MEMOIR '44

Richard Borg

RULES

DAYS OF WONDER

2-4 | 8+ | 30-45'

FOREWORD

FROM THE PUBLISHER

Published in collaboration with the Mission for the 60th Anniversary of the D-Day Landings & Liberation of France, *Memoir '44* was first released in 2004. This uniquely fun, simple and engaging boardgame for the whole family has been honoring the efforts and sacrifices of the men and women of World War II by bringing history into homes across the world ever since. With over twenty expansions in the line and still growing, *Memoir '44* has been proud to convey the unique historical heritage of the Greatest Generation. With this updated base game, we are excited to welcome new players into the historical world of *Memoir '44*.

Days of Wonder

FROM THE AUTHOR

Memoir '44 is a unique historical game that allows players to effectively portray stylized WWII battles. The battles, showcased in the scenario booklet, focus on important terrain features and the historical deployment of forces in scale with the game system. By design, *Memoir '44* is not overly complex. Its main focus is on the ground forces of the Axis and Allied armies.

The scale of the game fluctuates from battle to battle. For some scenarios, an infantry unit may represent an entire battalion, while in other scenarios a unit may represent a single company or platoon. But the tactics you need to execute conform remarkably well to the advantages and limitations inherent to the various units, their weapons and terrain.

The game mechanics, although simple, will still require strategic card play, timely dice rolling and an aggressive, yet flexible battle plan to achieve victory.

Welcome and Enjoy!

Richard Borg

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From the opening minutes of D-Day to the liberation of Paris and beyond, *Memoir '44* airdrops you into the key battles that turned the tide in Western Europe: Omaha Beach, Pegasus Bridge, Sainte-Mère-Église to name a few. Take command of your troops and rewrite the pages of history in those decisive days of 1944!

✪ COMPONENTS ✪

● A double-sided battlefield board

Beach landing

Countryside

● 2 sets of figures (Allied/US forces in green, Axis/German forces in blue), each containing:

42 × Infantry

6 × Artillery

24 × Armored vehicles

● 36 grey color man-made obstacles

12 × Hedgehogs

12 × Wire

12 × Sandbags

● 4 cardholder sections
● 60 command cards

Command cards

Section cards

PROBE

Order 2 units in the center.

AIR POWER

Tactic cards

● 22 summary cards

STANDARD UNITS

Unit Summary

TOWNS & VILLAGES

TURN SUMMARY

Terrain summary

Turn summary

● 8 attack dice

● 6 double-sided activation tokens

● 44 double-sided terrain hexes

Medal of Honor (Allies)

Iron Cross (Axis)

● 10 double-sided victory medals

● 14 special forces badges

German elite units

U.S. Rangers

British Airborne

French Resistance

Bunkers

● 4 double-sided bunker and bridge tiles

Bridges

● 1 scenario booklet
● This rules booklet

☆ SETTING UP THE GAME ☆

We strongly recommend that you follow the step-by-step approach outlined below when setting up a scenario in *Memoir '44*, especially for your first few plays. The reward is a smooth setup for the endless variety of battlefields, allowing you to focus on the historical background and tactical challenge of each scenario.
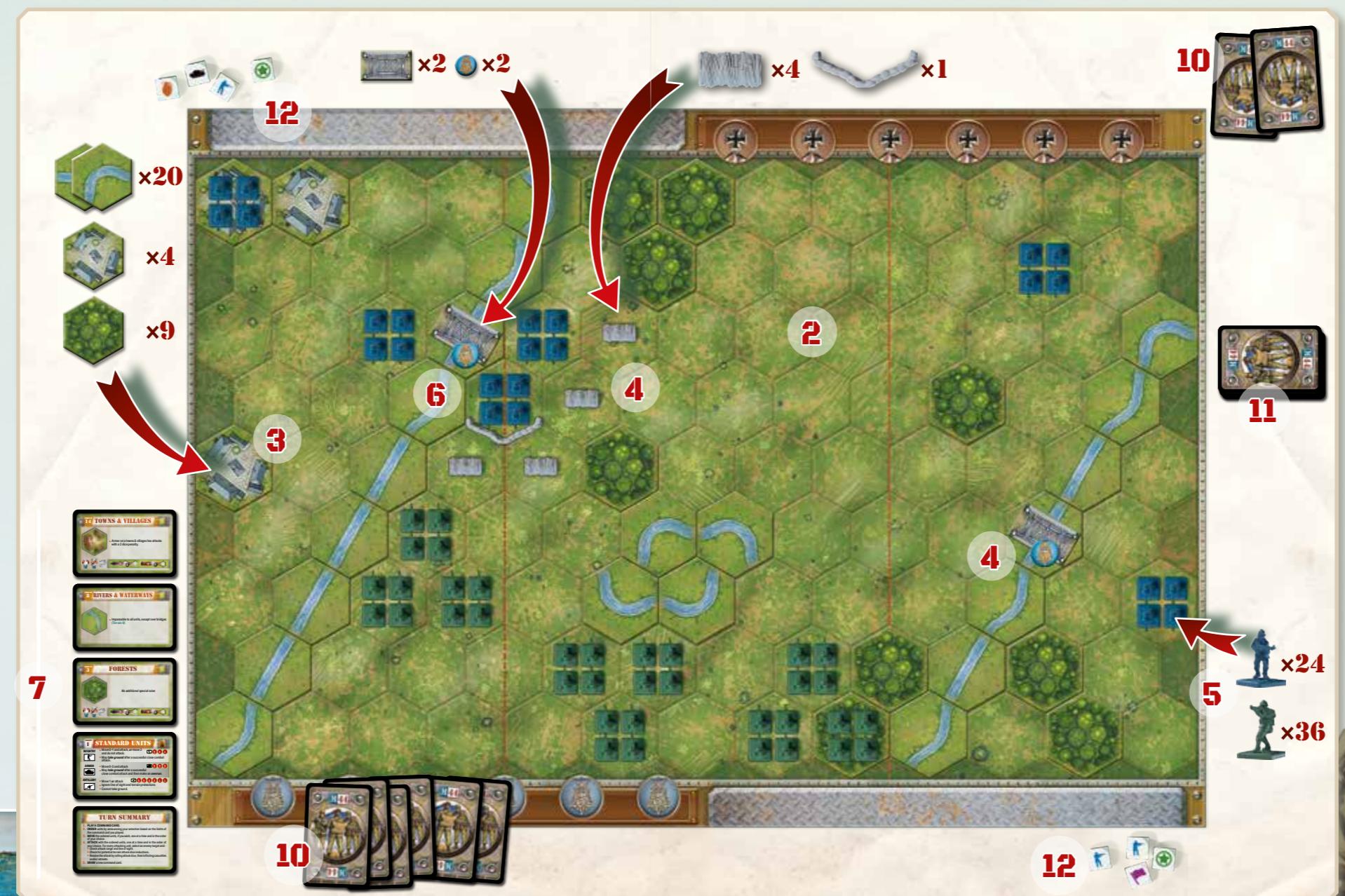
1. Select a battle from the scenario book. *If this is your first game of* Memoir '44, *we strongly suggest you start with the first battle - Pegasus Bridge, page 3. This battle was not only the opening engagement of D-Day but is also a good introductory scenario to Memoir '44.*

2. Place the board in the center of the table, with the proper side (countryside or beach landing) visible. *For Pegasus Bridge, this means the countryside face up.*

