

MEMOIR '44

Richard Borg

**RULES
&
BATTLE SCENARIOS**

**AGES 8 AND ABOVE
30-60 MINUTES**

**DAYS OF
WONDER**

**FOR 2 PLAYERS
AND TEAM-PLAY**

FROM THE PUBLISHER

Published in collaboration with the Mission for the 60th Anniversary of the D-Day Landings & Liberation of France, Memoir '44 is a uniquely fun, simple and engaging boardgame for the whole family. Designed to commemorate the efforts and sacrifices of the men & women of the Second World War, we trust it will provide you with a sense of history and the desire to learn more about that *Greatest Generation* of all. Our fondest hope is that you will also transmit that unique historical heritage onto younger generations.

Days of Wonder, Inc. – May 2004

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 section, 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... and beyond... Take command of your troops and rewrite the pages of history in those decisive days of 1944!

COMPONENTS

A recent intelligence sortie behind enemy lines recovered an unusual cardboard box. As per protocol, the contents were examined, itemized and entered into the logbook:

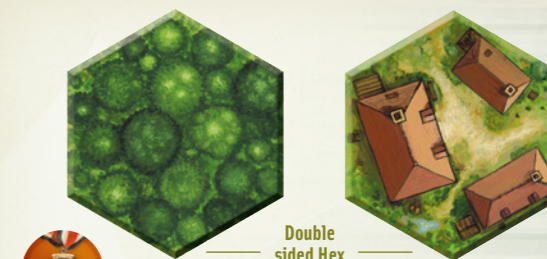
- ★ A double-sided Battlefield board map (beach landings and countryside)
- ★ 2 Punchboards featuring:
 - 44 double-sided Terrain hex pieces
 - 10 double-sided Victory Medals
 - 14 Special Forces badges
 - 4 double-sided rectangular Bunker and Bridge tiles
- ★ 2 Army bags of miniatures (Green Army: Allied Forces; Blue-Gray: Axis/German Forces), each containing:
 - 42 Infantry figures
 - 24 Armored vehicles
 - 6 Artillery pieces
 - 18 man-made Obstacles
 - 3 Cardholder sections
- ★ 1 Deck of 70 cards, including:
 - 60 Command cards
 - 40 Section cards
 - 20 Tactic cards
 - 9 Summary cards
 - 7 Terrain cards
 - 1 double-sided Unit summary card
 - 1 double-sided Obstacle summary card

- ★ 8 Battle dice



- ★ 1 Rules and Scenario booklet

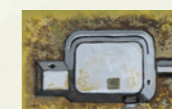
- ★ 1 Days of Wonder Online access number located on the back of the Rules and Scenario booklet



Double sided Hex



Iron Cross
Medal of Honor



Bunkers



Bridges



German



US Rangers



British Airborne



French FFI



GERMAN FORCES

ALLIED FORCES



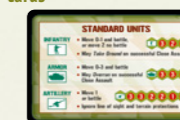
Command cards



Section cards



Tactic cards



Units summary



Obstacles summary



Terrain cards



Terrain summary

SETTING UP THE GAME

You will greatly benefit by applying a small degree of discipline (*Buck Up Soldier!*) when setting up a game scenario in *Memoir '44*. We strongly recommend that you follow the step-by-step approach outlined below when setting up a game, especially for your first few plays. The reward is an endless variety of battlefields to play on, and the opportunity to pick-up fascinating historical tidbits and information from each of the scenarios played.

1 - Select a battle from the scenario section of this booklet. *If this is your first game of Memoir '44, we strongly suggest you start with the first battle - Pegasus Bridge, p 19. This battle was both the opening engagement of D-Day and is a good introductory scenario to Memoir '44.*

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

3 - Place the necessary Terrain hexes, as indicated by the battle scenario. *For Pegasus Bridge, lay the 20 River hexes, then 4 Village hexes and finally 9 Forest hexes.*

4 - Add the fixed (Bunkers and Bridges) and removable Obstacles, if any. *For Pegasus Bridge, this means two bridges, one over each river, and four barbed wires and a sandbag placement to protect the bridge's perimeter.*

5 - Now place the figures on the board, matching the various units' positions to the scenario's battle map. Experience shows that dropping one figure per hex, for positioning purposes, then filling up the units as required, is the quickest way to set up. *An Artillery unit is usually made of 2 figures, an Armor unit - 3 and an Infantry unit - 4.*

6 - Add the Special Unit badges to individual units and Victory Medals to specific, on-the-map objectives, if required per the scenario's special rules. *For Pegasus Bridge, place an Allied victory medal on each bridge.*

7 - Place the Terrain summary cards that correspond to the terrain in the scenario (*Wood, Towns & Villages and Rivers summary cards for Pegasus Bridge*), plus the Obstacle and Units summary cards, to the board's side, for in-game reference. If needed, refer to Terrain in Appendix 2 (p 13) for additional details on each terrain's effects.

8 - Assemble the cardholder segments and place them on the board map's edges. The card holders are not necessary, but are particularly useful when playing in teams of multiple players to a side, or in a classroom/demonstration environment. With them, players on a same side can point to and study various options.

9 - Now choose each player's side and sit in front of the board accordingly. Given the relatively short duration of a typical battle scenario, we recommend match play, with each player taking first one side, then the other in an immediate re-match. This helps balance any historical advantage that one side may have in a particular scenario. The winner of the match is the player who scores the most Victory Medals after both battles.



10 - Shuffle the Command cards deck thoroughly, and deal Command cards to each side per the selected scenario's briefing notes. Place those cards in your respective cardholder, keeping them secret from the opposing player. *For Pegasus Bridge, the Allied Commander-in-Chief receives 6 Command 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 deck face down, alongside the board's battlefield, within easy reach of both players.

12 - Each side takes four Battle dice.

13 - The starting player (*in Pegasus Bridge - British Major, John Howard*), as indicated in the scenario's briefing notes, begins play.

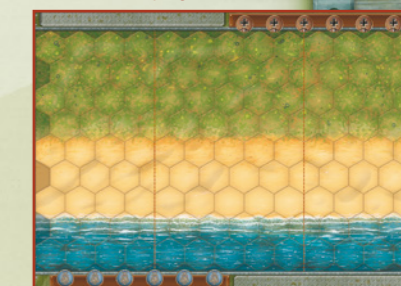
BATTLEFIELD

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 considered to be a part of both the flank and center section.

COUNTRY SIDE



BEACH SIDE



COMMAND CARDS

Army units may only move and/or battle when given an order. Command cards are used to order your troops to move, battle and/or execute a special command. There are two types of command cards: **Section cards** and **Tactic cards**.



Section cards



Tactics cards

Section cards

Section cards are used to order a move and/or battle in a specific section. These cards indicate in which section(s) of the battlefield you may order units and how many units you may order.

Tactic cards

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

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

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 battle 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 your bottom left edge of the board.

In some scenarios, additional Medals may be gained from the board map itself, for capturing and holding certain terrain hexes or battlefield objectives.

GAME TURN

The player listed in the briefing notes goes first. Players then alternate taking turns, until one of the players reaches the number of Victory Medals indicated in the scenario's victory conditions.

