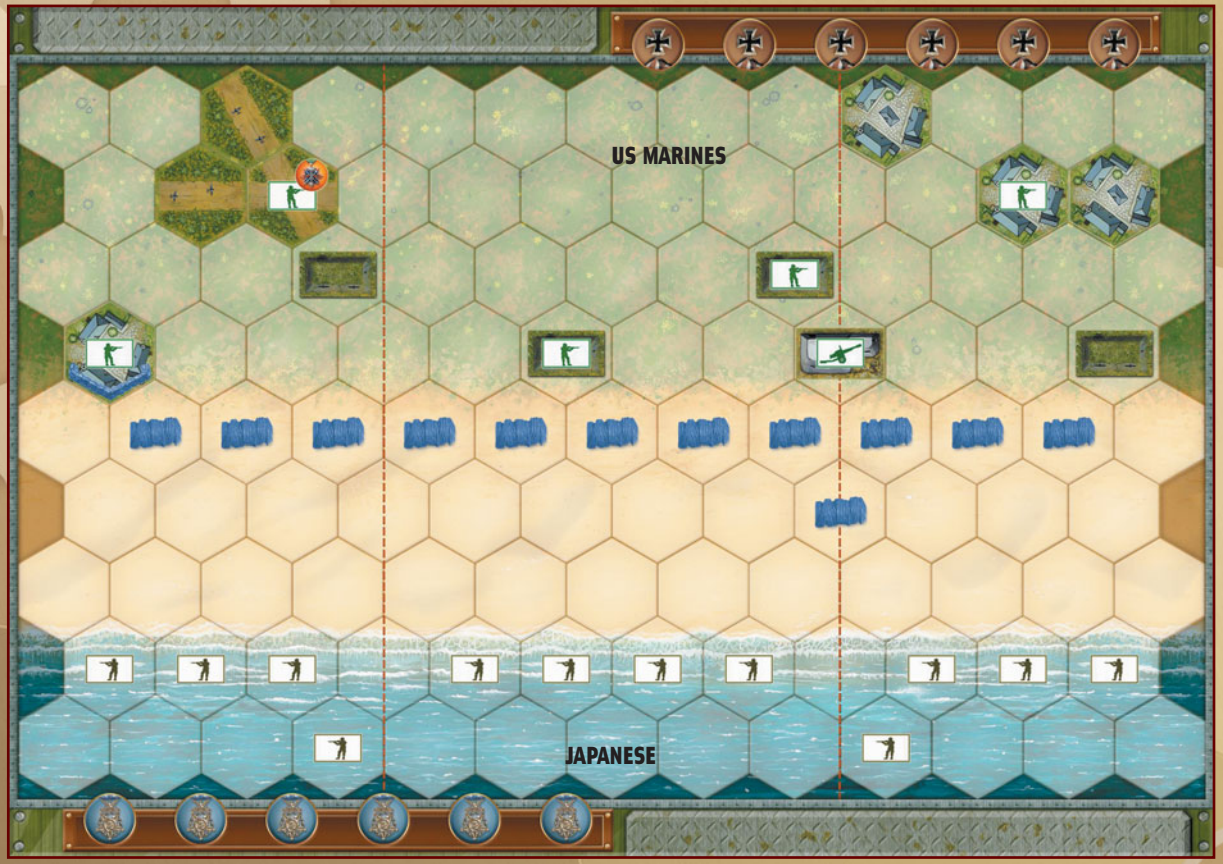
Enclosed with this expansion is a unique Web Access code number. You will find it printed on a label glued inside the inner lid of your expansion box. Please log on onto www.memoir44.com and enter it following the same instructions as you did for the first access code number you received with your original Memoir '44 game box.

This second number will automatically grant you access to the latest version of our Scenario editor, which now supports all expansions released to date. We hope you'll enjoy it, and look forward to your many well thought-out and documented contributions.

