

# MEMOIR '44 – A BEGINNER'S REFERENCE

## INTRO

This guide is targeted to Memoir '44 beginners and is meant to help them better interpret some of the rules of the game. It is NOT meant to replace any of the following MUST READ documents:

- the rulebook:

([http://static.memoir44.com/lang/english/images/mm\\_rules\\_part1\\_en.pdf](http://static.memoir44.com/lang/english/images/mm_rules_part1_en.pdf))

- the official FAQs:

(<http://www.daysofwonder.com/memoir44/en/content/faq/>)

- the unofficial FAQ available at BGG:

([http://www.boardgamegeek.com/file/download/35704/M44\\_Unofficial\\_FAQ\\_v12.pdf](http://www.boardgamegeek.com/file/download/35704/M44_Unofficial_FAQ_v12.pdf))

The unofficial FAQ is 90% similar to the official one, but better structured and easier to search for information.

This document will not help more experienced players and also does not discuss (at least for now) any of the expansions, since the main target is the new player, having only the base game and needing a jumpstart or some reference.

## DOCUMENT REVISIONS

Version 0.1 released for comments. It contains only 11 TACTIC CARDS explained.

Version 0.2 released for comments. It contains all 15 Tactic cards from the base game and a scenario setup.

Version 0.3 released for comments. It contains all 15 Tactic cards as well as a 5 turn game explained step by step.

## TACTIC CARDS

Most of the “special” (or Tactic) cards from Memoir are pretty clear, but there are some which are a little bit harder to grasp, and I realised that beginners tend to get these wrong sometimes (I hope I got them right:). Also, the FAQs are great in discussing some important cases and how they should be treated so I will not go over the same topics unless I feel they are pretty important and are worth duplicating here. All cards that specify a number of units to be ordered also allow you to order “0” units which means you just pass the turn, discard the card and draw another one. This number is NOT mandatory; it represents just the maximum number of units that can be ordered.

## 1. ARMOR ASSAULT

When played, this card allows the player to issue an order to 0-4 ARMOR units he has on the board, no matter the section. Ordering the units is the same as with a normal command card (first pick all the units to order, then move them all if needed or possible, then battle if needed or possible). The card adds a bonus to those 4 ARMOR units: if they will battle in Close Assault, they will roll 1 additional die (*e.g. we have an armor unit 3 hexes away from an infantry unit; it can battle without moving with the normal 3 dice, or move 2 hexes near the targeted infantry unit and roll an additional die because now it is in Close Assault and it can benefit from the bonus*).

Terrain movement and battle restrictions still apply (*e.g. if attacking an infantry in a town from 2 or 3 hexes away, roll  $3-2=1$  die per the normal rules; if attacking an infantry in a town in Close Assault, roll  $3-2+1=2$  dice, using the bonus*).

If the player has NO Armor units on the board, it can order 1 other unit of his choice (*e.g. infantry or artillery*).

The additional die will also be used if making an Armor Overrun in a Close Assault position.



## 2. COUNTER-ATTACK



This card practically duplicates any card that your opponent just played. If he played for example Pincer Move (“order 2 units on the Left and 2 units on the Right sections”) you can use Counter-Attack just like if you had in hand a Pincer Move command card. Counter-Attack when played always borrows the effects of the last card played by the enemy. The sections will be preserved (if your enemy plays “Attack” with 3 units on **his left**, when counter-attacking you will also play “Attack” with 3 units BUT in the same section, which is on **your right**). Apart from this section change, the effects are duplicated entirely.

A player can also play Counter-Attack to a Counter-Attack card (e.g.: player A plays “Probe” with 2 units on his left, you play Counter-Attack which will let you order 2 units on your right – the same section as your opponent – and now if he wants to order 2 units on the same section but does not have any “normal” command card for this, he can play a Counter-Attack which will borrow the effects of your Counter-Attack – which also borrowed the effects from the original Probe card – and he will be able to order 2 units on that very disputed section :)

You cannot play this card during your opponent’s turn like the Ambush card.

### 3. DIRECT FROM HQ



This card is self explanatory: choose 0 to 4 units of ANY TYPE and order them per the normal rules (examples: you can order 2 infantry + 1 armor unit + 1 artillery OR 2 armor units OR any combination of maximum 4 units of any type)

#### 4. INFANTRY ASSAULT



The player can order ALL infantry units (no matter how many) but in only 1 section. These units benefit from the card's bonus: they are able to move up to 2 hexes and still battle (in contrast with the normal action of moving only 1 hex and still battle) OR move 3 hexes but not battle (in contrast with the normal action of moving 2 hexes and not battle).