On your turn, follow the sequence below:

- 1 - Play a Command card.
- 2 - **ORDER.** Announce all units you intend to order, within the limits of the Section or Tactical Command card just played.
- 3 - **MOVE.** Move all ordered units you wish, one at a time. Respect unit and terrain movement limitations, as per the summary cards.
- 4 - **BATTLE.** Battle one ordered unit at a time. Select an enemy target and
 - a. Check Battle Range (by counting down the Battle dice, see page 9), and Line of Sight (page 9)
 - b. Check for potential Terrain effects (page 13).
 - c. Resolve Battle (page 10)
- 5 - 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 in front of you, and read it aloud.

Command cards are normally used to order units to move and/or battle. The card you play will indicate in which section(s) of the battlefield you may issue orders, and how many units you may order.



2 - Order Units

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

Only those units that are issued an order may move, battle, 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 section.



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.

3 - Move Units

Movements are announced and made sequentially, one ordered unit at a time, in the sequence of your choice. A unit may only move once per turn. A unit that is ordered does *not* have to move.

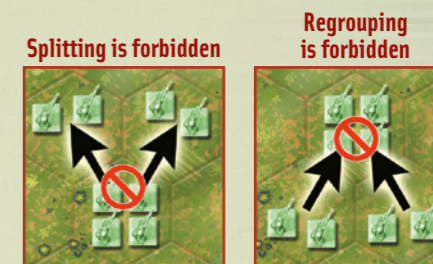
You must complete one unit's movement before beginning another. In addition, you must complete all unit movements before proceeding to Battle (step 4).

Example: To move the infantry unit to its destination to the village's right, you must first move the unit ahead of it out of the way.



Ordered Units may move from one section of the battlefield into 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.



You may not split off individual figures from a unit; they must stay together and always move as a group.

Units that are reduced through casualties may not combine with other units.

Some terrain features affect movement and may prevent a unit from moving its full distance or battle (see Terrain section on page 13).

Retreat movement rules vary slightly from regular movement (see section on Retreat page 10).

• Infantry Movement

An ordered Infantry unit may move up to 1 hex and battle *or* 2 hexes and not battle.





Special Forces Infantry units ordered may move up to 2 hexes and still battle!

Special Forces move 2 and battle!



• Armor Movement

An ordered Armor unit may move up to 3 hexes and battle.

Armor units move up to 3 and battle



• Artillery Movement

An ordered Artillery unit may move 1 hex or battle.

Artillery guns either move...



...or battle.



4 - Battle

Battles are checked and resolved sequentially, one ordered unit at a time, in the sequence of your choice. You must announce and resolve one unit's battle entirely before beginning the next one.

A unit may only battle once per turn. A unit that is ordered does not have to battle.

A unit may not split its Battle dice between several enemy targets.

The number of casualties a unit has suffered does not affect the number of Battle dice it will roll in combat. A unit with a single figure left retains the same firepower as a unit at full strength.

A unit attacking an adjacent enemy unit is said to be in «Close Assault» with that enemy.

A unit attacking an enemy unit more than 1 hex away is said to «Fire» at that enemy.

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.

CLOSE ASSAULT:
attack an adjacent hex



FIRE: attack from a distance



Combat Procedure

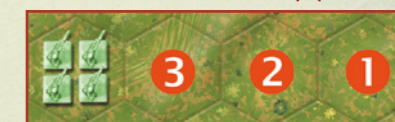
To battle:

- 1 - Announce the ordered unit you want to attack with, and its target.
 - a. Check Battle Range: verify that your target is within battle range or contact;
 - b. Check Line of Sight (Infantry and Armor only): verify that your target is within line of sight.
- 2 - Count down the number of Battle dice to roll, based on the type of unit you're attacking with and its distance to target.
- 3 - Determine terrain Battle dice reduction, if any. Reduce the number of Battle dice rolled accordingly.
- 4 - Resolve Battle: Roll Battle dice and resolve resulting dice rolls.

• Battle Range - Infantry

An ordered Infantry unit may battle any enemy target unit 3 or fewer hexes away. It rolls 3 dice in close assault (enemy on 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 «combat at 3, 2, 1»



To determine the number of Battle dice to roll, simply "count down" 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") as you reach new hexes. The last number you pronounce when your finger reaches the target is the number of dice you should roll.

Enemy at 2 hexes



Enemy out of range



• Battle Range - Armor

An ordered Armor unit may battle any enemy target unit 3 or fewer hexes away. It always combats at 3 dice.

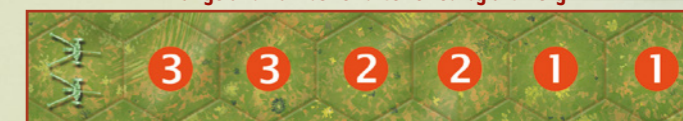
Range and number of dice rolled by armor



• Battle Range - Artillery

An ordered Artillery unit may battle any enemy target unit 6 or fewer hexes away. It combats at 3,3,2,2,1,1 as illustrated on the right.

Range and number of dice rolled by artillery



• Line of Sight

To battle, an Infantry or Armor unit must be able to «see» the enemy unit it wants to target. This is known as having «line of sight». An Artillery unit does not require line of sight to target an enemy unit.

Imagine a line drawn from the center of the hex containing the battling unit to the center of the hex containing the enemy target. The line of sight is considered blocked if any hex (or part of a hex) intercepting this imaginary line segment contains an obstruction. Obstructions include units (friends or foes) or certain type of terrain features.

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



The Allies unit has line of sight to the unit in the woods' border, but not to the other unit hiding behind the woods.



Allies unit has line of sight



Line of sight is blocked on both sides



Line of sight is blocked on both sides



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

• Terrain Reductions

Each type of terrain and obstacle is described in the Terrain and Obstacles section (Appendix 2, p 13). Please refer to that section or the corresponding summary cards, and deduct any potential terrain Battle dice reduction from the number of dice to be rolled in the attack.

• Resolve Battle

Hits are resolved first, followed by retreats.

Hit

In battle, the attacker scores 1 hit for each dice symbol rolled that matches the unit type targeted. Each Grenade rolled is also 1 hit.

For each hit scored, 1 figure is removed from the target unit. When the last piece in the opponent's unit is removed, place it on top of one of the empty Medal Stands on your side of the battlefield.

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



Score 1 hit on Infantry



Score 1 hit on Armor



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 or to force the enemy to retreat, this is a miss.

The Star side of the Battle die is used in a limited number of Tactical Command Cards, otherwise it is a miss.

Retreat



After all hits have been resolved and casualties removed, retreats are resolved. For each Flag rolled on the target unit, the unit must move one hex back toward its own side of the battlefield. Two flags push the unit back two hexes, etc.

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

- ◆ A unit must always retreat toward its controlling player's side of the board.
- ◆ Terrain has no effect on retreat moves, therefore a retreating unit may move through a forest or village without stopping. However, impassable terrain may not be moved through during a retreat move.
- ◆ A unit may not retreat onto, or through, a hex already containing another unit (regardless if friend or foe).
- ◆ If a unit cannot retreat; is forced to retreat off the limits of the battlefield; or would be pushed back onto a sea hex, one figure must be removed from the unit for each retreat move that cannot be completed.
- ◆ Some obstacles will allow certain units to ignore the first flag rolled against them.