49 - WAKE ISLAND - DECEMBER 23, 1941

Setup order

1		x4
2		x1
3		x2
4		x1
5		x4
6		x1
7		x12
8		x1



Historical Background

A coral atoll lost in the vast expanse of the North Pacific, Wake Island was home to "PAAville", a small stop-over on Pan American Airways' U.S.-China route during the 1930s. In the military build-up to the war, the US Navy began building an aero-naval base. By August of 1941, a small garrison composed of elements of the 1st Marine Defense Battalion was in place, although armed inadequately with old 5" cannons and 3" AA guns. On December 8, 1941, a day after Pearl Harbor, a flight of medium Japanese bombers took off from the Marshall islands, rapidly bombing the bulk of the Marine Corps VMF-211 fighter squadron located on Wake into the ground. Three days later, the garrison repulsed a first Japanese landing attempt by the South Seas Force. On December 23, a second Japanese attack wave, augmented with 1,500 Japanese Marines from the Special Naval Landing Forces, landed in the predawn darkness. Following the late night and morning of ferocious fighting the garrison was forced to surrender.

For their heroic defense, the men who defended Wake Island during those fateful two weeks would receive the Wake Island Device, a campaign clasp to the Marine Corps and Navy Expeditionary Medals.

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

Briefing

US Marine Player

- Take 5 Command cards.

Japanese Player

- Take 5 Command cards.
- You move first.

Conditions of Victory

- 6 Medals.

Place a Japanese Objective Medal on the Airfield hex as indicated. A Japanese unit that captures any Field Bunker, Bunker or Town hex, or the Airfield hex marked on the board, gains a Victory Medal. The Medal remains yours as long as you occupy the corresponding hex.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7)

The Allied player is in control of the Bunker and may claim it as a defensive position.

Airfields are explained on p. 4.

Field Bunkers are explained on p. 9.

50 - [GUADALCANAL] MATANIKAU RIVER - OCTOBER 23, 1942

Setup order

1		x8
2		x1
3		x21
4		x6
5		x7
6		x8
7		x2

Historical Background

A four-pronged Japanese plan to attack and recapture Henderson Field on Guadalcanal was scheduled for October 22nd, 1942.

The main force, 7,000 men under the command of General Maruyama, planned to approach the airfield from the South, but found itself quickly bogged down in very difficult jungle terrain, forcing a two days postponement of the attack.

Unaware of the delay, the tanks and infantry of Major General Sumiyoshi, at the mouth of the Matanikau River, and Colonel Oka's forces, positioned upstream, crossed the river on schedule and soon found themselves stuck in the river bed, under a withering crossfire of US artillery and anti-tank gunfire that wreaked havoc on them.

On the Western flank, Lt. General "Chesty" Puller and his 1st Battalion, 7th Marines, with the 2nd Battalion, 7th Infantry in support, held ground once again. By battle's end, over 1000 Japanese soldiers lay dead.

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

Briefing

Japanese Player

- Take 6 Command cards.
- You move first.

US Marine Player

- Take 6 Command cards.

Conditions of Victory

- 5 Medals.

Place a Japanese Objective Medal on the two hexes of the Marine baseline marked in the above set-up. A Japanese unit that exits off the Marine's side of the battlefield through any of the hexes in between those two Medal markers counts as a Victory Medal. Each Japanese unit that crosses through is removed from play, and one of its figures placed onto the Japanese player's Medal Stand.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Matanikau River is Fordable Stream. Fordable Stream is explained on p. 6.

Jungles are explained on p. 5.

River Mouth is explained on p. 6.

51 - [GUADALCANAL] SLOPES OF MOUNT AUSTEN - JANUARY 10-22, 1943

Setup order

1. x21
2. x13
3. x2
4. x6

Historical Background

At the close of the year, Maj. Gen. Millard Harmon, commanding U.S. Army Forces in the South Pacific concluded that Mount Austen, the high ground that dominated American positions around Henderson Field, had to be taken in order to secure the airfield.

It was rugged terrain and the Japanese were deployed across a number of strongpoints and connected pill boxes with prepared fields of fire. In a series of attacks over the open hills of 'Galloping Horse', the 'WolfHounds' of the 27th Infantry made spectacular progress towards their objectives.