3. Place the necessary terrain hexes, as indicated by the scenario setup. We recommend that you place terrain pieces in the order they are shown on the list. *For Pegasus Bridge, place the 20 river hexes, then 4 village hexes and finally 9 forest hexes.*

4. Add any obstacles (bunkers, bridges, sandbags, etc). *For Pegasus Bridge, this means two bridges, one over each river, four wires, and a sandbag obstacle to protect the German defenders.*

5. Now place the figures on the board, matching their positions to the scenario's battle map. To speed up the process we suggest placing one figure per hex, for positioning purposes, and then filling up the units as required. **An infantry unit is usually made of 4 figures, an armor unit of 3 figures and an artillery unit of 2 figures.**

6. If required by the scenario's special rules, add any special unit badges to individual units and place victory medals on specific objective hexes. *For Pegasus Bridge, place an Allied victory medal on each bridge.*

7. If desired, place the summary cards *(Forest, Towns & Villages, Rivers, Lakes, Sandbags, Wire, and Units for Pegasus Bridge)* next to the board for in-game reference. Refer to Appendix 2 *(page 14)* for additional details on each terrain's effects, as needed.

8. Assemble the cardholder segments and place them on the long edges of the board, if you want to use them.

9. Choose each player's side and sit in front of the board accordingly. Given the relatively short duration of a typical scenario and to help balance any historical advantage, we recommend playing from both sides *(see "Play it twice!", scenario book page 2).*

10. Shuffle the command card deck thoroughly, and deal command cards as indicated by the scenario's briefing notes. Keep your command cards secret from the opposing player. *For Pegasus Bridge, the Allied commander-in-chief receives 6 Ccommand cards, while the German general starts with a meager 2. Rommel shouldn't have been vacationing on that fateful day!*

11. Place the remainder of the command card deck face down, next to the board, within easy reach of both players.

12. Each side takes four attack dice.

13. The starting player, as indicated in the scenario's briefing notes *(in Pegasus Bridge, the Allies)*, begins play by selecting and playing one command card from their hand of cards.

✪ OBJECT OF THE GAME ✪

The object of the game is to be the first to win a set number of victory medals (usually 4 to 6, depending on the selected scenario's victory conditions).

In *Memoir '44*, a victory medal is gained for each enemy unit entirely eliminated from the battlefield. Each medal won is designated by placing the last figure of the eliminated unit on any of the available medal stands located on the bottom left edge on your side of the board.

In some scenarios, additional medals may be gained in various other ways, like capturing certain terrain hex objectives on the battlefield *(see Appendix 3 page 20)*.

✪ GAME TURN ✪

Each scenario indicates which side plays first. Players then alternate taking turns, until one of them reaches the number of victory medals indicated in the scenario's victory conditions.

BATTLEFIELD

Battles are fought over a hexagonal game board 13 hexes wide by 9 hexes deep. The battlefield is divided into three sections by two red dotted lines, giving each player a left flank, a center and a right flank section. Where a dotted line cuts through a hex, the hex is part of both the flank and center section.

Any time the rules reference "baseline" hexes, that is the row of hexes closest to the player being talked about.

ON YOUR TURN, FOLLOW THE SEQUENCE BELOW:

1. **PLAY A COMMAND CARD** from your hand, face up.
2. **ORDER** units by announcing all the units you intend to order, within the limits of the command card just played. Ordered units are the only ones that will be able to move and/or attack during this turn. You may choose to use the activation tokens *(see page 11)* on each unit that was issued an order to keep track of any move or attack you may still perform this turn.
3. **MOVE** the ordered units, if you wish, one at a time and in any order you choose. Respect unit, terrain and obstacle movement limitations *(see Appendix 1 and 2)*.
4. **ATTACK** with one ordered unit at a time, in the order of your choice. For each attacking unit, select an enemy target and:
   - Check attack range (by counting down the attack dice, *see page 8*) and line of sight *(pages 8-9)*
   - Check for potential terrain and/or obstacle protection *(see Appendix 2)*
   - Resolve the attack *(page 9)*
5. After attacks are complete, draw a new command card.

1 - PLAY A COMMAND CARD

At the start of your turn, play one command card from your hand. Place it face up next to the board, facing you, and read it aloud.

Units may only move and/or attack when given an order. The card you play will usually indicate which section(s) of the battlefield you may issue orders, and how many units you may order. But some command cards also allow you to execute a special command.

There are two types of command cards: section cards and tactic cards.

SECTION CARDS

Section cards are used to order one or more units in a specific section. The highlighted part of the image indicates which section(s) of the battlefield you may order units in and how many units you may issue orders to.

Section card

TACTIC CARDS

Tactic cards allow you to make special moves, attack in a specific way or take special actions, as explained on the card.

Some tactic cards allow you to order units in just one section, while others order units in multiple sections.

Tactic card

2 - ORDER UNITS

After playing a command card, announce which corresponding unit(s) you choose to order.

Only those units that were issued an order will be able to move, attack, or take a special action later in the turn.

Units on a hex with a red dotted line running through it may be ordered from either of the sections they straddle.

You may not give more than one order to each unit. If the command card allows you to issue more orders in a given section of the battlefield than you have units in that section, those additional orders are lost.

If a player does not have any units in the section(s) where a card is played, they simply play the card and draw a new one without ordering any units.

3 - MOVE UNITS

Moves are announced and made successively, one ordered unit at a time, in the sequence of your choice. A unit may only move once per turn. An ordered unit does not have to move.
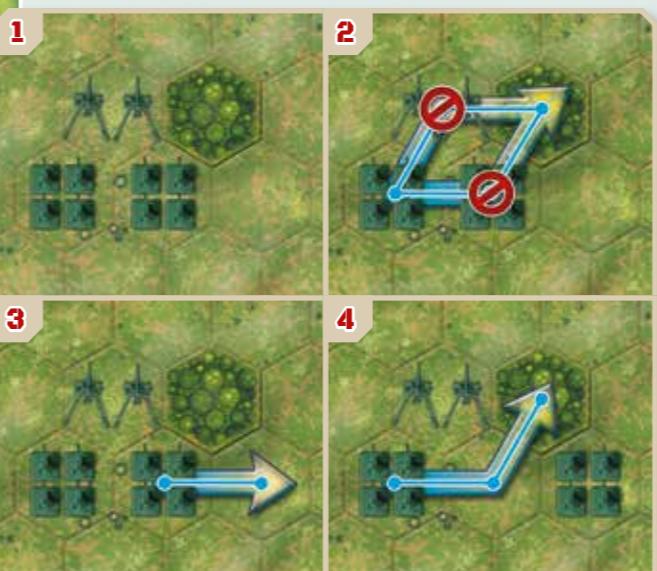
MOVEMENT

- An **infantry unit** may either move 1 hex and attack or move 2 hexes and not attack.
- An **elite infantry unit** may move up to 2 hexes and attack.
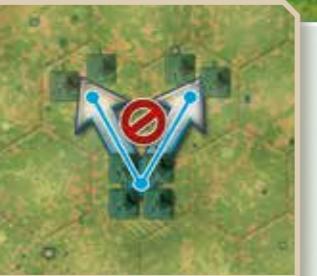
- An **armor unit** may move up to 3 hexes and attack.
- An **artillery unit** may either move 1 hex or not move and attack this turn.