This rule simply adds a hex for the movement of normal units. For Elite units, the difference is smaller: they can ALREADY move 2 hexes and battle without this card, so the card will only improve their abilities if they want to move 3 hexes and of course not battle, which they normally would not be able to do.

Terrain movement and battle restrictions still apply (e.g. if entering a forest after a 1 hex move, a normal infantry unit must still stop and cannot battle – per the forest restrictions - even if this card would allow it to continue the move and/or attack).

Like many Tactic cards, this one also allows you to order 1 unit of any type you have available, in case you have NO infantry units on the board.

## 5. MOVE OUT!



Choose 0-4 infantry units from anywhere on the board and issue them orders. There is no special bonus and the terrain movement and battle restrictions still apply. If there is no infantry unit available anywhere on the board, order 1 unit of any other type.

## 6. AMBUSH



This card is a special one: it is the only one that can be played DURING the opponent's turn. That's right: if your opponent orders a unit (*e.g. moves an infantry unit of his near one of your armor units*), and then he declares Close Assault on one of your units, you can play this card in this very moment, before he gets to roll the dice. Immediately after playing it, he loses the chance to attack and you get to roll dice first (according to your attacked unit rules, just like if you had attacked his unit first). There are 3 possibilities depending on the result of your attack:

- **You do not eliminate his unit nor make it retreat:** in this case after your attack, he gets to attack you back. This happens even if you eliminate PART of his unit, but not all and also his unit maintained position.
- **You roll some flags and the enemy has to retreat:** in this case he loses the chance to attack you and the turn is over for his unit (he will continue with other ordered unit or end turn)
- **You eliminate the enemy unit:** of course the enemy has no unit now to attack you with and the Ambush was succesful! The opponent can continue his turn until completion with the rest of his ordered units.

After playing this card, you should replentish your stock of cards by drawing another card (before your opponent does, at the end of his turn). You can "ambush" only one attack per card played (*e.g. if on the opponent's turn he moves 3 units and it is clear that he will declare close assault on all 3 cases being near some of your units*, you cannot play an ambush card for all your units, but only one, at your choice; the Ambush card will still be played immediately after the enemy declares a close attack on the unit you chose to protect but before he gets to roll the dice).

You cannot play Ambush and order another unit of yours: the ordered unit **MUST** be the one that the enemy intended to attack in close assault.



## 7. ARTILLERY BOMBARD



This card allows you to order ALL your artillery units (you are not forced to order them all if you don't want/need to). These artillery units that are ordered with this card may EITHER move up to 3 hexes (normal movement restrictions apply) OR battle twice (*e.g. you can attack twice the same target or carry out 2 attacks on different targets*).

If you have NO artillery unit on board, issue an order to any unit you have available.



## 8. BARRAGE



Many beginners misinterpret this card. It actually gives a player a “bonus attack”. The attacking unit is “outside” the board, there is no unit on the board that will actually attack, there is only the *attacked* enemy unit on the board.

Once this card is played, the player chooses ANY enemy unit (it can be a normal infantry unit or an elite one, an armor unit, an artillery unit and so on). He does not have to have line of sight or be in the attacking distance (remember, there is no attacking unit on board, how could we calculate line of sight or distance then ?). The player doesn’t even need to have an artillery unit, he can play this card even if he has only 1 soldier left and the targeted unit is on the other side of the board :).

Once an enemy unit is targeted, the player rolls 4 dice, **IGNORING** any terrain reduction (e.g. even if the targeted unit is an artillery unit in a bunker on a hill, the player still rolls 4 dice). The player scores 1 hit for each unit symbol or grenade (as in the normal rules) but unlike the normal rules, the flags cannot be ignored !! (the unit **HAS TO** retreat even if it would normally be protected from flags by bunkers, sandbags and so on). Of course, if for example we have an artillery unit in a bunker (as you know, this special combination does not allow the artillery to retreat) and the player rolls 2 flags, the flags will not be ignored and the unit will be lost (for every flag that must be executed on an artillery unit in a bunker, an artillery figure will be lost, since it is not allowed to retreat).

## 9. BEHIND ENEMY LINES



First of all the card is wrong (I understand it has been revised and reprinted). The correct description: “[...] ~~Terrain movement and~~ battle restrictions still apply [...]”

This card allows you to send a unit in the middle of the enemy’s territory (“behind enemy lines”), attack and then come back. The player chooses 1 infantry unit (no matter the section) and this unit will be allowed to:

- Move up to 3 hexes (0-3 hexes) ignoring terrain movement restrictions (*e.g. it can pass through 3 towns without stopping just as if there was no hex in its way*)!
- Attack an enemy unit (using 1 additional die as a bonus but applying any present battle reductions )
- Move again up to 3 hexes (0-3 hexes) ignoring terrain movement restrictions.