For its part, 'Cacti', the division's 35th Infantry, slogged through deep canyons and solid jungle in a push to relieve the 132nd Infantry at 'Gifu' and capture the hill formation known as 'Sea Horse'. Eventually they successfully reduced the last pocket of Japanese resistance east of the Matanikau River.

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

Briefing

Japanese Player

- Take 5 Command cards.

US Army Player

- Take 6 Command cards.
- You move first.

Conditions of Victory

- 5 Medals.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

The US Army Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

Jungles are explained on p. 5.

The bunkers are Field Bunkers (p. 9).

52 - [GUAM] LANDINGS - JULY 21, 1944

Setup order

1		x9
2		x10
3		x11
4		x14
5		x2
6		x1
7		x2
8		x1
9		x11

Historical Background

On July 21st, the first wave to hit the northern landing beaches off the island of Guam in the Marianas, were amphibious tank units. Most of the Japanese infantry had pulled back from their beach defenses during the heavy naval bombardment that preceded.

But the rough terrain and broad rice paddies slowed the tanks' advance. The 21st Marines cleared Asan Town and made some progress on the Japanese-infested ridges and jungle that overlooked the rice fields. Difficulties getting their artillery ashore and limited armor support placed the burden of establishing a beachhead squarely on the shoulders of the men of the 3rd Marine division.

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

Briefing

Japanese Player

- Take 5 Command cards.

US Marine Player

- Take 6 Command cards.
- You move first.

Conditions of Victory

- 6 Medals.

The Hill hex marked with an Allied medal counts as a Victory Medal for the Marines. Place an Objective Medal on this hex. As long as a Marine unit occupies this hex, it counts as a Victory Medal for the Allies. If the unit moves off or is eliminated, this Medal is back in play.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

Jungles are explained on p. 5.

Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.

53 - [GUAM] JAPANESE COUNTERATTACK - JULY 25, 1944

Setup order

1		x9
2		x2
3		x1
4		x12
5		x13
6		x14
7		x4
8		x2
9		x1
10		x1
11		x1
12		x3
13		x3

Historical Background

Lt. General Takeshi's counterattack plan called for a night attack on July 25/26. The goal was to split the 3rd Marines and target ammunition and supply dumps. The frontline of the 3rd Marines was stretched thin in the area and reserves were limited to a few engineer and tank units.

The fighting went on all night as the Japanese units penetrated almost to the beach and successfully destroyed supplies and equipment. At dawn, the Allied tanks and artillery could finally see their enemy and soon threw the Japanese back. Early on the 26th, General Obata was forced to report the results of his failed attack back to Headquarters in Tokyo.

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

Briefing

Japanese Player

- Take 5 Command cards.

US Marine Player

- Take 6 Command cards.
- You move first.

Conditions of Victory

- 6 Medals.

A Japanese unit that captures a HQ-Supply Tent or Hospital hex counts as one Victory Medal. Place a Japanese Objective Medal on each of the hexes. The medal once gained, continues to count toward the Japanese victory, even if the unit moves off the hex or is eliminated.

An Allied unit that captures the Labor Camp counts as one Victory Medal. Place an Allied Objective Medal on this hex. The medal once gained continues to count toward the Marine victory, even if the unit moves off the hex or is eliminated.

Special Rules

Night Attack rules are in effect (see p. 8).

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

HQ-Supply and Hospital Tents are explained on p. 5.

HQ-Supply and Hospital Tents special landmark rules are in effect.