GENERAL MOVEMENT RULES

- A unit may move from one section of the battlefield into another.
- You must complete one unit's movement before beginning another.
- Two units may not occupy the same hex. When moving a unit, you may not move onto or through a hex occupied by a friendly or enemy unit *(see example 1)*.
- You may not split off individual figures from a unit. They must stay together and always move as a group *(see example 2)*.
- Units that are reduced through casualties may not combine with other units *(see example 3)*.
- Some terrain features affect movement and may prevent a unit from moving its full distance or attacking *(see Appendix 2 page 14)*.
- Retreat movement rules vary slightly from regular movement *(see section on retreat page 9)*.
- When playing with *Memoir '44* expansions, terrain heights may affect movement rules *(see page 18)*.
- All unit movements must be completed before proceeding to the attack phase (step 4).

Example 1. In this starting position (1), in order to move the left infantry unit to its destination into the forest, you cannot move through the allied units (2). Instead, you must first move one of them (the right infantry, for example) out of the way (3) then move the left infantry unit into the forest (4).

Example 2. Splitting figures is forbidden.

Example 3. Regrouping figures is forbidden.

4 - ATTACK

Once all unit movements are completed, attacks are checked and resolved sequentially, one ordered unit at a time, in the sequence of your choice.

GENERAL ATTACK RULES

To attack an enemy unit, you will roll a certain number of attack dice, depending on the type of unit attacking, the distance to the targeted enemy unit and terrain protections. Terrain protection is detailed in the "Attack" section below.

There are some general rules that always apply when attacking:

- You must announce and resolve one unit's attack entirely before beginning the next unit's attack.
- A unit may normally only attack once per turn.
- An ordered unit does not have to attack.
- A unit may not split its attack dice between several enemy targets.
- The number of casualties a unit has suffered does not affect the number of attack dice it will roll when attacking. A unit with a single figure retains the same firepower as a unit at full strength.
- A unit that is adjacent to an enemy unit is said to be in **close combat**. In this case, the attacking unit must always target the adjacent enemy unit(s) it is in close combat with, and may not attack a more distant enemy unit instead.

This ordered Allied infantry unit cannot attack the enemy infantry unit 2 hexes away, because it must attack the enemy unit in close combat.

ATTACK PROCEDURE

To attack:

1. **Announce** the ordered unit you want to attack with, and identify its target.
   - **Check attack range:** verify that your target is within range.
   - **Check line of sight** (except for artillery units): verify that you have a clear line of sight to your target.
2. **Count down the number of attack dice to roll,** based on the type of unit you are attacking with and its distance to the target.
3. **Determine terrain protection,** if any. Reduce the number of attack dice rolled accordingly.
4. **Resolve the attack** by rolling attack dice and resolving the resulting dice rolls.

ATTACK RANGE - INFANTRY

An ordered infantry unit may attack any enemy target unit 3 or fewer hexes away. It rolls 3 dice in close combat (enemy on an adjacent hex), 2 dice against a target at 2 hexes, and 1 die against a target at 3 hexes.

Range and number of dice rolled by infantry, based on distance to target. Infantry is said to "attack at 3/2/1"

To determine the number of attack dice to roll for an attack, simply "count" the number of dice rolled: position your finger on the first hex adjacent to your unit and move it, one hex at a time, in the direction of the target, counting down (3/2/1 with Infantry, for example) as you reach new hexes. The last number you announce when your finger reaches the target is the number of dice you roll.

Enemy at 2 hexes

Enemy out of range

ATTACK RANGE - ARMOR

An ordered armor unit may attack any enemy target unit 3 or fewer hexes away.

It always attacks with 3 dice before terrain protections.

Range and number of dice rolled by armor

ATTACK RANGE - ARTILLERY

An ordered artillery unit may attack any enemy target unit 6 or fewer hexes away. It attacks at 3/3/2/2/1/1. Artillery attacks ignore all terrain protections unless otherwise noted.

Range and number of dice rolled by artillery
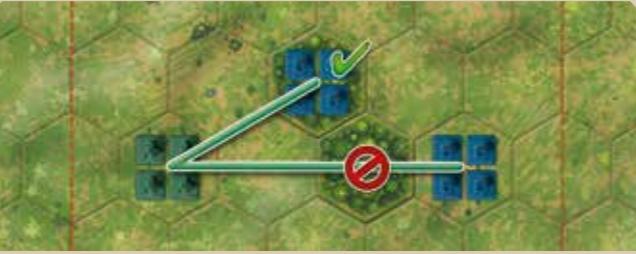
LINE OF SIGHT

To attack, all units (except artillery) must have "line of sight" to attack an enemy, meaning they must be able to see their target. An artillery unit does not require line of sight to attack an enemy unit.

To check whether a unit has line of sight to its target or not, imagine a line drawn from the center of its hex to the center of the hex containing the enemy target. Line of sight is considered blocked if any hex (or part of a hex) intercepting this imaginary line contains an obstruction. Obstructions include units (friends or foes), certain types of terrain and some obstacles *(see Appendix 2 pages 14)*, and the half hexes along the side edge of the battlefield.
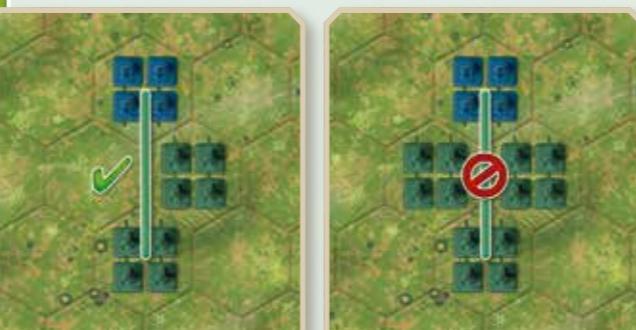
Terrain and obstacles in the hexes of both the attacking unit and its target do not block line of sight.

Note: Terrain height may affect line of sight rules (see page 18).

Line of sight from the left unit to its enemy is blocked by the center unit

Forest hexes block line of sight. Here, the Allied unit has line of sight to the unit in the forest, but not to the unit standing behind the forest.

When the imaginary line runs along the edge of one or several hexes which contain obstructions, line of sight is not blocked, unless the obstructions stand somewhere along both sides of the line segment.

These Allied and Axis units have line of sight to each other

Line of sight is blocked in both directions

Line of sight is blocked both directions

Note: In the last example, line of sight between 4 hexes is shown despite infantry attack range being limited to 3 hexes. This is for illustration purposes. In some Memoir '44 expansions you will find units that require line of sight and are able to attack from that distance, or greater!

TERRAIN PROTECTION

During an attack, reduce the number of dice rolled into the terrain based on its protection, if it offers any. Terrain and obstacle effects are described in the Terrain and Obstacles section *(Appendix 2 pages 14)*; please refer to that section or the corresponding summary cards.

Note that the attacking unit may also suffer a dice penalty when standing on some specific terrain or obstacles. **Any dice penalty**

applied to the attacking unit and the terrain protection of the target are cumulative. For example, an armor unit attacking from a town hex (-2 attack dice penalty for armor in a town) would be unable to attack an enemy unit on a hill (-1 attack dice protection against units attacking from a lower height), meaning a 3 attack dice reduction in total.

RESOLVING AN ATTACK
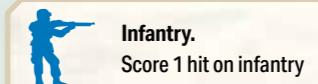
Hits are resolved first, followed by retreats.