Some notes:

- Any of the 3 actions above can be skipped (they are not mandatory; *e.g. you can only attack without moving, or attack and then move, or just move 6 hexes (3+3 with no attack), etc.*).
- The unit cannot pass unpassable terrain (rivers are still blocking movement for all troops).
- There is no requirement to move towards enemy territory; for example you can use this card to order an infantry unit with only 1 soldier figure to “return home” from enemy territory by ordering it to move 6 hexes towards your side (it can also attack somebody on its way back, after the first 3 hexes).
- A unit cannot move 2 hexes, attack, and then move 4 hexes for a total of 6. A 6 hex move can be obtained only with a 3+3 hex move (or, in special cases, if the attack carried out between moves is followed by a “Take Ground” action, one additional hex is gained).

## 10. CLOSE ASSAULT



This card is best played when many of the player's units (infantry or armor, not artillery) are adjacent to enemy units because this card lets you order ALL these units. There is no movement allowed before or after playing this card (Taking Ground and Armor Overrun are permitted). Ordered units get to roll 1 additional die (the rule applies only to initial attack of a unit, not also in the Armor Overrun phase).

There is no limit on how many troops you can order: as long as an infantry or armor unit is already adjacent with an enemy unit at the start of the turn and does not need to move to become adjacent, it can attack with that additional die. The units that are not adjacent to enemy units will be ignored this turn.

## 11. DIG-IN



This card has many issues already clarified in the FAQ so I will not repeat them here. Basically the card allows a player to choose 4 infantry units from all over the board and improve their protection by placing sandbags on the units' hexes. The units are not allowed to move and/or attack during this turn, they just work hard to protect themselves by building the sandbags.

If the player has no infantry unit available, he may issue a normal order to 1 other unit of his choice (move/battle).

## 12. FIREFIGHT



When a player plays this card, he can choose 0-4 of his units (no matter the type) and order them. These units:

- Cannot be adjacent to ANY enemy unit
- May not move during this turn (they can only fire/battle if there are enemy units in range)

Each of these 4 units will roll 1 additional die when attacking. Terrain and battle restrictions still apply (first the number of dice to be rolled is calculated, per the normal rules then 1 die is added to the result). Of course, if an enemy infantry is 4 hexes away from our infantry unit – out of range - we cannot attack it, thinking that “we normally have 0 dice to roll and we add 1 which means we will attack with 1 die”. The attacked enemy unit **MUST** be in range first of all.

### 13. MEDICS AND MECHANICS



This card gives the player a chance to recover some or all of the figures of an incomplete unit (a unit that suffered casualties). First the player chooses one of his units to be recovered or repaired (any type is accepted). Then he rolls 1 die for each command card he has in hand including this card (*e.g. the current scenario specifies that the player has 6 cards, so he will roll 6 dice*). The rest is explained pretty well on the card: for each unit symbol 1 lost figure of that unit is returned to duty. Star also counts in this case as a “recovery point”. A unit MAY NOT gain more figures than it originally had (*e.g. infantry will only have a maximum of 2 figures, normal armor units 3 figures, etc*).

The good part: if after rolling this dice the player recovers at least 1 figure for that unit, the unit can also be issued an order (like any normal order: move and/or attack).

Grenades and flags are ignored. An artillery figure can be repaired (recovered) only by rolling a star (there is no “artillery” sign on the dice).

**Example play:** *we have in the heart of the enemy territory a poor infantry unit that suffered many casualties, it is down to 1 soldier figure and is a sure medal for the enemy. We can choose to help this unit by playing this card. After playing it, we specify to the other player the unit we will recover (our infantry unit) and if the current scenario specifies we should have 4 cards in hand, we will roll 4 dice. Let's say the 4 dice are: 1 x Infantry, 2 x Armor, 1 x Star. The 2 armor dice do not help us (since we are recovering an infantry unit) but the Infantry die and the Star die allow us to bring 2 soldiers back in the unit which boosts our unit to 3 figures (Stars are like jokers in this case). Since we were able to recover at least 1 figure, we can now normally order this unit (e.g. move out of the danger zone and then maybe attack an enemy unit).*

*If in this case the dice roll is for example 4 Armor units, we cannot recover any figure and the turn ends here (no more orders). If we roll 2 flags and 2 grenades, it is the same outcome (turn ends). If we get 4 stars, we will only be able to recover 3 figures up to the unit's maximum number which is 4. The remaining star will be ignored.*

## 14. THEIR FINEST HOUR



This special card allows the player to order a random number of his units, depending on his luck. When playing the card, he first takes a number of dice equal to the number of cards he has in hand in the current scenario, and rolls them. These dice will only specify how many units and of what type the player is able to order this turn. As in the “Medics and Mechanics” card, we can roll infantry (and then order infantry units), armor (and then order armor units) or star (and roll any unit we want, infantry, armor or artillery). Flags and grenades are ignored.