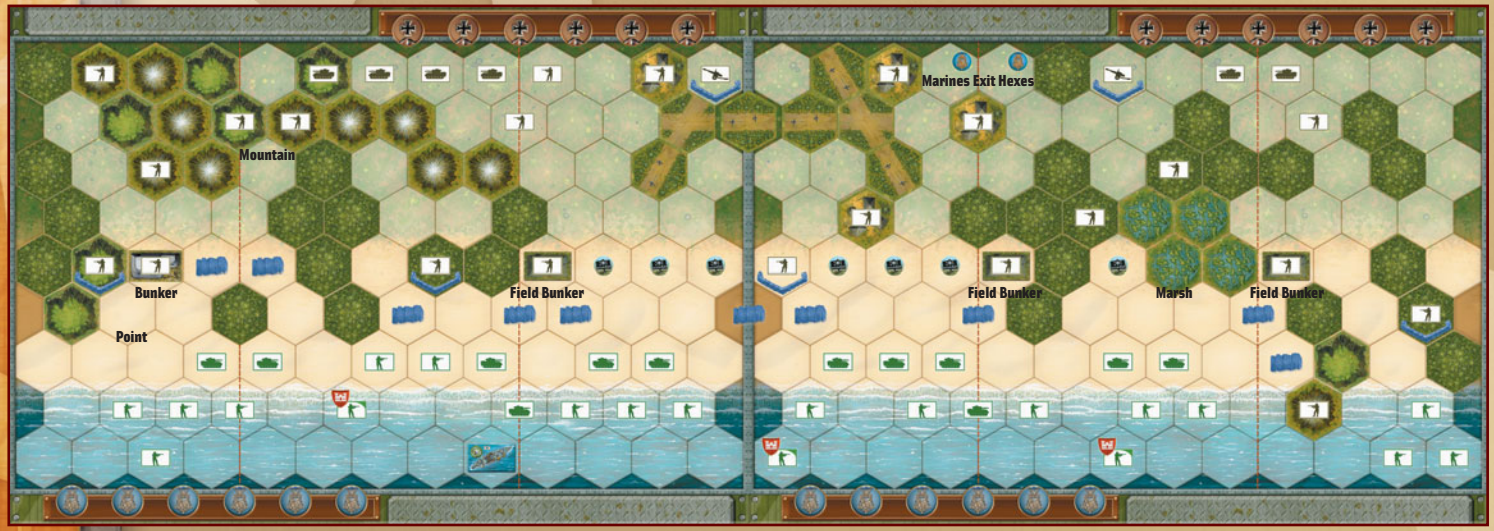
Jungles are explained on p. 5.

Rice Paddies are explained on p. 6.

The Asan River is a Fordable Stream. Fordable Stream is explained on p. 6.

OVERLORD

54 - [PELELIU] LANDINGS - SEPTEMBER 15, 1944



This scenario requires two M44 game sets and the Terrain Pack expansion, in addition to two Pacific Theater expansions. The Overlord rules can be downloaded for free from the Memoir '44 web site at www.memoir44.com

Setup order

1	x30	4	x4	7	x5	10	x1	13	x6
2	x4	5	x7	8	x1	11	x2	14	x10
3	x11	6	x2	9	x3	12	x7		

Historical Background

At 05.30 the morning of September 15, 1944, naval support ships began a massive pre-landing bombardment of Peleliu, in the Palau islands. Armored amphibious tanks came ashore ahead of the infantry waves of the 1st, 5th and 7th Marines. But the bombardment had failed to destroy Colonel Kunio Nakagawa's soldiers and artillery resistance on the island. Soon, their enfilading artillery and anti-boat gun fire inflicted severe vehicle losses on the LVTs. On the far left, the 1st Marines, led by Guadalcanal veteran, Captain George P. Hunt, flushed out the Japanese troops holed up in the caves of the 'Point'. In the center the 5th Marines met scattered resistance and moved inland toward the airfield. Their advance, however, was soon halted because of the lack of progress on their left. On the far right, the 7th Marines drew heavy fire from nearby islands, before veering off to their left and causing confusion on the center landing beaches.

Around 16.30, a Japanese counter-attack of tanks and infantry across the airfield was repulsed and a second attack later in the day also thrown back.

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

Briefing

Japanese Player

- Take 8 Command cards.

US Marine Player

- Take 11 Command cards.
- You move first.

Conditions of Victory

- 13 Medals.

A Marine unit that exits off the Japanese side of the battlefield from the exit hex as indicated on the baseline, counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied Medal Stand.

If the Marine player captures and holds three of the four buildings around the Airfield, it counts as one Victory Medal. The medal once gained continues to count toward the Allied victory, even if the units move off of these hexes or is eliminated.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

The Japanese player is in control of the Bunker on the Japanese right and may claim it as a defensive position. The other bunkers are Field Bunkers (p. 9).