HIT

Score 1 hit for each die symbol rolled that matches the type of unit being targeted. Grenades are wild, adding 1 hit no matter what unit is being attacked.
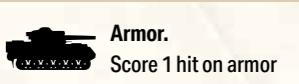
In *Memoir '44* there are no defensive rolls: the targeted unit simply loses 1 figure for each hit scored. When the last figure in a unit is removed, the other player places it on top of one of the empty medal stands on their side of the battlefield.

If an attacking player rolls more hits than the number of figures in the target unit, these additional hits have no effect.

 Infantry. Score 1 hit on infantry

 Armor. Score 1 hit on armor

 Grenade. Score 1 hit on any type: infantry, armor or artillery

MISS

If the attacker fails to roll any of the symbols needed to hit the enemy target unit or to force the enemy to retreat, this is a miss.

 Star. The star side of the die is usually a miss. However, some tactic command cards count the star as a hit.

RETREAT

 Flag. A flag icon forces a unit to retreat. After all hits have been resolved, and casualties removed, retreats are resolved. For each flag rolled, the target unit must move one hex back toward its baseline. Two flags push the unit back two hexes, etc.

The player controlling the unit decides which hex their unit retreats onto using the following rules:

- A unit must always retreat toward its baseline unless noted otherwise in a special rule.
- Terrain and obstacles have no effect on retreat moves, allowing a retreating unit to move through a hedgerow, forest, wire, etc. without stopping. However, units can never retreat through impassable terrain.
- A unit can not retreat onto, or through, a hex already containing another unit (friend or foe).

- Sometimes, retreating is not possible: because the path is blocked by impassable terrain or by other units, or the retreat would push the unit back off the limits of the battlefield, or push it back onto an ocean hex. **When a unit must retreat but cannot, one figure must be removed from this unit for each retreat move that cannot be completed.**

- You cannot choose to lose a figure if there is a clear path of retreat available to your unit that will fulfill all the flags your opponent has rolled against it.

- Some obstacles and types of terrain hexes will allow units to ignore one flag rolled against them.
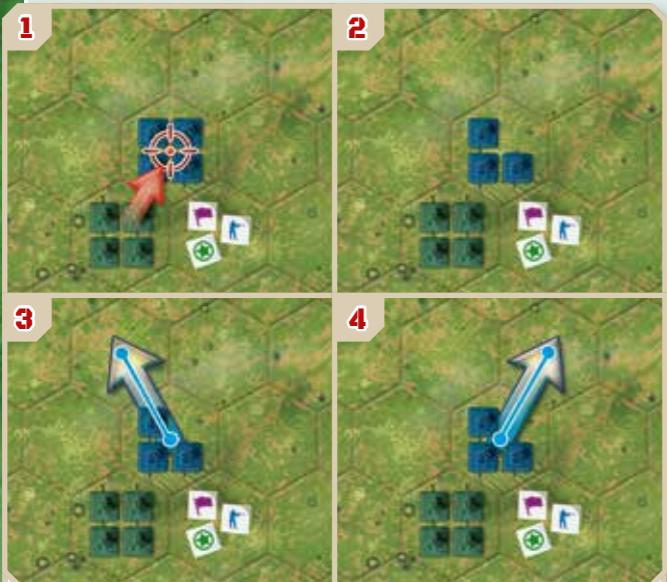
In this case, there is an Axis unit and a river hex that block both retreat options of the Axis infantry unit. Because it cannot retreat, the flag rolled inflicts one additional casualty to it.

The Allied unit attacks and rolls a flag, an infantry, and a star (1). After taking 1 casualty (2), the Axis unit must retreat 1 hex and has 2 possible ways to do this (3 or 4).

Here, with the same roll and with another Axis unit in the way, there is only one retreat path available for the Axis infantry.

TAKING GROUND

When an ordered unit attacks in close combat (i.e. attacks a unit in an adjacent hex) and eliminates the enemy unit or forces it to retreat, **it is considered a successful close combat attack** and the attacking unit may take ground by advancing into the vacated hex.
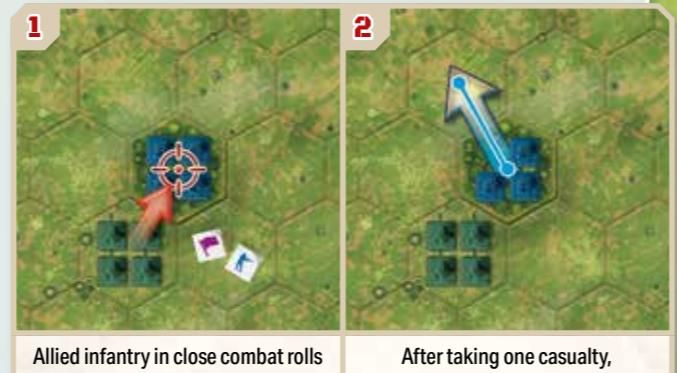
- An artillery unit may not take ground.

- Terrain movement and battle restrictions still apply when units take ground. For example, a unit cannot take ground after moving into a terrain that says it must stop and may move no further on that turn, like a hex with wire.

- When an ordered armor unit in close combat eliminates the enemy unit or forces it to retreat, this attacking armor may **take ground by advancing into the vacated hex and perform an armor overrun** *(see below)*.

Allied infantry in close combat rolls a flag and an infantry symbol.

After taking one casualty, the Axis unit retreats.

The Allied player chooses to take ground, to take advantage of the forest's cover.

ARMOR OVERRUN

After taking ground, armor units may attack a second time. This second attack is referred to as an overrun. The overrun attack may target any enemy unit (i.e. the overrunning armor is not forced to attack the same target) but follows the usual attack rules. For example, it must attack an enemy unit in close combat if there are any, and if there are none, may attack a distant unit.

- An armor unit may take ground again after its overrun attack is a successful close combat attack (see above).

- An armor unit may only make one overrun during a turn.

- Both attacks (first close combat one and the overrun one) must be completed before another unit may attack.

- Unless told otherwise, any cards that increase the armor attack dice continue to modify the dice for the overrun as long as the conditions continue to be met.

- Terrain restrictions still apply so the terrain armor moves into might prevent an overrun attack.

Allied armor rolls a flag and an infantry symbol in a close combat.

After taking one casualty, the Axis unit retreats.

The Allied player chooses to take ground with their armor unit.

After taking ground, the armor unit can overrun and attack again!

5 - DRAW A COMMAND CARD

After resolving all hits and retreats, discard the command card you just played and draw another card. Your turn is now over.

If the command card draw deck runs out of cards, shuffle the discard pile to form a new draw deck.

✪ ACTIVATION TOKENS ✪

Using activation tokens is optional but can be very useful to keep track of the units that may still move and/or attack, especially when a player is able to order numerous units during a turn. These tokens have a "move" icon on one side and an "attack" icon on the other.

Move

Attack

To use the activation tokens, follow these guidelines:

- After playing your command card, take as many activation tokens as the number of units you can order.

- During the "Order" phase, place one token with the move icon faceup next to each unit you are ordering to remember they can move.

- During the "Move" phase, after a unit has moved, flip its token to the attack side to remember it can still attack. When you choose not to move a unit, flip its token to remember it can still attack.

  If you move a unit in a way that makes it unable to attack this turn (for example: a 2-hex move for standard infantry, moving onto a forest or hedgerow hex, etc.), remove its activation token and place it next to the board.

- During the "Attack" phase, after a unit has attacked, remove its activation token and place it next to the board.