**Example play:** *As soon as we play this card, we roll 5 dice (supposing our current scenario specified we should have 5 cards in hand). Some examples:*

- *2 x Infantry, 2 x Armor, 1 x Star: we will be able to order 2 Infantry units, 2 Armor units and one unit of our choice (including artillery).*
- *3 x flags, 2 x Stars: we will be able to order 2 units of any kind*
- *3 x infantry, 1 x Armor, 1 Grenade: in this case let's say we have no infantry unit on the map, so we will only be able to order an armor unit, if available.*

As you see, an artillery unit can be ordered only if stars are rolled (there is no “artillery” sign on the dice). After we choose the units based on the outcome of the dice, they are ordered as per the normal rules, with a bonus: +1 die for each attack, added after applying normal battle and terrain reductions.

A rule that is often ignored: after this card is played, all face down and discarded cards are reshuffled (maybe to give the other player also the chance to get this card).



## 15. AIR POWER



This is a powerful card when enemy's units are grouped (adjacent to each other). When playing this card, the player chooses a group of maximum 4 enemy units that are adjacent to each other and orders an "air" attack on them. Just like the "Barrage" card, there actually is no unit on the board that attacks the enemy, it is considered to be a "bonus" attack from other off-board units (a virtual "air support").

Once the 4 grouped units are specified, the player attacks them one by one (with 2 dice if he is Allied, with 1 die if he is Axis). Terrain reductions or battle reductions are all IGNORED. The attacked unit gets one hit on normal symbols rolled (infantry, armor or grenade which means any unit) but ALSO if stars are rolled. Flags cannot be ignored so the attacked units must retreat (or lose figures if it is unable to do so).

**Example play:** we are playing as Allies and we notice that in a far corner the enemy has 3 units placed in a straight line, adjacent to each other. It does not matter how they are placed as long as they are adjacent. Examples:



We choose where to start (from left to right for example) and begin a surprise air attack on these units: we first roll 2 dice (we are Allies, remember; Axis only roll 1 die) for the leftmost infantry unit, then 2 dice for the middle one then 2 dice for the rightmost one. The order is chosen by the attacker. Our sample rolls:

- For the leftmost infantry unit: 1 x Flag, 1 x Armor. Unit loses 1 figure (armor is ignored, flag cannot be ignored even if there are terrain protections on that hex; the unit has nowhere to run from its edge hex).
- For the middle infantry unit: 1 x Grenade, 1 x Star. Unit loses 2 figures.
- For the artillery unit: 1 x Grenade, 1 x Star. The attack is powerful, the unit is down to 0 figures and we get a medal!

## GAME BASICS: A MEMOIR '44 SAMPLE SESSION





The last part of this document aims to give newcomers a good idea of how a Memoir '44 session looks like. I will not discuss each and every move, but I will point out some of the important moments of a fight, some basics of ordering troops or interpreting die reductions as well as try to introduce some of the tactic cards we already talked about. During the explanations we will not generally discuss good strategy, it's up to the player to play, learn and discover this. Many of the moves will seem pointless, they will be chosen because I think they are important to show you HOW they should be played so, again, do not rely on correctness of gameplay strategy-wise. Reading and understanding the rulebook is vital and cannot be replaced with this document. Screenshots were made using the Vassal engine - <http://www.vassalengine.org/>.

I will base our explanations on the Toulon scenario (Campaign for Southern France) – August 20-26 1944 (<http://www.daysofwar.com/memoir44/en/editor/view/?id=23>).