Allied unit rolls a Flag, an Infantry and a Star. After taking 1 casualty, the Axis unit has 2 possible retreats:



Here, another Axis unit is in the way - there is only one retreat path left:



An Axis unit and a river block both retreat options - the Axis unit cannot move and takes one additional casualty as a result:



Taking Ground

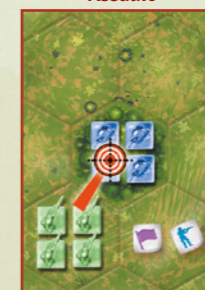
When an ordered Infantry unit in Close Assault combat eliminates the enemy unit or forces it to retreat, it may Take Ground by advancing into the vacated hex.

An Artillery unit may not take ground.

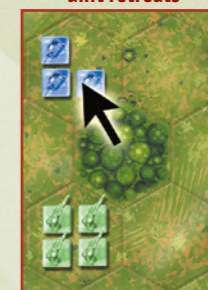
Terrain movement and battle restrictions still apply when units take ground.

When an ordered Armor unit in Close Assault combat eliminates the enemy unit or forces it to retreat, it may take the ground by advancing into the vacated hex and claim an Armor Overrun combat.

Allied Infantry rolls a Flag and an Infantry symbol on a Close Assault



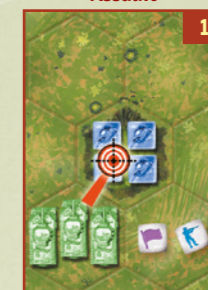
After taking one casualty, the Axis unit retreats



The Allied player chooses to «Take Ground» immediately, to take advantage of the forest's cover.



Allied Armor rolls a Flag and an Infantry symbol on a Close Assault



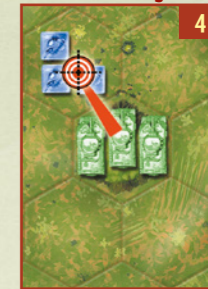
After taking one casualty, the Axis unit retreats



The Allied player chooses to «Overrun» immediately



After moving in, the Armor unit can now battle again!



• Armor Overrun Combat

On a successful Close Assault Combat, an ordered Armor unit may move into the vacated hex and may then battle again. If the ground you take during the Overrun puts you adjacent to an enemy unit, this second battle must once again be a Close Assault Combat. Otherwise, you may fire at a distant unit.

- ◆ A unit may Take Ground again after a successful Overrun Combat.
- ◆ However, an Armor unit may only make one Overrun Combat during a turn.
- ◆ All Battles, Close Assault and Overrun Combats must be completed before the next unit may battle.

5 - Draw a Command card

After resolving all hits and retreats, discard the Command card played and draw another card from the deck. Your turn is now over.

If the draw deck runs out of cards, the discards are shuffled to form a new draw deck.

APPENDIX 1 - SPECIAL UNITS

Using the Special Units summary card

On the back of the Standard Units summary card is a list of the various types of Special Forces and other Elite units that may be encountered in Memoir '44.

Rounded corners at the top of a unit's symbol are used to denote a Special Forces or Elite unit on the map.

A number in the lower right corner of a unit's symbol is used to indicate the number of figures per unit, when it differs from the standard number.

Special Forces and Elite units behave in the same way as the corresponding (Infantry or Armor) standard unit in all respects except as described below and on the summary card.

Special Forces and Elite units symbols and powers



Using the Special Forces Badges

In scenarios combining Standard and Special Units relying on the same figures (Commandos mixed with Infantry on the edges of Sword Beach, for example), use the corresponding Special Forces badges, putting one into each hex occupied by the Special Unit, to distinguish it from regular troops.



Axis attacked Resistants who were hiding in the woods, and rolled 2 flags. Resistants choose to retreat and take cover in the village that is as far as 4 hexes away



<<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 to D-Day. In close contact with the Allies, who often air-dropped them arms and money, the Resistants sabotaged supply lines, sheltered Special forces operating behind the 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 Francaises 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.

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

- ◆ May always battle when they penetrate a new terrain type (Woods, Villages, Hedgerows) where standard Infantry would stop and not battle.
- ◆ May disappear in the countryside, retreating up to 3 hexes instead of the standard 1 on any retreat flag rolled.
- ◆ Their limited number means they always start with 3 figures per unit, in lieu of the standard 4.
- ◆ Unlike other Special Forces, French Resistance units that opt to move 2 hexes may not battle on the same turn.

Special Forces (including US Rangers, British Commandos and other Elite units):



The Rangers shoulder patch of the units who attacked the Pointe-du-Hoc



The <<Pegasus>> shoulder patch of the British 6th Airborne Division who took <<Pegasus Bridge>>



The patch of the German <<Grossdeutschland>> elite forces

Special Forces

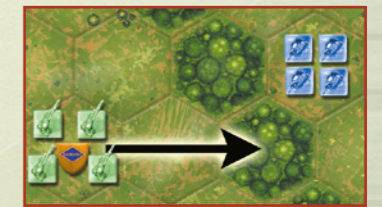
Special Forces historically acquired superior mobility and firepower thanks to their ruthless training and non-standard armament:

- Unlike regular Infantry, Special Forces may move 2 hexes and still battle (instead of being forced to choose between moving 1 hex and battling, or moving 2 hexes and not battling). They remain subject to usual terrain limitations however.

Special Forces move 2 and battle!



...but they are still subject to terrain constraints: here, they stop and do not battle because of the woods hex.



Elite Armor have 4 tank figures



Elite Armor

Elite Armor units, such as the German divisions outfitted with Tiger tanks, were a devastating enemy on the battlefield.

- Unlike regular Armor units, Elite Armor units start with 4 tank figures per unit, denoting their exceptional resistance to all but a well-aimed shot from the back.

APPENDIX 2 - TERRAIN

Using the Terrain Help Cards

The Terrain Help cards provide a short summary of the key effects of each terrain type. When you set up your scenario, display the Help Cards that correspond to the terrain types used in the scenario on the side of the board.

- The Effect section describes the various features of the terrain.

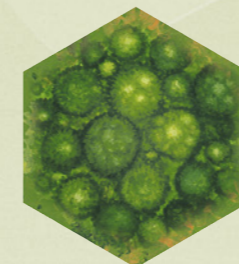
- The soldier and the tank icons indicate the defensive capabilities of the terrain. In this example, attacking infantry units roll 1 less die, and attacking armor units roll 2 less dice.

Effect section



defensive capabilities of the terrain

Forests

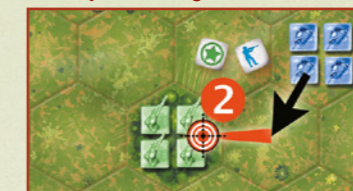


- ◆ **Movement:** A unit that enters a Forest hex must stop and may move no further on that turn.
- ◆ **Battle:** A unit may not battle the turn it moves onto a Forest hex.
- ◆ When battling an enemy unit that is on a Forest hex, Infantry reduce the number of Battle dice rolled by 1, Armor reduce the number of Battle dice rolled by 2 and Artillery Battle dice are not reduced.
- ◆ **Line of Sight:** A Forest blocks line of sight.