Airfields are explained on p. 4.

Jungles are explained on p. 5.

Minefields are explained on p. 8. The Japanese player will lay Minefields out.

Marshes are explained in the Terrain Pack p. 4.

Mountains are explained on p. 5.

A War Ship is described on p. 9.

55 - [IWO JIMA] THE MEAT GRINDER - FEBRUARY 26-MARCH 6 1945

Setup order

1		x10
2		x11
3		x9
4		x3
5		x3
6		x3
7		x5

Historical Background

On February 26, 1945 the Marines of the 4th Division found themselves facing a formidable complex of defensive positions on Iwo Jima. Hill 382, The Amphitheater, Turkey Knob and the village of Minami, were to become collectively known as the 'Meat Grinder'. A well-planned defense layout, the remarkable combination of weapons, minefields, caves and bunkers devised by Japanese General Kuribayashi held out against repeated attacks.

Several times, the Marines' advance looked promising, only to bog down and then be driven back to retreat under heavy fire. The Japanese forces also used infiltration tactics and a counter-attack with a limited number of tanks to further slow the Marines down.

Units from the 3rd Division were also thrown against the position as the massive casualty figures truly earned the 'Meat Grinder' its name in a short week's worth of fighting.

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

Briefing

Japanese Player

- Take 5 Command cards.

US Marine Player

- Take 5 Command cards.
- You move first.

Conditions of Victory

- 7 Medals.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7)

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Engineers are explained p. 10.

The Marine Special Forces Tank units are Flame Thrower Tanks. Place an Flame Thower badge in the same hex with these units to distinguish it from the other units. Flame Thrower Tanks are explained p. 11.

Caves are explained on p. 4.

The Japanese player is in control of the Bunkers and may claim them as a defensive position.

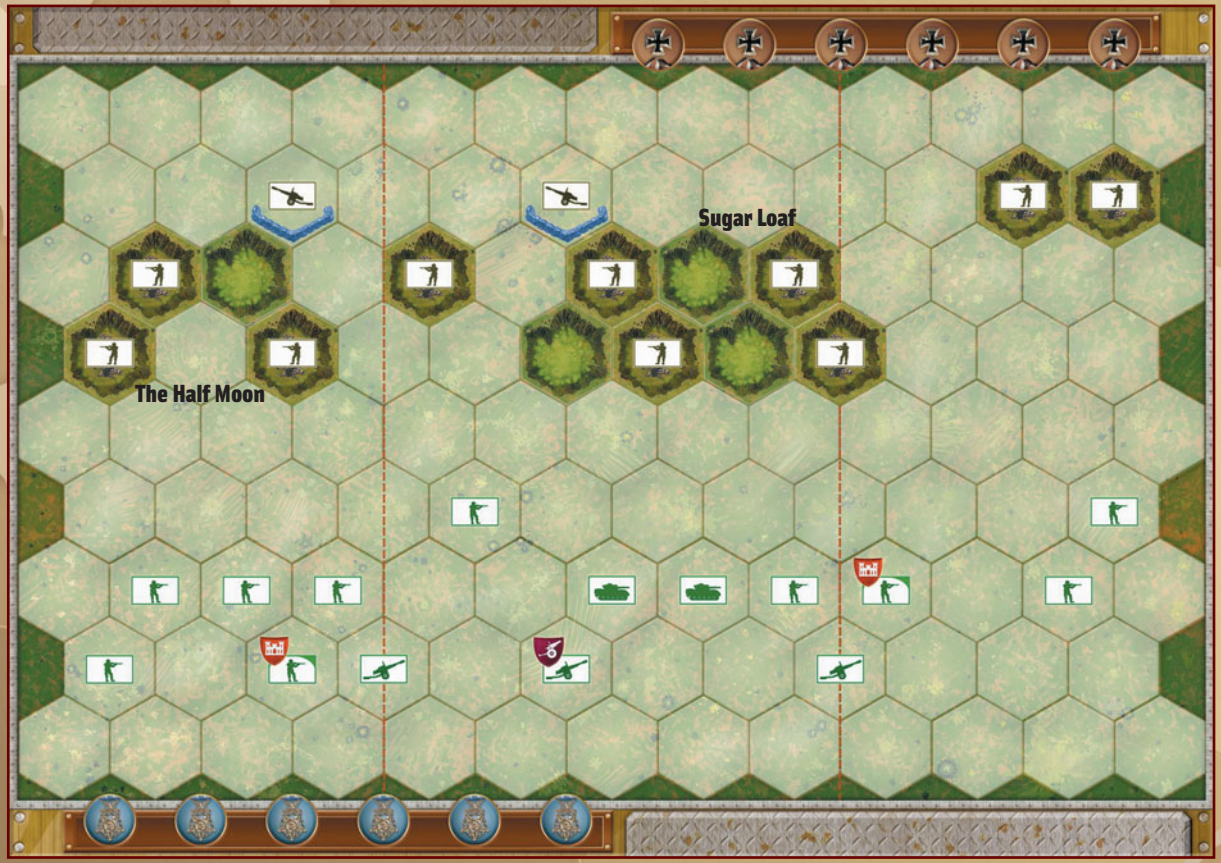
Jungles are explained on p. 5.