- Finally, remove any remaining tokens from units who, for some reason, were unable to attack or you decided not to attack with after all.

✪ APPENDIX 1 ✪
UNITS

The *Memoir '44* game system has a wide variety of ground units including infantry, armor, artillery, jeeps, cavalry, trains and many more. Each ground unit type has its own unique set of rules for movement and combat. In this base game, the focus is only on three types of ground units: infantry, armor, and artillery. Other ground unit types, plus ships and airplanes, are introduced in various *Memoir '44* game expansions.

STANDARD UNITS

Standard units follow the rules described in the previous pages. Standard units consist of figures as outlined to the right:

4 figures
for infantry units

3 figures
for armor units

2 figures
for artillery units

SPECIAL FORCES UNITS

On scenario setups, special forces units have rounded corners at the top of a unit's symbol and will usually have a badge icon with the unit.

When it differs from the standard number, a number in the lower right corner of a unit's symbol will indicate the number of figures in that unit.

Special forces units behave in the same way as the corresponding standard unit (infantry or armor) in all respects except as described below and on the summary cards.

Special Forces
unit icons

USING THE SPECIAL FORCES BADGES

Some scenarios combine standard and special forces units but *Memoir '44* utilizes the same figures for both and marks special forces units with a badge in their hex to distinguish them from regular troops.

US special forces badge. This was the shoulder patch of the Rangers, who attacked Pointe-du-Hoc on D-Day.

British special forces badge. The patch of the British 6th Airborne Division who took Pegasus Bridge on D-Day.

German special forces badge. The patch of the German Grossdeutschland elite forces.

French Resistance badge. The Cross of Lorraine was the symbol of both Free French Forces and French Forces of the Interior.
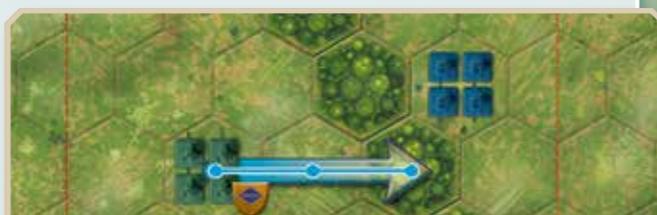
ELITE INFANTRY

Elite infantry units are usually marked with a special forces badge. Historically, these troops provided superior mobility and firepower thanks to their relentless training and non-standard armament.

Unlike regular infantry, elite infantry units may move 2 hexes and still attack (instead of moving 1 hex and attacking, or moving 2 hexes but not attacking). They are still subject to the normal effects of terrain, however.

Elite infantry units can move 2 and still attack…

…but they are still subject to terrain constraints: here, they stop and can not attack because of the forest hex.

THE FRENCH RESISTANCE

French Resistance benefited from a superior knowledge of the countryside and increasing support from the population as the war went on. As such, French Resistance forces:

- May always attack after entering a terrain type that would normally forbid a standard unit from doing so (forests, villages, hedgerows, etc.).
- May disappear into the countryside, retreating from 1 to 3 hexes for each flag rolled, instead of the standard 1.
- Their limited coalition means they always start with 3 figures per unit, instead of the standard 4.
- Unlike elite infantry, French Resistance units that opt to move 2 hexes cannot attack on the same turn.

"La Résistance" is the generic term used to describe the various movements (armed or not) that fought the Axis forces in occupied France following the surrender of 1940. General De Gaulle's widely heard broadcast of June 18th, 1940 on BBC galvanized patriots of all political and geographic origins. Increasingly larger, well organized, and better equipped groups sprang into action over the following years, providing an effective "Shadow" army in the days leading up to D-Day. In close contact with the Allies, who often air-dropped them weapons and money, the Resistance sabotaged supply lines, sheltered special forces operating behind enemy lines, and assassinated prominent figures of the German-backed regime. From 1944 on, the military groups within the Resistance became known as the FFI ("Forces Françaises de l'Intérieur" – French Forces of the Interior). The intelligence they offered during the preparatory stages of Operation Overlord paved the way for the successful Allied landings.

Axis attacked a French Resistance unit and rolled 2 flags. Resistance must retreat from 2 to 6 hexes and choose to retreat 4 hexes, taking cover in the village.

ELITE ARMOR

Unlike regular armor units, elite armor units start with 4 tank figures per unit and are marked with a special forces badge. This denotes the exceptional skill of their crew or a superior tank design.
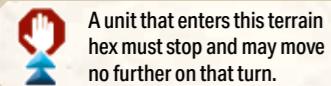
USING THE TERRAIN SUMMARY CARDS
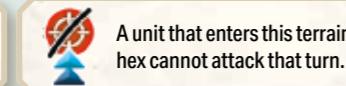
Terrain cards provide a short summary of the key effects of each terrain type. When you set up your scenario, it is recommended that players display the summary cards on the side of the board that correspond to the terrain types used in the scenario.

HOW TO READ A TERRAIN SUMMARY CARD
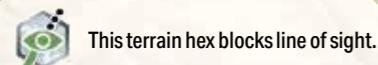
❶ Summary card reference number

❷ Frequent special rules that apply, indicated by the following icons:
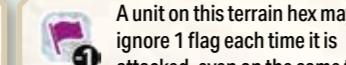
A unit that enters this terrain hex must stop and may move no further on that turn.

A unit that enters this terrain hex cannot attack that turn.

This terrain hex blocks line of sight.

A unit on this terrain hex may ignore 1 flag each time it is attacked, even on the same turn.

HEDGEROWS

• To enter or take ground onto a hedgerow hex, unit *must start* its move from an adjacent hex.
• When exiting, unit *must stop* on an adjacent hex. Unit may still take ground, though.

❸ Additional special rules, if any.

❹ Terrain protections. This indicates the battle dice reductions for the pictured unit types when they attack an enemy unit standing on this terrain. In this example, infantry roll 1 less die and armor roll 2 less dice when attacking a unit on a hedgerow hex.

Note: all grassy terrain hexes on the board that have no special rules are referred to as grasslands.

FORESTS

• **Movement:** a unit that enters a forest hex must stop and may move no further on that turn.
• **Attack:** a unit may not attack the turn it moves onto a forest hex.
• **Protection:** when attacking an enemy unit that is on a forest hex, infantry reduce the number of attack dice rolled by 1, armor reduce the number of attack dice rolled by 2 and artillery attack dice are not reduced.
• **Line of Sight:** a forest blocks line of sight.

Turn #1: Allied player moves into the forest: the unit must stop and cannot attack this turn.

Turn #2: Axis player moves closer and attacks, but rolls 2 dice instead of 3, because the Allied infantry is protected by the forest.

Turn #3: Time for revenge! The Allied player can now attack with 3 dice.

HEDGEROWS

Hedgerows are a landscape typical of Normandy: small grass fields separated by tall rows of thick shrubs, tree lines or fences. This proved to be very difficult terrain for the troops as they would never know what danger lay hidden behind the next hedgerow.

• **Movement:** to move (or take ground) onto a hedgerow hex, a unit must start the turn in an adjacent hex to the hedgerow. A unit that enters a hedgerow must stop and may move no further on that turn. A unit that leaves a hedgerow hex may only move onto an adjacent hex.

• **Attack:** a unit may not attack the turn it moves onto a hedgerow hex.
• **Protection:** when attacking an enemy unit that is on a hedgerow hex, infantry reduce the number of attack dice rolled by 1, armor reduce the number of attack dice rolled by 2 and artillery attack dice are not reduced.
• **Line of Sight:** a hedgerow blocks line of sight.