Turn #1: Allied player moves into the woods: the unit must stop and cannot battle this turn



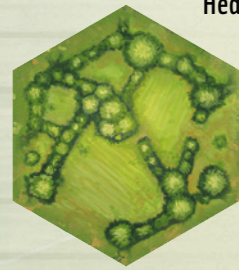
Turn #2: Axis player moves closer and battles, but rolling 2 dice instead of 3, because the Allied Infantry is protected by the woods.



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



Hedgerows



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

◆ **Movement:** To move onto a Hedgerow hex, a unit must be adjacent 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.

- ◆ **Battle:** A unit may not battle the turn it moves onto a Hedgerow hex.
- ◆ When battling an enemy unit that is on a Hedgerow hex, Infantry reduce the number of Battle dice rolled by 1, Armor reduce the number of Battle dice rolled by 2 and artillery Battle 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



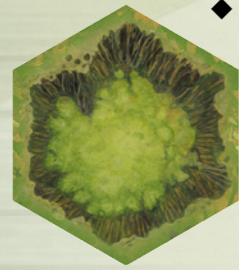
Turn #1: move and stop next to the Hedgerow hex



Turn #2: you may now move normally



Hills



◆ **Movement:** No movement restrictions.

◆ **Battle:** When battling an enemy unit that is up a Hill, Infantry and Armor reduce the number of Battle dice rolled by 1 and Artillery Battle dice are not reduced. When battling

an enemy unit at the same height as your unit, there is no Battle dice reduction.

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

Allies attack from a lower elevation, rolling 2 dice instead of 3



But if they are on a hill too, they roll 3 dice



Allies can battle because they are on the same height



Towns & Villages



◆ **Movement:** A unit that enters a Town hex must stop and may move no further on that turn.

◆ **Battle:** A unit may not battle the turn it moves onto a Town hex.

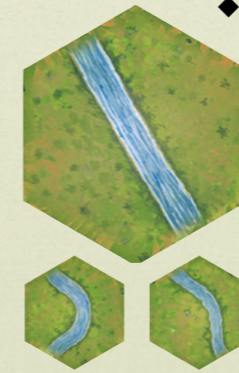
◆ When battling an enemy unit that is on a Town hex, infantry reduce the number of Battle dice rolled by 1, Armor reduce the number of Battle dice rolled by 2 and Artillery Battle dice are not reduced. Armor on a Town hex will reduce the number of Battle dice it rolls by 2.

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

Other town and village hexes:



Rivers & Waterways



◆ **Movement:** A River is impassable terrain. A unit may only enter a River hex when the hex has a bridge.

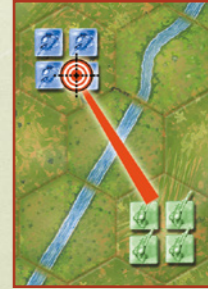
◆ **Battle:** A unit on a River hex with a bridge battles as normal.

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

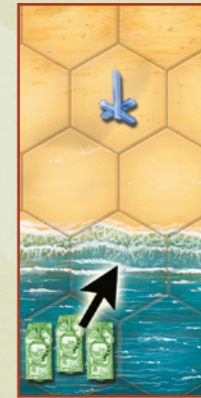
The Armor unit must take the bridge to cross the River



The Infantry unit can fire over the River



Amphibious « DD » Sherman tank unit moves only one hex while in water



On the next turn, it drops its flotation device, and moves 2 hexes onto the sand



Oceans

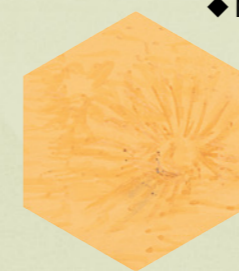


◆ **Movement:** A unit that moves onto an Ocean hex may move a maximum of 1 hex. Units are assumed to be on landing craft or in shallow waters until they move onto a Beach hex. An Ocean hex is impassable terrain for retreat moves.

◆ **Battle:** A unit on an Ocean hex may not battle.

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

Beaches

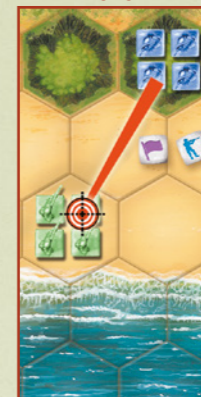


◆ **Movement:** A unit that moves onto a Beach hex may only move 2 hexes.

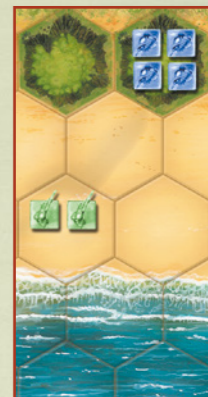
◆ **Battle:** No combat restrictions. A unit may still Take Ground after a successful Close Assault Combat.

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

Axis Infantry rolled an Infantry and a Flag symbol



The Allies unit cannot retreat, and so takes 2 casualties instead of 1



FIXED OBSTACLES

When an obstacle is on a Terrain hex, the Battle dice reductions of the two are not cumulative. The best protection is the only one that matters. 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 on a village does not add anything to the village protection (village defense is 2/1, sandbag defense is 1), though it does provide an additional feature: any unit in the village may ignore the first flag rolled against it, due to the sandbags.



Bunkers

- ◆ **Movement:** An Infantry unit may battle the turn it moves onto a Bunker hex. An Armor or Artillery unit may not move onto a Bunker hex. Artillery units that start on a Bunker hex may not move from the hex.
- ◆ **Battle:** Only the side noted in the briefing notes may claim a Bunker as a defensive position.
- ◆ When battling an enemy unit that is on a Bunker hex, Infantry reduce the number of Battle dice rolled by 1, Armor reduce the number of Battle dice rolled by 2 and Artillery Battle dice are not reduced.
- ◆ Remove one Artillery figure for each retreat Flag rolled against an artillery unit in a bunker.
- ◆ A unit in a bunker may ignore the first flag rolled against it.
- ◆ **Line of Sight:** A Bunker blocks line of sight.



Hedgehogs

Hedgehogs were obstacles against tanks and landing craft. They were usually made of steel rails assembled together. They could also be made of wood, with an anti-tank mine at their top. Unexpectedly, the Allied infantry troops used them for cover while moving on beaches.



- ◆ **Movement:** Only Infantry units may enter a Hedgehog hex. No movement restrictions.
- ◆ **Battle:** No combat restrictions. A unit on a Hedgehog hex may ignore the first Flag rolled against it.
- ◆ **Line of Sight:** A Hedgehog does not block line of sight.

REMOVABLE OBSTACLES



Sandbags

- ◆ **Movement:** No movement restrictions. When a unit leaves a hex with Sandbags, the Sandbags are removed.
- ◆ **Battle:** A unit in a hex with Sandbags is protected on all sides, not just along the hex-sides where the Sandbags are placed. When a unit does not benefit from any protection for its terrain, the sandbags reduce the number of Battle dice rolled by 1 when attacked by Infantry or Armor. As usual, Artillery Battle dice are not reduced.