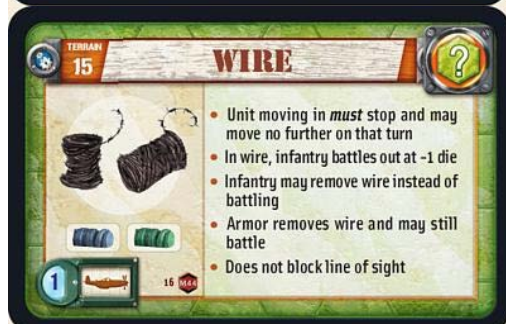
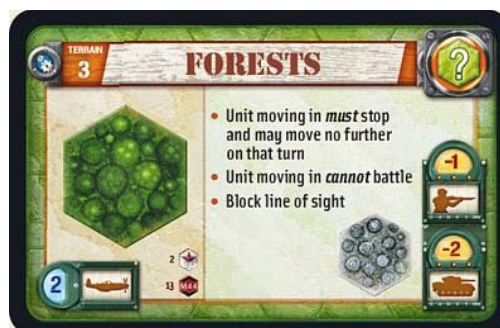
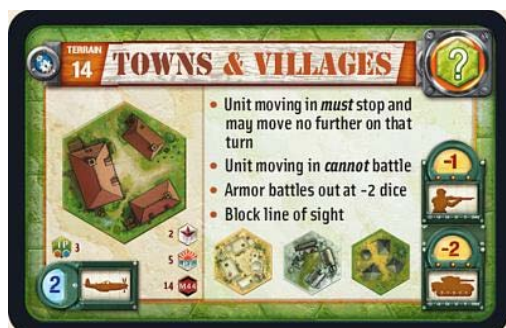


Axis player gets 4 cards, Allied player 6 cards. The battle ends when the first player gets his 6<sup>th</sup> medal. Also, we have a “sudden death” condition: if at any time Allied units occupy 3 town hexes in Toulon at the end of their turn, they win immediately.

## 1. UNITS IN THIS SCENARIO

 <p>Normal Infantry unit. 4 soldier figures.</p>	 <p>Normal Armor unit. 3 tank figures. Only Allied player in this scenario.</p>
 <p>Elite infantry unit (may move 2 hexes and still battle, unlike normal units where the player has to choose between moving 1 hex and battle or move 2 hex and not battle). Only Allied player has this in this scenario. An “American Elite Infantry” badge is placed in each of the elite units to differentiate them.</p>	 <p>Artillery unit. 2 artillery figures. Only Axis player in this scenario.</p>

## 2. TERRAIN (IMAGES FROM THE NEW “AIR PACK” TERRAIN CARDS)





### 3. GENERAL VIEW

The Axis side is well fortified with sandbags protecting them, units placed on hills or in towns, making attacks against Axis difficult or risky. Moreover, on the right side, forests will slow down Allied troops. The Axis artillery unit is protected by the town hex and the barbed wire that will decrease the efficiency of Allied infantry attacks (armor attacks might be a solution here, trying to go around the barbed wire or using tanks to remove the barbed wire). In the center section, 2 well protected Axis infantry units make it hard to move forward this way.

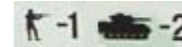
### 4. GENERAL NOTES

**Note 1:** some sandbags are placed on hill hexes, some on town hexes. Still, the reductions are never cumulative. *Example: we attack an infantry unit in a town with sandbags, with an armor unit outside of the town. Towns provide a defense against armor units of -2 dice. Sandbags only provide -1 protection. These numbers are not added, but the highest one is used. In this case, we will roll -2 when attacking with the tanks.* There's a question here: why do we need the sandbags since even without them we would still be protected by the town hex with -2 against armor? The answer is that although sandbags do not influence the number of rolled dice, their protection against flags is retained ("occupant may ignore 1 flag"). Towns do not normally offer protection to flags (retreats) but a sandbag on a town will allow the attacked unit to choose if it ignores or executes the first flag (if more flags are rolled, the other flags have to be carried out, only one can be ignored).



<- new battle dice reduction symbols

original symbols ->



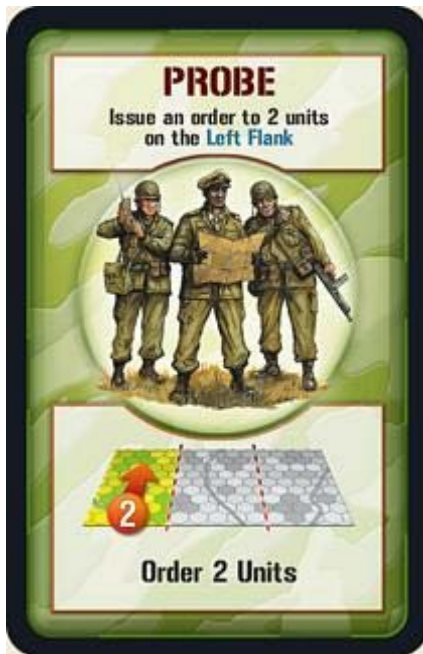
**Note 2:** the vast majority of terrains only specify how they PROTECT the units placed on them against other "external" infantry or armor attacks (artillery not included since it always ignores terrain protection). The unit on the hex never matters in these calculations: for example, in a FOREST it does not matter if we have an infantry unit, an armor unit or an artillery unit; the forest will protect any unit with -1 against infantry attack or -2 against armor attack. Still, there are some terrain types which also specify reductions when ATTACKING from those hexes. For example, it is supposed that a tank does not have good maneuverability or attacking power in a town so, as specified in the "Towns and Villages" terrain card, if attacking with an armor unit FROM a town hex, you have to roll -2 dice. Only a small part of the terrain types limit the firepower of the units placed there (notably armor in towns battles out at -2 dice and infantry on barbed wire battles out at -1 die) and there is no special symbol for this, just text on the terrain cards.