Turn #1: move and stop next to the hedgerow hex

Turn #2: you may now enter the hedgerow hex

Turn #3: move and stop next to the hedgerow hex

Turn #4: you may now move normally

HILLS

• **Height:** 1.
• **Movement:** no restrictions.
• **Attack:** no restrictions.
• **Protection:** when attacking an enemy unit on a hill, all units except artillery reduce the number of attack dice rolled by 1 if they are at a lower height. There is no dice reduction if the attacking unit is at the same height or higher.
• **Line of Sight:** a hill blocks line of sight, except between units that are at a height of 1 or higher. Also, line of sight between two units that are on elevated terrain is never blocked by terrain or units that are on lower heights *(see Terrain Height and Line of Sight page 18)*.

Allies attack from lower ground, rolling 2 dice instead of 3.

But if they are also on a hill, they roll 3 dice.

Allies and Axis units have line of sight to each other because they are at the same height.

TOWNS & VILLAGES

• **Movement:** a unit that enters a towns & villages (referred to as a town) hex must stop and may move no further on that turn.
• **Attack:** a unit may not attack the turn it moves onto a town hex. Armor on a town hex reduce the number of attack dice it rolls by 2.
• **Protection:** when attacking an enemy unit that is on a town hex, infantry reduce the number of attack dice rolled by 1, armor reduce the number of attack dice rolled by 2 and artillery attack dice are not reduced.
• **Line of Sight:** a town blocks line of sight.

CHURCHES

The church hex follows the same rules as a town hex but in addition, a unit on a church hex may, each time it is attacked, ignore one flag rolled against it.
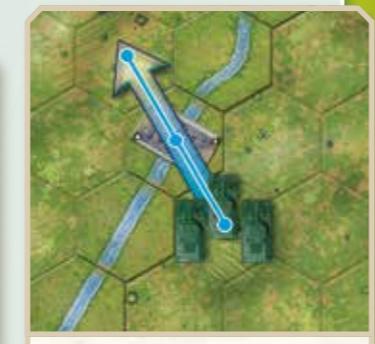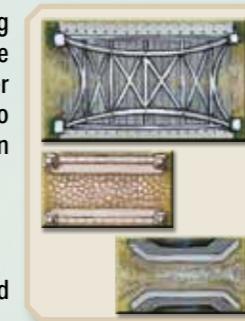

RIVERS & WATERWAYS

- **Movement:** a river is impassable terrain unless stated otherwise in the scenario special rules.
- **Line of Sight:** a river does not block line of sight.

BRIDGES

- **Movement:** a bridge allows a unit to move across the underlying terrain, such as rivers, as if it was open terrain. A unit may only move onto a bridge if it enters from an adjacent land hex (i.e. not a river or any other water hex) even if the adjacent river hexes are said to be passable in the scenario special rules. In the same way, a unit on a bridge can only retreat to an adjacent land hex.
- **Attack:** no restrictions.
- **Protection:** none.
- **Line of Sight:** a bridge does not block line of sight, unless stated otherwise in the scenario special rules.

The armor unit must take the bridge to cross the river.

BEACHES

- **Movement:** a unit that moves onto a beach hex can only move a maximum of 2 hexes.
- **Attack:** no restrictions.
- **Protection:** none.
- **Line of Sight:** a beach does not block line of sight.
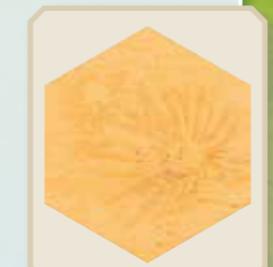
This armor units' first move is onto a beach hex. Therefore, its maximum move cannot exceed 2 hexes, no matter what type of terrain it goes across next.

This other armor unit, however, starts on a beach hex but its first move is on a grassland hex with no special effect. Therefore it may move normally, up to 3 hexes.
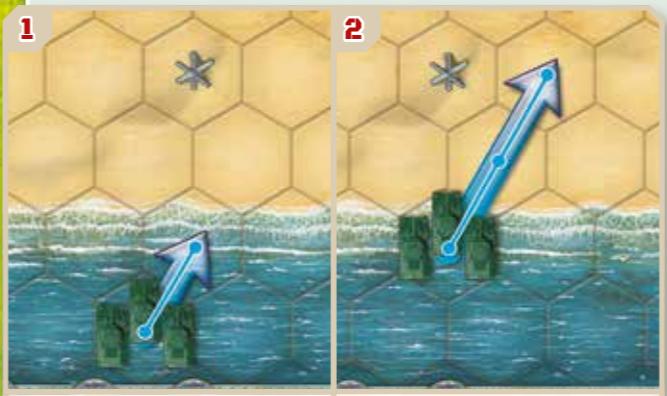
This Axis armor unit intends to move onto the beach. Even though the first two hexes were on grassland hexes, it must stop before entering the beach because that would be its third hex of movement.
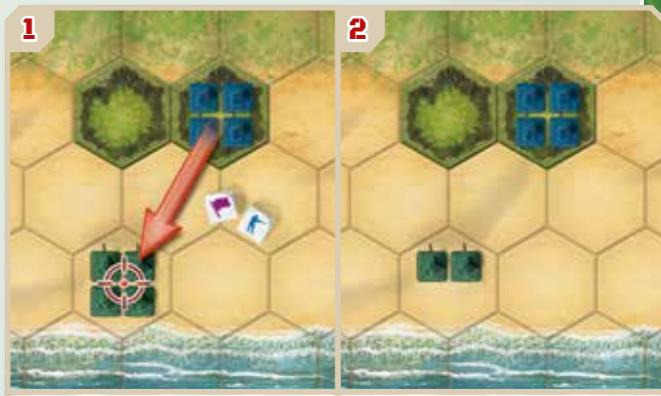
OCEANS

- **Movement:** an unit that enters an ocean hex must stop and may move no further on that turn. Units can move any direction in oceans when they are ordered. However, units cannot retreat onto an ocean hex when a flag is rolled against them and must take a loss instead.
- **Attack:** a unit on an ocean hex may not attack.
- **Protection:** none.
- **Line of Sight:** an ocean does not block line of sight.

The amphibious "DD" Sherman tank unit moves only one hex while in water.

On its next turn, it drops its flotation device, and moves 2 hexes on the beach.

Axis Infantry rolled an infantry and a flag symbol.

The Allied unit cannot retreat into an ocean hex so it takes 2 casualties.

SEA BLUFFS

Sea Bluffs are a specific type of hill, which is next to a beach hex.

- **Height:** 1.
- **Movement:** moving up from a beach hex onto a sea bluff and down onto a beach hex from a sea bluff is:
  - a 2 hex move for infantry units. Infantry can take ground up/down a sea bluff as usual.
  - impossible for all other units.
- Treat as a normal hill for movement from/to any other terrain.
- Treat as a normal hill for attack, protection, line of sight, and retreat, and for all units (i.e. an armor unit may retreat from a sea bluff toward a beach hex).

CLIFFS

Cliffs follow the same rules as sea bluffs, except that infantry cannot take ground when attacking up a cliff from a beach hex.

STEEP HILLS

Steep hills follow the same rules as hills, except that moving up from a lower terrain onto a steep hill is a 2 hex move for all units. Units can take ground up/down steep hills as usual.