- ◆ A unit hidden behind sandbags may ignore the first flag rolled against it.
- ◆ **Line of Sight:** A Sandbagged hex 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.
- ◆ **Battle:** An Infantry unit that is on a hex with Wire, will reduce the number of Battle dice it rolls by 1. An Infantry unit that is eligible to battle may remove the Wire instead of battling. Armor must remove the Wire and may still battle.
- ◆ **Line of Sight:** Wire does not block line of sight.



APPENDIX 3 - MULTI-PLAYER GAMES, VARIANTS & ADDITIONAL SCENARIOS

Team Play

The simplest way to play with up to six players is to try *Memoir '44* in team play!

Make two teams of up to 3 players a side (if you have an odd number of players, simply put one more player on one side than on the other).

Each team places their Command cards on a card holder, pointing out and evaluating possible strategies internally before jointly agreeing on the card to play. 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 Battle dice where appropriate.

- ◆ 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.
- ◆ In 3-player teams, each player is assigned its own individual section. The player in the Center is also Commander-in-Chief. The Commander-in-Chief is responsible for playing Tactic cards that apply to no particular (or all) sections of the battlefield.

Memoir '44 Overlord – battles on a grand scale!

Experienced players will want to combine multiple copies of *Memoir '44* to play scenarios over large, multi-board battlefields in a new kind of meta-game, known as *Memoir '44 Overlord!* Overlord scenarios are unique in that two (and in some instances three!) boards are combined into one single, oversized battlefield, allowing up to eight players (four to a side) to replay historical WWII battles on a grand scale.

With *Memoir '44 Overlord*, players can 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 gain the victory. The battle scenarios and maps are stylized, but thanks to the larger scale, they focus with additional detail on major and minor 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 battle section of this booklet called *Omaha Beach – Overlord Version*. This bonus scenario requires the supplemental «*Memoir '44 Overlord – rules booklet*» which can be downloaded free from our web site at: www.memoir44.com

Variant for Young Generals

If needed, young children can play a simplified version of the game and still have a lot of fun with it. Young children often count better than they read, so we suggest the following modifications:

- ◆ Remove all Tactic cards from the deck – just keep the Section cards
- ◆ If needed, you can choose not to play the Take Ground and the Armor Overrun rules
- ◆ Every time the deck is exhausted, remember to shuffle the Section cards before making a new deck

It is easier if an adult introduces the children to the game, and plays a couple of games with them. It is also a good opportunity for a parent or a teacher to use the game as an introduction to the Allied involvement during WWII and draw their interest into the battles that shaped our modern history.

Additional Scenarios

Memoir '44 is a game of endless possibilities. The various offensives and counter-attacks, critical battles and lesser-known skirmishes, plus the numerous other theaters of operations on which WWII was fought provide a fertile ground.

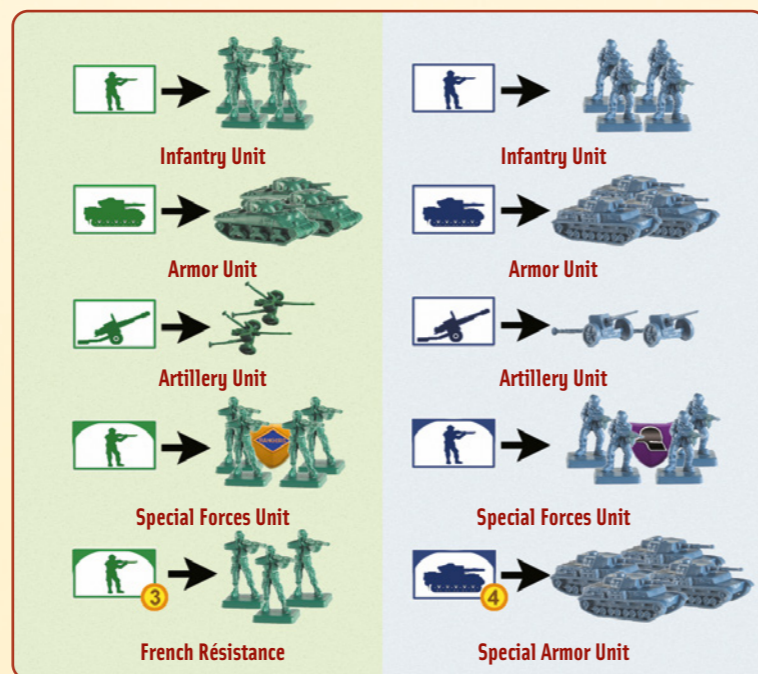
In collaboration with *Memoir '44* author, Richard Borg, Days of Wonder will continue to update the game through the regular release of new campaigns and scenarios, additional rules, materials and miniatures, etc...

For a first taste of things to come and additional hours of enjoyment visit us and make sure to register at: www.memoir44.com

HOW TO READ A SCENARIO

In order to ensure a rapid game set-up, all Memoir '44 scenarios are presented in a standard one-page layout featuring:

- ◆ The scenario title (usually the battle's best known historical name) and date in history.
- ◆ A display of the board map featuring all the required terrain and obstacle pieces, and necessary military units in their actual position on the battlefield.
- ◆ A list of Terrain (type and quantity) used.
- ◆ A historical background relating some of the historical events, feats or anecdotes surrounding the battle.
- ◆ A briefing detailing the number of Command cards issued to each side, and the starting player.
- ◆ Victory conditions: The special victory conditions, including where to place Victory Medals on the map, if any.
- ◆ Special rules: an optional section detailing additional rules applicable for this particular scenario.



HOW TO SET-UP A SCENARIO

- 1 - Place the board in the center of the table, with the proper face (countryside or beach landing) visible. Assemble the card-holders and place them next to the board's edge.
- 2 - Place the Terrain hexes, as per the battle scenario's board map. To minimize conflicts (searching for the right piece because the hexes are two-sided) and set-up time, we recommend that you set terrain pieces up in the order in which they are presented on this list.
- 3 - Add the fixed (Bunkers and Bridges) and removable obstacles, if any.
- 4 - Now place figures on the board, matching the various units' positions to the scenario's battle map. We recommend you initially drop one figure down per unit, using the board's borders and flank boundaries (red-dotted line) to quickly locate relevant hexes. Then complement each unit to its required number of figures (artillery-2, armor-3, infantry-4, with some rare exceptions).
- 5 - If necessary, add Special Forces badges to individual units.
- 6 - In necessary, add Victory Medals to on-the-map objectives.
- 7 - If desired, place the relevant summary cards next to the board map.
- 8 - Shuffle the Command cards deck thoroughly, and deal Command cards to each side as indicated by the scenario's briefing notes.
- 9 - Place the remainder of the deck face down, alongside the board's battlefield, within easy reach of both players.
- 10 - Take four Battle dice to each side.
- 11 - Most importantly, enjoy and have fun!