**Note 3:** the wording of the terrain cards or the rules is very important. If you "may" do something it means you are NOT FORCED to do it, but you may choose to do it. If you "must" do something it means you are FORCED to do that. For example, when protected by sandbags you MAY choose to ignore first flag rolled against you so you ARE NOT FORCED to retreat (you may or may not retreat). When entering a forest, a unit MUST stop, so there is no way that you can move further if you enter a forest hex (unless you're retreating, in which case you are ignoring terrain hexes, but that's another story).

**Note 4:** whenever a Recon card is played (which allows the player to order only 1 unit in one section) at the end of the turn the player gets to draw 2 cards, choose one to keep in hand and discard the other. This advantage balances the low attack power of the Recon cards.

## 5. BATTLE SESSION

### MOVE 1 – ALLIED PLAYER



**Allied player plays a Probe card (2 units on the left to be ordered).** We choose to move an infantry unit closer to the artillery unit. Since this is an Elite unit it can move 2 hexes and battle (a normal unit would only be able to move 1 hex and battle or move 2 hexes losing the right to battle).

We also bring in some tanks, just to have artillery in range. If we bring them too close, the artillery will also have a better chance of hitting them. In this position, the artillery will only use 2 dice. If we get closer with the tanks, artillery will be able to roll 3 dice against the tanks (remember that artillery uses 3,3,2,2,1,1 dice and we are now 3 hexes away, so 2 dice).

Also, if we bring the tanks closer, near the Axis infantry, they will not be able to attack the artillery, because they are adjacent to another enemy unit: *“a unit adjacent to an enemy unit must Close Assault this unit if it chooses to battle; it may not fire on another, more distant, enemy unit instead”*.

After we show the other player the units we will be ordering (infantry and armor) we get to the moving phase, so we move the 4 soldiers + badge and the 3 tanks as shown below. We can never split/combine units and we can never attack until we finished moving all units (i.e. we normally never move a unit once the battle phase started, unless we play a special card like “Behind enemy lines” or we “Take Ground” or make an “Armor Overrun”). Once units are moved, we attack our main target there: the artillery unit.

In the battle phase that follows, we choose who is attacking what and in what order, one unit at a time (you ARE NOT forced to specify all the attacks in detail at the beginning of this phase; sometimes this rule helps you a lot, because you may want to attack one unit with more units of yours, but after the first attack, you roll some flags and the enemy retreats outside the attacking range of the other units; in this case, you can always attack other units in range).

Let's say we start with the Infantry unit. We should first check that we have line of sight (we do, barbed wire does not block LoS) and then calculate the number of dice to be rolled. We are 2 hexes away from the artillery, which means 2 dice (infantry attacks 3, **2**, 1 depending on the distance). Unfortunately, artillery is protected by the town (-1 die for infantry attacks) and the sandbags (-1 die for infantry attacks). As pointed out before, the battle reductions are not cumulative, so we will get a total reduction of -1, as well as protection for 1 flag rolled, thanks to this special feature of the sandbags. Total number of dice:  $2 - 1 = 1$  die. We roll a FLAG. That's not too good, because the enemy can now choose to ignore this flag (it is not forced to, he may as well retreat outside of town). The enemy does not retreat, since this means it would lose town protection, and our attack was not successful.

Same phases occur with tanks too. They have line of sight so we can go on calculating the number of dice. Tanks normally roll 3 dice, up to 3 hexes away (3, 3, **3**). Towns have an even better protection against tanks (-2 dice) which is higher than sandbags protection (-1) so -2 will be used. We roll  $3 - 2 = 1$  die: a GRENADE. At last we're getting somewhere. An artillery unit is removed from the board and our turn ends. We draw a new card.



## MOVE 2 - AXIS PLAYER



Axis Player plays now the “Direct from HQ” card which lets him order ANY 4 units he wants (any 0-4 units actually, with 0 meaning “pass”).

Axis shows the other player the units he will be ordering (an infantry in the forest and the artillery on the left side (since Axis is on the opposite side, we talk about their right side, but we will always refer to our left and right as we watch the map). Axis will also move 2 infantry units on the right side of the map. 4 units total.