Minefields are explained on p. 8. The Japanese player will lay the Minefields out.

56 - [OKINAWA] SUGAR LOAF AND HALF MOON - MAY 13-19, 1945

Setup order

1. x10
2. x4
3. x2



Historical Background

The Japanese units defending the western flank of the Shuri line were in a strong defensive position. Entrenched in tunnels with interlocking fields of fire between Sugar Loaf, Half Moon and the surrounding hills, they were able to hold off the attacks of the 6th Marine Division.

At times, the Marines were able to secure a hill top position only to later be driven off by Japanese forces attacking from other caves and a maze of tunnels.

On May 19th, after seven days of fighting, the area was finally secured.

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

Briefing

Japanese Player

- Take 4 Command cards.

US Marine Player

- Take 6 Command cards.
- You move first.

Conditions of Victory

- 6 Medals.

When all the Japanese units in a section of the battlefield (right, center or left) are eliminated, the Marines gain one Victory Medal. As long as no Japanese units move back into the section it continues to count toward the Marine victory.

Special Rules

Imperial Japanese Army Command rules are in effect (see p. 7).

US Marine Corps Command rules are in effect (see p. 7).

The Marine Special Forces Infantry units are Engineer units. Place an Engineer badge in the same hex with these units to distinguish them from the other units. Read p. 10 about Engineers.

The Marine Special Forces Artillery unit is Mobile Artillery. Place an Mobile Artillery badge in the same hex with this unit to distinguish it from the other units. Read p. 11 about Mobile Artillery.

Caves are explained on p. 4.

NEW FIGURES

The Pacific Theater provides a full Japanese army with new figures.

IMPERIAL JAPANESE ARMY SOLDIER

Known for his ferocity and fanaticism, the Japanese soldier drew heavily from the stoicism and adherence to Bushido Code of his ancestral role model, the Samurai. Honor was paramount, and so was name and saving face. Death before dishonor was the guiding rule of even the average Japanese Infantryman. Tied to this intense respect for tradition, was an unquestioned, unwavering respect for the Emperor, whose voice almost no Japanese had ever heard, but whose words and very existence were considered of divine nature.

TYPE 95 HA-GO LIGHT TANK

The Type 95 was developed as an alternative to the Type 89, which could not keep up with the movement of the mechanized infantry units it was supposed to coordinate with. For this reason, it was code-named Ha-Go or "Second car". Similar to the British Cruiser tank, its very light armor was widely thought to be inappropriate for infantry support; its speed and armament nonetheless made it the most numerous of all Japanese Tanks.

TYPE 88 75MM ANTI-AIRCRAFT GUN

This anti-aircraft gun, first introduced in 1927, was based on a Vickers design, and vastly superior in both accuracy and range to Japan's first AA gun, the Type 11. It was soon outclassed by the rapid progress of Allied air power, however.