1 - PEGASUS BRIDGE - JUNE 6, 1944



| Setup order | |
|-------------|-----|
| 1 | x6 |
| 2 | x14 |
| 3 | x4 |
| 4 | x9 |
| 5 | x2 |
| 6 | x4 |
| 7 | x1 |
| 8 | x2 |

Historical Background

The late hours of June 5, 1944... Led by Major John Howard, the men of Oxford and Buckinghamshire Light Infantry* step aboard six Horsa gliders on a secret airfield in Dorset. Their mission: to launch the first airborne assault of D-Day and capture two bridges, one astride the Caen Canal, the other over the Orne river, in Normandy.

A few minutes past midnight, now June 6, 1944, the gliders clip through the treetops and land in a small patch of rough field, between a pond and the Caen Canal, only yards away from their objective! Major Howard and his troops pour out of the planes, achieving complete surprise and rushing the stunned German forces. Despite furious opposition from a heavily sandbagged machine gun nest at the end of now famous "Pegasus" bridge, they capture their objective within moments. To the east, the Orne bridge is secured equally rapidly, giving British troops the first victory of D-Day!

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

Briefing

Axis Player:

- ◆ Take 2 Command cards (Germans were surprised).
- ◆ Draw two cards after turn 1, and two more after turn 2. You will now have 4 Command cards in hand for the rest of the battle.

Allied Player:

- ◆ British: Major John Howard.
- ◆ Take 6 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 4 Medals.

Any Allied unit that captures a Bridge hex counts as one Victory Medal. Place an Objective Medal on each of the two bridges. As long as an Allied unit remains on the Bridge hex, it continues to count toward the Allied victory. If the unit moves off the bridge or is eliminated, it no longer counts.

** Although all British units involved in the raid on Pegasus Bridge were elite forces, for the sake of simplicity this introductory scenario is using regular infantry units instead.*

2 - SAINTE MÈRE-ÉGLISE - JUNE 6, 1944



| Setup order | |
|-------------|-----|
| 1 | x16 |
| 2 | x6 |
| 3 | x3 |
| 4 | x1 |
| 5 | x1 |

Historical Background

Establishment of a defensive base at Ste. Mère-Église was one of the key objectives of the US 82nd Airborne Division. In contrast with other regiments, the 505th Parachute Infantry, landing northwest of Ste. Mère-Église, had one of the most accurate drops. Rapidly regrouping and tipped by a French native to the presence of German troops in town, the paratroopers planned to surround Ste. Mère-Église and move in with knives, bayonets and grenades.

In the meantime, to the north, Lt. Turner Turnbull deployed his force on high ground near Neuville-au-Plain, engaging and fighting the enemy to a draw. This bought some crucial time for the battalions around Ste. Mère-Église, giving them a chance to meet the German southern thrust and annihilate several enemy units. This led to an overestimation by German command of American strength in this sector, and as a result, the Germans withdrew.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 4 Medals.

Special Rules

Before the Allied side takes its first turn, the Allied player has an additional airdrop.

Hold 4 Infantry figures in your hand about 12 inches – roughly the height of the box set on its side – above the battlefield.

Drop the figures. If a figure falls off the board or lands in a hex with another friendly or enemy unit, this figure is out of action and placed back into the box. No Victory Medal is awarded to the Axis player on this occasion.

If the figure is not out-of-action, place an additional 3 figures from the box into the Infantry figure's hex. The unit landed safely and is ready for action.

3 - SWORD BEACH - JUNE 6, 1944



| Setup order | |
|-------------|-----|
| 1 | x3 |
| 2 | x4 |
| 4 | x3 |
| 5 | x10 |
| 6 | x7 |
| 7 | x3 |

You will have to use both blue and green versions of the hedgehogs and barbed wires.

Historical Background

The 8th Brigade Group of the 3rd British Division, supported by Commandos of the 1st Special Service Brigade and the amphibious Sherman tanks of the 13th and 18th Hussars, formed the first wave of Allied forces to land on "Sword" beach, near the mouth of the Orne River, on the morning of June 6, 1944.

The tanks were to land first and engage the enemy before the infantry arrived. The heavy seas slowed the approach and both tanks and infantry came ashore together. The bad weather, coupled with stiff German resistance, delayed the inland advance. While commandos – including the first French troops to set foot back on their homeland that day – captured the Casino at Riva Bella, the bulk of the Allied forces failed to push inland and capture Caen, their objective for the day. The consequences of this, the biggest set-back of Allied operations on D-Day, were to be felt well into July, and the city of Caen itself would pay a dear price for it.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 5 Medals.

An Allied unit that captures a Town hex counts as one Victory Medal. Place an Objective Medal on each Town hex. As long as the Allied unit remains on the Town hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

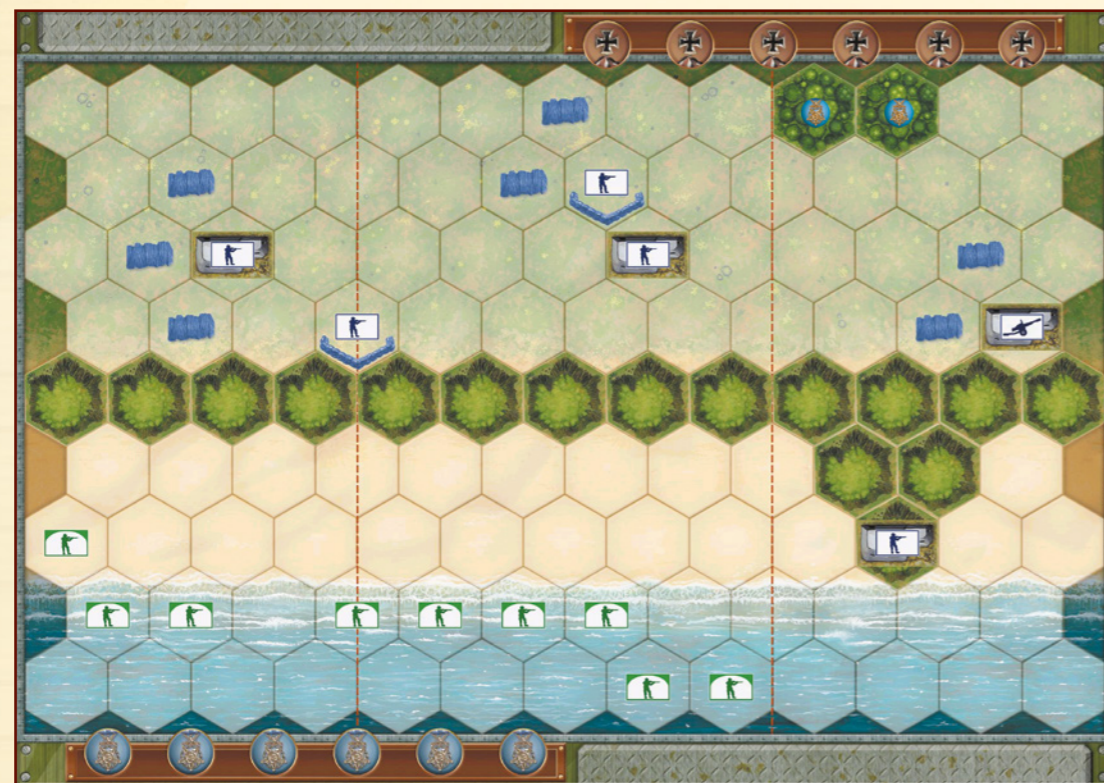
Special Rules

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

The Allied Special Forces are Commando units. Place a British badge in the same hex as these units to distinguish them from other units. Commandos may move 1 or 2 hexes and still battle.