The next phase is the movement phase (I prefer to combine naming the ordered units with movement because it does not really influence anything, and I only get through the units once not twice). Axis will move the infantry out of the forest (which is not such a great idea, but we do it now to block the armor’s Line of Sight to the artillery as well as increase firepower for the infantry, now in Close Assault). The artillery is not moved so it is skipped. Axis also moves the 2 infantry units on the right. The one near the town of Toulon is moved 2 hexes so it cannot attack any more (there is no enemy unit in range anyway) and the other one moves to a hill, only 1 hex, so that it is still able to attack the Allied units.

Once all movements take place, the Axis player starts attacking, in the order of his choosing. He starts with the artillery on the left. This unit can attack many possible units (it has a big attack range) but it wants to focus on the tanks. Artillery units do not care about terraing reductions or line of sight, they just fire :). In this case, tanks are 3 hexes away which means 2 dice. The dice are rolled and we get INFANTRY and GRENADE. Infantry is ignored since we are attacking tanks, but the grenade does the trick and we have one less tank figure (unit goes down to 2 figures). Artillery ends its turn.



**The board after the movement phase:**



Axis goes now to the infantry unit, which is in Close Assault, without any terrain reduction and of course with good Line of Sight which gets us a 3 dice roll. Axis gets ARMOR, STAR, GRENADE. Yupee ! STAR is ignored (it has no power unless used with special tactic cards), ARMOR eliminates a tank figure and GRENADE does the same. The tank unit is removed from the battlefield. One of the eliminated tank figures goes to a medal placeholder on the Axis side, which means they have now only 5 medals to go.

Back to our last infantry unit: since the attack was a Close Assault and the attacked unit was eliminated (or forced to retreat) the unit can Take Ground now and move to the hex previously occupied by the tanks. Its turn is over (we should mention here that the tank units can also Take Ground, but they can also attack AGAIN after taking ground, which is called Armor Overrun – more details in the rulebook page 11). No unit is forced to take ground if it does not want to.

On the right side of the board, one of the infantry units moved 2 hexes so no battle this turn (nobody to attack anyway) but the other unit, now placed at a safe height, chooses to attack one infantry unit below (second row from the bottom, second unit from the right). It rolls 2 dice (no terrain reductions, and the range is 2 hexes): FLAG and INFANTRY. Infantry means one figure is removed, but what about the flag? The flag means that the attacked unit MUST retreat (if not protected by something like a sandbag or a bunker). Unfortunately for this unit, it has nowhere to retreat, since both options to go back are occupied by own colleagues. In this case, a unit loses a number of figures equal to the number of flags that cannot be played – retreat is blocked – in our case 1 figure.

The turn ends for the Axis player, he draws a new card.



The board after the battle phase, at the end of the turn:



#### MOVE 3 – ALLIED PLAYER



As the Allied player, since we liked the card that Axis played last turn, we will play “Counter-attack” which gives us the possibility to “copy” our opponent’s last card. So actually, by playing this card, we will play “Direct from HQ”.

We will order the 4 red-dotted units on the screenshot below. On the left, we moved an infantry unit so that the tanks will be able to get out of the corner and another infantry unit on the barbed wire near the artillery. It would be nice to be able to go over the barbed wire to a clear hex and get rid of the “*infantry attacks with -1 from wire hex*” rule, but unfortunately there’s another wire hex rule: “*unit moving in must stop*”. On the right we moved an Elite unit over the hill near the enemy; the hill does not block or otherwise affect the movement unlike other hexes like towns, forests or even worse, hedgerows.

This is the board after the movement phase:



Next phase: battle. We will try to eliminate the infantry unit on the left with the help of our infantry unit and armor unit. We will NOT attack the artillery with the infantry nearby (we will spend that infantry unit's turn to remove the barbed wire hence we cannot battle this turn; removal of the barbed wire will gain us a die at the next turn attack). On the right, the Elite unit is able to attack the unit on the hill, even if it moved 2 hexes.

Infantry unit on bottom-left will go first. 3 dice, Close Assault. As soon as we tell the opponent that we are going to attack his infantry unit with ours, we get a surprise Ambush. The Axis player has in hand an "Ambush" tactic card and is now able to play it against our attacking infantry unit (it can be played only against a close assault, and before the attacker rolled the attacking dice). The Ambush card permits the Axis player to be the first to attack so he rolls 3 dice against our infantry unit: STAR, GRENADE, GRENADE. We are down to 2 figures, but we were not eliminated or forced to retreat with flags, so we can now attack back with 3 dice: INFANTRY, FLAG, GRENADE. The unit retreats one hex and loses 2 figures. It's good we did not get 2 flags, otherwise Axis would have been able to move their unit into the forest, which protects against armor attacks with -2 dice. Axis draws a card by the way, since it played the Ambush card. The current board is shown below.