LAKES

On the board, a lake may be represented by a group of river tiles or dedicated lake tiles that are available in the Terrain Pack expansion.

- **Movement:** a lake is an impassable terrain.
- **Line of Sight:** two or more contiguous adjacent lake hexes block line of sight accross them.

TERRAIN HEIGHT

Terrain may have different heights (0, 1, or 2) in *Memoir '44*, depending on their type. All terrain has a height of 0, unless specified otherwise.

In this game box, only the hills and their variations (height: 1) are elevated.

Elevated terrain affects the movement and line of sight rules.

NOTE ABOUT *MEMOIR '44* EXPANSIONS' TERRAIN

The rule about terrain height is a bit different than in the previous edition of *Memoir '44*. If you play with expansions, remember this:

- escarpments, ergs & ridges, and every terrain having "hill" in their name (road over hill, hill with forest, etc.) have a height of 1.
- mountains and every terrain having "mountain" in their name have a height of 2.

TERRAIN HEIGHT AND MOVEMENT

A unit can move up onto a higher terrain, or down onto a lower terrain, only if the hex it comes from and its destination have a maximum height difference of 1.

For example, a unit can move from grassland (0) to a hill (1), and from a hill (1) to a mountain (2), but cannot move up from grassland (0) to a mountain (2).

TERRAIN HEIGHT AND LINE OF SIGHT

Terrain and units only block line of sight when they are at the same level of elevation, or higher, as one of the two units involved in the attack.

Example 1: Both armor units are on a hill and thus, are at a height of 1. The town normally blocks line of sight but its height is 0. These two units ignore all the obstructions that are at a lower level than them and therefore have line of sight between each other.

Example 2: Just like the town in example 1, the Axis infantry unit is at a height of 0 and does not block line of sight between the two armor units that are on hills and at a height of 1. Therefore, in this situation, the two Axis units could both attack the Allied armor. The Allied unit, however, could only attack the Axis infantry unit because of the close combat rules.

Example 3: The two armor units are on different heights: 1 for the Allied armor, 0 for the Axis armor. The obstruction that blocks line of sight between them is at the elevation of one of the units involved (height 0). The forest, therefore, blocks their line of sight.

OBSTACLES

Obstacles are military installments that affect the movement of units or provide defensive protection bonuses.

Attack dice protections from terrain and obstacles are not cumulative.

Features that allow a unit to ignore a flag are also not cumulative. Unless stated otherwise in the special rules, a unit can never ignore more than 1 flag.

When an obstacle is on a terrain hex, only apply the higher attack dice reduction. For example, a bunker on a hill reduces the number of dice rolled by a tank attacking from a lower elevation by 2, not 2+1 (bunker protection is 2, hill is 1). Another example: a sandbag protection is 1, but on a town it does not add anything to the town protection (2 against armor / 1 against infantry), although sandbags will provide an additional feature: the unit may ignore one flag rolled against it.

BUNKERS

- **Movement:** bunkers are impassable terrain to armor and artillery. During the setup, some scenarios show armor or artillery already deployed in a bunker. When they start in a bunker, these armor and artillery units may not move or retreat from the hex.
- **Attack:** no restrictions.
- **Protection:**
  - When attacking a unit that is in a bunker tile, infantry reduce the number of attack dice rolled by 1, and armor by 2. Artillery attack dice are not reduced.
  - Each time it is attacked, a unit in a bunker may ignore one flag rolled against it.
- A scenario may specify that only the units of one side can use a bunker as a defensive position. The other side can move their infantry onto a bunker but will not benefit from any of its defensive protection benefits (but they could benefit from the protection of the terrain where the bunker is located). If neither side is noted in the briefing notes, infantry from either side may claim the bunker as a defensive position.
- Artillery and armor that start in a bunker may not retreat. Remove one figure for each additional flag rolled after the first.
- **Line of Sight:** a bunker blocks line of sight.

HEDGEHOGS

Hedgehogs were obstacles for tanks and landing craft. They were usually made of steel rails but could also be made of wood. During the D-Day landings, Allied infantry found another use for them, taking cover behind them as they moved up the beaches.

- **Movement:** no restrictions for infantry units. Impassable to all other units.
- **Attack:** no restrictions.
- **Protection:** an infantry unit on a hedgehog hex may, each time it is attacked, ignore one flag rolled against it.
- **Line of Sight:** A hedgehog does not block line of sight.

WIRE

- **Movement:** a unit that enters a hex with wire must stop and may move no further on that turn.
- **Attack:** infantry on a hex with wire reduce the number of attack dice it rolls by 1. An infantry unit that is eligible to attack may remove the wire instead of attacking. Armor must remove the wire on entering the hex and may still attack.
- **Protection:** none.
- **Line of Sight:** wire does not block line of sight.

Note: when an armor unit retreats on (or through) a hex with wire, the wire is not removed.

SANDBAGS

- **Movement:** no movement restrictions, but when a unit leaves a hex with sandbags, the sandbags are removed.
- **Attack:** no restrictions.
- **Protection:** when attacking a unit that is on a hex with sandbags, infantry and armor reduce the number of attack dice rolled by 1. Artillery attack dice are not reduced. In addition, the unit in a hex with sandbags may, each time it is attacked, ignore one flag rolled against it.

  A unit in a hex with sandbags is protected on all sides, not just along the hex-sides where the sandbags are placed.

  Reminder: the sandbags protection is not cumulative with the terrain protection in the same hex.
- **Line of Sight:** sandbags do not block line of sight.

> *Note: The "Dig-in" command card allows a player to place sandbags. They can be placed on any type of terrain, except oceans.*

SEA WALLS

Sea walls are usually represented as a group of contiguous sandbags. They follow the same rules as sandbags, except that a sea wall is permanent and is not removed after an occupant leaves the hex.

✪ APPENDIX 3 ✪
OBJECTIVES

Normally, victory medals come from eliminating enemy units, but some battles have key objectives that one or both sides can try to accomplish to earn additional medals. Below are the most common types of objectives found in *Memoir '44*.

TEMPORARY MEDAL OBJECTIVE

A victory medal is captured upon entering the objective hex and held only as long as a unit of the appropriate side occupies the hex. If the unit vacates the hex for any reason (movement, retreat, or elimination), the medal is immediately lost and placed back in play in its original location.

PERMANENT MEDAL OBJECTIVE

A victory medal is captured upon entering the objective hex and is permanently gained the moment a unit of the appropriate side enters this hex. The medal is not not returned or put back in play, even if the unit later vacates this hex.

TEMPORARY MAJORITY MEDAL OBJECTIVE

A victory medal goes to the side that has a majority control over the designated group of objective hexes (i.e. the side with units controlling at least one more objective hex than its opponent). The medal is held as long as the side retains majority. The medal is immediately lost and placed back on the board when a side no longer has the majority.

SUDDEN DEATH OBJECTIVE

As soon as the designated side fulfills the sudden death conditions, it immediately wins the game.

✪ APPENDIX 4 ✪
AIR SUPERIORITY

All the scenarios in the scenario book take place on the Western front in 1944. At that time, the Allied air superiority was unchallenged. To reflect this, when playing the *"Air Power"* tactic card in these scenarios, the Allied player will roll 2 dice on each hex and the Axis player will only roll 1 die on each hex, which is noted on the *"Air Power"* command card.