4 - POINTE-DU-HOC - JUNE 6, 1944



| Setup order | |
|-------------|-----|
| 1 | x16 |
| 2 | x2 |
| 3 | x4 |
| 4 | x7 |
| 5 | x2 |
| 6 | x2 |

Historical Background

Planners felt that the German batteries on Pointe-du-Hoc would be one of the most daunting threats to Allied forces landing on Omaha in the morning of D-Day. Set atop 100 foot cliffs west of the beach, the guns' range were such that they'd be able to score direct hits on any troops landing on the beach below. The 2nd Rangers, under the command of Lieutenant Colonel James E. Rudder, were tasked with silencing them.

Following a difficult approach and despite intense firing from the German garrison, the first of about 200 Rangers leading the assault were on top of the cliffs within minutes. They were surprised to find that the guns had been withdrawn off the point three days before. Finding only dummies made from timber in the gun casemates, Ranger patrols infiltrated south looking for the missing guns.

Meanwhile two significant concentrations of Germans remained on the point for much of the morning. The anti-aircraft position in the southwest bunker and the observation bunker at the tip of the point were the most dangerous and resisted repeated Ranger attacks.

A Ranger patrol finally found the guns unguarded, but ready to fire, in an apple orchard inland. The patrol placed incendiary *thermite* grenades in the guns and accomplished their mission.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 6 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 4 Medals.

An Allied unit that captures a Forest hex on the Axis side of the battlefield counts as one Victory Medal. Place an Objective Medal on each Forest hex there. The medal, once gained, continues to count toward the Allied victory, even if the unit moves off the hex or is eliminated.

Special Rules

The hill that runs along the beach is a cliff. Moving up the cliff from the beach is a 2 hex move. From the inland side, treat it as a normal hill in battle and for movement.

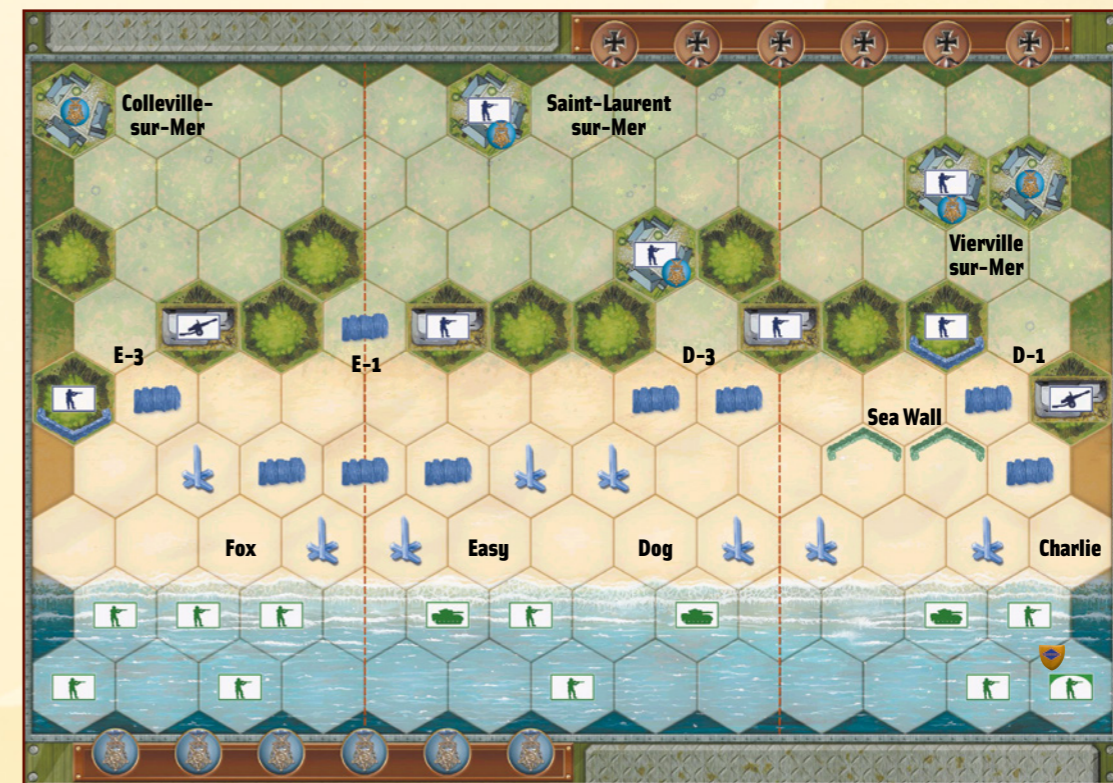
The Axis player is in control of the Bunkers and may claim them as a defensive position.

All the Allied units are Special Forces Ranger units. Therefore, there is no need to place Ranger badges with the units.

Rangers may move 1 or 2 hexes and still battle.



5 - OMAHA BEACH - (FIRST ASSAULT WAVE) - JUNE 6, 1944



| Setup order | |
|-------------|-----|
| 1 | x5 |
| 2 | x13 |
| 3 | x4 |
| 4 | x9 |
| 5 | x8 |
| 6 | x2 |
| 7 | x2 |
| 8 | x5 |

You will have to use both blue and green versions of the hedgehogs and barbed wires.

Historical Background

"Never had there been a dawn like this." – Cornelius Ryan, *The Longest Day*

The US assault waves on Omaha Beach were led by the 116th Regimental Combat Team, destined for Dog sector on the left; and the 16th Regimental Combat Team hitting Easy and Fox sectors. The first wave also included two battalions of tanks from the 741st and 743rd. A persistent swell and strong undertow kept pushing the incoming troops toward the wrong sections of the beach. Heavily-fortified German positions delivered a withering roll of fire the moment any LCA crash-landed in. Exhausted and sea-sick survivors reaching the water's edge would find no protection, save for a 200-yard dash to the seawall. Many simply collapsed, or tried to find cover behind the numerous beach obstructions. Yet in the face of intense small arms and artillery fire, a handful of young soldiers rallied and began to act. The first infiltrations were made between the E-1 and E-3 exits. Advances against other strong points were also successful and while it was not apparent at the time, German defenses were starting to crumble.

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

Briefing

Axis Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 4 Command cards.

Conditions of Victory

- ◆ 6 Medals.

An Allied unit that captures a town counts as one Victory Medal. Place an Objective Medal in each of the towns. As long as the Allied unit remains on the Town hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The hill that runs along the beach is a bluff. Moving up the bluff from the beach is a 2 hex move. Tanks may not move up the bluff from the beach. From the inland side, treat the bluff as a normal hill in battle and for movement.

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

The Allied Special Force is a Ranger unit. Place a Rangers badge in the same hex as this unit to distinguish it from the other units. Rangers may move 1 or 2 hexes and still battle.



Treat the Sea Wall as a permanent improved position (sandbags) for the Allied player. Place sandbags in these two hexes. Units may move through the seawall as normal.