Tanks follow, attacking the infantry unit again. Good thing Axis has no more Ambush cards and we can roll our 3 dice: GRENADE, GRENADE, GRENADE, a hard to get and destructive combination. Enemy infantry unit is no more, and since the armor made a Close Assault it can begin Armor Overrun.





First it Takes Ground (moves on the hex previously occupied by enemy infantry) and is able to attack again, if there is any enemy in range. Of course we choose to attack Artillery again, even if only with 1 die (3 dice normal tank attack – 2 dice town protection). The armor unit is lucky again: GRENADE puts an end to the artillery unit which becomes a medal for the Allied side. Only 5 more to go. Since there are no more units in the town, the Sandbags are removed (they always are as soon as a unit leaves a hex either because it moves, it retreats or is eliminated).

The remaining infantry unit on the left near the town has nobody to attack this turn (we didn't expect such a powerful attack). Artillery is gone away, and we also cannot attack the infantry unit with the sandbags (2 normal attack at this distance – 1 for sandbags -1 because we are fighting from a wire hex = 0 so we cannot carry any attack). We will just remove the wire.

On the right, we still have an attack to carry out. Our Elites use 2 dice (normal 3 for a Close Assault -1 for enemy on Hill hex): STAR, ARMOR. Enemy unit is untouched, but overall we got quite a nice attack this turn. Allied player draws a new card.



## MOVE 4 – AXIS PLAYER



Axis gets lucky and plays "Air Power". He can choose a maximum of 4 Allied units which are grouped (adjacent) and attack them one by one. The only downside: when playing this card, Axis only rolls 1 die per unit, Allied would roll 2 dice per unit.

Axis chooses 4 units from the group in the bottom-right corner: elite infantry, the 2 normal infantry unit and the leftmost armor unit. One by one, these units will be attacked with 1 die.

Axis rolls INFANTRY for the elite unit. Elite unit down to 3 figures.

Axis rolls FLAG for the left normal infantry unit. Unit retreats (it would retreat even if protected by sandbags or bunkers, since the card tells us "Flags may not be ignored"). Good thing it has an available hex to retreat.

Axis rolls FLAG again for the right normal infantry unit. Nowhere to retreat, the unit goes down to 3 figures

Axis rolls STAR for the left armor unit, which is a miss. No change.

The turn ends, Axis draws another card, the board is now:



## MOVE 5 – ALLIED PLAYER



Allied plays now “Their Finest Hour”. This special card, as outlined in the first part of this document, allows us to order units depending on some dice. First, since this scenario gives Allies 6 cards, we’ll roll 6 dice. We get:

- FLAG – ignored
- STAR – order 1 unit of our choice (we choose armor)
- GRENADE – ignored
- INFANTRY – order 1 infantry unit
- INFANTRY – order 1 infantry unit
- ARMOR – order 1 armor unit

Of course, if we have no available infantry or armor units, we ignore the respective symbols. With this dice we get a total of 2 INF, 2 ARMOR.

With this information in hand we start choosing the units that will be ordered (can be chosen from anywhere on the board). These will be ordered, they will move/battle according to normal rules + 1 additional die for every attack. After the turn is over, the face down cards and discard deck is reshuffled together. Allied player draws a new card.

[...]

The game goes on as explained until one player gets 6 medals. As soon as a player gets its 6<sup>th</sup> medal, the game ends immediately. In this scenario it also ends immediately if the Allied player manages to move 3 of his units to 3 of the 4 Toulon town hexes (sudden death winning condition). There are no objectives in this scenario so medals are won only by eliminating enemy units (one medal per enemy unit). In other scenarios, like Pegasus Bridge, there are objectives/medals on the map. They may be Permanent objectives (once a unit manages to get on an objective hex it wins the medal placed on that hex and it can leave the hex without losing the medal) or Temporary objectives (in order to win such a medal, a unit must move on the objective hex and REMAIN there; if it is eliminated, retreats or moves away, the medal is returned from the player to the hex and must be won again).

## IN THE END

I hope this document will help any Memoir '44 beginner have a better experience playing this game, as well as get a better understanding of various rules and cards. As stated in the introduction, the rulebook remains the primary source of information and the FAQs are very important once a player gets into later scenarios and starts meeting different weird situations that need explaining. For any corrections or improvements please contact me on BGG.

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