The expansions for *Memoir '44* take players across the globe to fight in other theaters throughout World War II. Check the following Air Superiority table to determine who dominated the skies for the scenario you are playing. Unless told otherwise by the scenario special rules, follow the chart below to determine how many dice to roll when playing the *"Air Power"* card. "Axis" means the Axis player rolls 2 attack dice on each hex and the Allied player rolls 1. "-" means each player rolls 1 die on each hex, and "Allies" means there is no change to the card.

FRONT	1939	1940	1941	1942	1943	1944	1945
WESTERN FRONT	Axis	Axis	Axis	Axis	Axis	Allies	Allies
EASTERN FRONT	Axis	Axis	Axis	Axis	-	-	-
PACIFIC THEATER	Axis	Axis	Axis	Axis	-	Allies	Allies
MEDITERRANEAN THEATER	-	Axis	Axis	-	-	Allies	Allies

✪ APPENDIX 5 ✪
VARIANTS

OPERATION ALLIANCE - TEAM MODE FOR 3-4 PLAYERS

The new Operation Alliance team mode is a way to play *Memoir '44* that creates a unique playing experience for up to four players. It is also ideal for initiating newcomers, who can team-up with more experienced players.

1- FORM TEAMS

Make two teams of up to 2 players each; if you have 3 players in total, a team of 2 players will face a player on their own.

On each team of 2 players, choose a person to be 1st player who sits on the left side of their team. Each team player will take 1 card-holder segment.

2- SETTING UP THE GAME

Set up the scenario as usual.

- When a side is played by a 2-player team, check the number of command cards their side is granted by the scenario and apply the corresponding cards distribution outlined in the table below.

Team players will be dealt a certain number of cards for their hand. In addition, draw an additional command card and place it face-up between the two players of each team.

This faceup card is a shared command card and can be seen by the opposing side at all times.

COMMAND CARDS GRANTED	TEAM DISTRIBUTION
4	2 cards for each player + 1 shared faceup card
5	3 cards for each player + 1 shared faceup card
6	4 cards for each player + 1 shared faceup card

- For a player on their own, command cards are dealt as usual.

> *Note: in some scenarios, like Pegasus Bridge, a side may start with less than 4 cards and will draw additional command cards during the game. In such cases, the starting cards must be dealt so that there is always one shared card, and that after drawing new cards, the final team distribution is respected. For example, for Pegasus Bridge, the Axis team players start with 1 card each + 1 shared and they pick an additional card after their turn, so that after turn 4, they will have 2 cards each + 1 shared.*

3- GAME TURN

During the game, sides alternate turns, starting with the side indicated in the scenario setup, no matter the number of players on each team. Within a team, however, players take turns alternating for their side.

> *Note: The player taking the turn in a team is the active player.*

In a 4-player game, the 1st player of the starting team will go first, followed by the 1st player of the other team. Then the 2nd player of the starting team gets a turn, followed by the 2nd player of the other team.

In a 3-player game, the player on their own takes a turn after each player on the team with 2 players.

For example: In a scenario with an individual Axis player -vs- an Allied team with 2 players, where the Allies 2-player team moves first, play will be carried out as follows: Allies 1st player - Axis individual player - Allies 2nd player - Axis individual player, etc.

Game turn rules apply normally, with the following exceptions for 2-player teams:

- The active player can only play either a command card from their own hand or the shared command card.
- At the end of the active player's turn, the new command card they draw must replenish the location they played a card from; back into their hand or faceup on the table if they played the shared card.
- Players on the same team can show their command cards to each other. They may also discuss their strategy and plans for future turns but they must do so openly, allowing the other team to hear them (spies are everywhere!). The active player has final say on what to actually do on their turn.

4- SPECIAL RULES

All other rules are the same as a regular game, with the following adjustments for some command cards played when in a 2-player team:

- *"Their Finest Hour":* the active player rolls 1 attack die for each command card they have in their own hand (including *Their Finest Hour* card) plus the shared command card.
- *"Medics & Mechanics":* the active player rolls 1 attack die for each command card they have in their own hand (including *Medics & Mechanics* card) plus the shared command card.
- *"Recon":* when played from the face-up shared card, the active player decides which command card to keep and which command card to discard.
- *"Ambush":* when an opponent declares a close combat, either team member may play the *"Ambush"* from their hand or from the shared command card, before the opponent rolls the close combat attack dice.

VARIANT FOR YOUNG GENERALS

Memoir '44 provides lots of opportunities for a parent or teacher to engage kids in an introduction to the global conflict of World War II. This game can draw their interest into the battles that shaped our modern history.

If needed, young children can play a simplified version of *Memoir '44*. Counting skills develop before confident reading, so we suggest the following modifications:

- Remove all tactic cards from the deck and just keep the section cards.
- Take 6 command cards for each player instead of using the number of command cards listed in the scenario. This may not be historical, but it will provide plenty of player choice.
- If needed for simplicity, you can choose **not** to play with the take ground and armor overrun rules.

TEAM PLAY WITH YOUNG GENERALS

The best way to introduce children to the game is to play in teams with adults. For that, you can play the following simplified team mode:

1. Make two teams of up to 3 players per side (if you have an odd number of players, simply put one more player on one side than on the other).
   - In 3-player teams, each player is assigned their own individual section. The player in the center is also Commander-in-Chief.
   - In 2-player teams, one player is in charge of the center of the battlefield and acts as Commander-in-Chief, while the second player directs the two flanks.
2. Each team places their command cards on their card holder.

Together as a team they should discuss and evaluate possible strategies internally before jointly agreeing on the card to play. When agreement cannot be reached, the player appointed as the Commander-in-Chief for their side has the final say as to what card to play.

3. The member of the team most directly concerned by the card being played then carries out the relevant actions, moving units, selecting targets and rolling attack dice where appropriate.

Once a child is familiar with the game, begin to slowly introduce tactic cards back into your battles. We suggest you begin with straightforward cards like "Direct from HQ" and "Dig In", ending with complex cards like "Behind Enemy Lines" and "Their Finest Hour".

The Commander-in-Chief is also responsible for playing tactic cards that apply to any (or all) sections of the battlefield and can assign orders to the players.

MEMOIR '44 OVERLORD – BATTLES ON A GRAND SCALE FOR UP TO 8 PLAYERS!

Experienced players will want to combine multiple copies of *Memoir '44* to play scenarios over large, multi-board battlefields in the already famous mode known as *Memoir '44* Overlord!

Overlord scenarios are unique in that two boards are combined into one oversized battlefield, allowing up to eight players (four per side) to experience historical World War II battles on a grand scale. Preprinted Overlord scenarios are also available as Battle Map expansions.

With *Memoir '44* Overlord, players will experience the frustrations associated with being part of a military style WWII chain of command and at the same time, enjoy the challenges of coordination and cooperation needed to achieve victory.

Memoir '44 battle scenarios and maps are stylized, but thanks to the larger scale, Overlord allows players to focus with greater detail on terrain features that existed on the original battlefield, and fine tune the historical deployment of the Axis and Allied forces.

A special bonus scenario is provided on the last page of the scenario book called Omaha Beach - Overlord. This bonus scenario requires a second base game of *Memoir '44* to play. You will also need the supplemental "*Memoir '44* Overlord – rules booklet" which can be downloaded free from our web site at: *www.daysofwonder.com*. The Operation Overlord expansion pack also provides a specific Overlord deck of command cards, tokens, and extra dice.

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