

THE TACTICS GUIDE



1. Getting started with Memoir '44	8	7. Troop Review	187
Strategy and Tactics : definitions	9	Special Forces units	187
The Tactics Guide	11	Paratroopers	191
Legend	17	Combat Engineers	197
		Cavalry	204
		Resistance and Partisans	208
2. Annotated Game 1		8. Nations Collide	213
Rules, FAQ, Tactics	20	The Political Commissar	216
Preparation	22	The Imperial Japanese Army	219
The battle	29	The US Marine Corps	224
3. Units in Action	59	9. Aviation & Air Pack	227
Infantry	60	Airplanes in the air	228
Armor	67	Air Missions	232
Artillery	90	Air Check	238
4. Card Play	111	10. Combat Tactics	240
Overview of the Tactical Cards	112	Armor Overrun (1) without support	240
Section Cards	125	Armor Overrun (2) with support	243
5. The Battlefield	130	Barrage	248
Troop movements	130	Fighting against the Artillery	254
Combat tactics	148	11. The Tactical Abacus	260
6. Annotated Game 2	156	Losses	260
Maneuvers	156	Flags	266
The Mediteranean front	156	Armor Overrun	268
Hellfire Pass	160	Their Finest Hour	269
Preparation	161	Medics and Mechanics	270
The battle : clash of the titans	162	Aviation	271
Debriefing	182		

THE STRATEGY GUIDE



<i>The Strategy Guide</i>	273	17. Block Theory	402
12. The Three Dimensions	279	“Dry” medals, “Bloody” medals	404
The three dimensions in practice	285	Blocks : définition	408
Evolving strategies	287	Counterproductive blocks	413
The scale of the battlefield	289	Hyperproductive blocks	419
		Converting strong blocks	438
13. The Race for Medals	292	18. Aviation & Air Pack	441
Reading the map by section	294	Hyperproductive Airplanes	441
Maneuvers and positioning	300	Anti-Aircraft combat	444
		Storch strategy	449
14. The Card Game	308	19. Special Objectives	452
Count Cards	308	20. Annotated Game 4	
Offensives	312	Strategy in practice	461
Initiative, reactivity and flexibility	319	Reading the map	463
The card game in action	323	The battle	466
Degrees of constraint	333	Debriefing	483
Russian cards	341		
15. The Phases of the Game	344	21. “Large format” games	485
Opening	345	OVERLORD format	485
Mid-Game	354	BREAKTHROUGH format	494
Risk Exposure	361	Campaigns	497
Endgame	368		
16. Annotated Game 3			
Advanced Tactics & Nations	374	Appendices	
Introduction to the Pacific Theater	374	Index of Tactical Proverbs	502
Iwo Jima, the Meat Grinder	377	Index of Strategic Proverbs	504
Reading the map	378	Scenario Index	505
The battle	382	Conclusion	508
Conclusion	401	The International Community of M44	509
		Memoir '44 Online	510