6 - MONT MOUCHET - JUNE 10, 1944



| Setup order | |
|-------------|-----|
| 1 | x20 |
| 2 | x5 |
| 3 | x4 |

Historical Background

On June 10th, three tactical groups from the Wehrmacht, about 2,000 men with armored support, converged on Mont Mouchet. Simultaneously moving in from the west (Saint Flour), north (Langeac and Pinols) and east (Le Puy-en-Velay et Saugues) they were determined to trap all French Resistance troops in the area. Violent fighting occurred during the entire day. The French companies made use of their knowledge of the wooded and hilly terrain to hold off the advances and finally forced the enemy to temporarily fall back to their starting positions. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

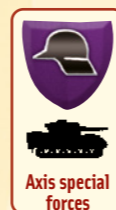
Conditions of Victory

- ◆ 4 Medals.

Each Axis Tank Unit eliminated gives the Allied player two Victory Medals instead of the usual one.

Special Rules

The Axis Special Forces tank units have 4 figures.



All the Allied units are French Resistance infantry. Therefore, there is no need to place Resistance badges with the units. These units only have 3 figures. A Resistance unit may move onto terrain and still battle. When retreating, the unit may move back 1, 2 or 3 hexes before it regroups.



7 - VASSIEUX, VERCORS - JULY 24, 1944



| Setup order | |
|-------------|-----|
| 1 | x14 |
| 2 | x4 |
| 3 | x7 |

Historical Background

Hotbed of the French Resistance, the "Maquis" of Vercors became one of the largest of its kind in the early months of 1944, with countless young French recruits joining up. Resistance camps were established around many villages such as Vassieux, because of its geographical configuration and strategic importance.

By July 14, 1944, the Resistance had completed the airfield - code-named "Taille-Crayon" (Pencil Sharpener) - and just received a drop from US flying fortresses when German planes appeared and bombed the village.

On July 21 at 9:00 AM, French Resistance, working to repair the airfield, were taken by surprise when 20 German planes and gliders came flying out of the morning mist. The gliders landed and German troops poured out, making for the houses in the village. The Resistance around Vassieux rushed to help their comrades and dislodge the Germans from the buildings, but all attacks through the day failed.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 4 Command cards.

Conditions of Victory

- ◆ 4 Medals.

When 'Their Finest Hour' Command card is played, do not reshuffle the command deck. Should the Command Card deck run out of cards and the Allied player has not won, the battle ends as an Axis player victory.

Special Rules

All the Allied units are French Resistance infantry. Therefore, there is no need to place Resistance badges with the units. These units only have 3 figures. A Resistance unit may move onto terrain and still battle. When retreating, the unit may move back 1, 2 or 3 hexes before it regroups.



8 - OPERATION COBRA - JULY 25-26, 1944



- Setup order**
- 1 x12
 - 2 x5
 - 3 x9
 - 4 x5
 - 5 x1
 - 6 x2

Historical Background

Operation "Cobra" was predicated on the saturation bombing of German lines over a narrow front. After the bombing, an attack would be made by three infantry divisions, with two armored and one infantry divisions held in reserve of this breakout force. General Bradley's intention in Cobra was to get the US forces out of "hedgerow hell" and into the uplands further south where they would be able to maneuver.

The ground attack began at 11.00 with the simple objective of seizing Marigny and St. Gilles. In the center, the bombing quickly put the old 'Panzer Lehr' division out of action. But the western portion of the attack bogged down quickly against German defensive positions of the 13th Parachute Regiment, who had escaped most of the bombing. Around the town of Hebecrevon, Panther tanks and German infantry were also putting up a strong fight. As a result, first day gains were disappointing.

The options of "Lightning Joe" Collins, commander of the US forces, were to continue the infantry attacks in hopes of securing a clean breakthrough; or act more boldly and commit the mechanized forces held in reserves the next day. Never a timid man, he opted for the latter. By late afternoon, the 3rd Armored Division was on the outskirts of Marigny and the 2nd Armored Division moving rapidly toward St. Gilles. An attempted counter attack by Kampfgruppe Heinz and remnants of Panzer Lehr could not stop the armored advance. The US forces had achieved their breakout.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Conditions of Victory

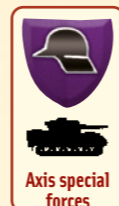
- ◆ 5 Medals.

An Allied unit that captures the town of St. Gilles or Marigny counts as one Victory Medal. Place an Objective Medal in these two towns. As long as the Allied unit remains on the Town hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Axis Special Force tank unit has 4 figures.

Place an Axis badge in the same hex as this unit to distinguish it from the other units.



9 - OPERATION LÜTTICH - (COUNTERATTACK ON MORTAIN) AUGUST 7, 1944



- Setup order**
- 1 x6
 - 2 x8
 - 3 x8
 - 4 x7
 - 5 x5
 - 6 x2
 - 7 x2
 - 8 x4
 - 9 x1

Historical Background

"We must strike like lightning!" - Adolf Hitler to Field Marshall Von Kluge

'Operation Lüttich' began shortly before midnight on the evening of August 3rd. Under direct orders from Hitler, four armored divisions launched a counterattack westward across the Cotentin Peninsula toward Avranches. Their objective: to cut Patton's forces in half, thereby bottling up the Allied breakout.

The 2nd SS Panzer Division pushed into Mortain before dawn and sent a column toward St. Hilaire. But the value of holding Mortain was severely undermined by the 120th Infantry entrenched on hill 317. The 2nd Panzer Division drove west along the River See until it was halted near Le Mesnil-Adelee. In the center, 1st SS Panzer and Panzer Lehr Division were stopped after taking St. Barthelemy. The northernmost element of the push, the 116th Panzer Division failed to launch its attack.

The US commander, "Lightning Joe" Collins, countered and ordered armored and additional infantry forward from the reserve. By late morning, Allied aircraft swarmed the area; with a clear view of the German advance from Hill 317, the 120th was able to call in accurate air and artillery fire all day.

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

Briefing

Axis Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 6 Command cards.

Conditions of Victory

- ◆ 4 Medals.

An Axis unit that captures St. Hilaire counts as one Victory Medal. Place an Objective Medal in this town. As long as the Axis unit remains on the Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

Movement up onto a hill hex is a 2 hex move. Moving down off a hill or moving from a hill to an adjacent hill hex is a 1 hex move.

The Axis Special Force infantry is an elite Panzer Grenadier unit, and the Special Forces tank units have 4 figures. Place an Axis badge in the same hex as these units to distinguish them from the other units. The Panzer Grenadier unit may move 1 or 2 hexes and still battle



As long as either hex of Hill 317 has an allied unit on it, the Allied player may play his 'Recon' cards as an Air Power strike for that section. Target a group of 4 or fewer adjacent hexes with enemy units on them. Air attack with 2 battle dice per hex (see 'Air Power' card for more details).



10 - TOULON - CAMPAIGN FOR SOUTHERN FRANCE -

(FIRST ASSAULT WAVE)
AUGUST 20-26, 1944



Setup order

- 1 x5
- 2 x14
- 3 x12
- 4 x2
- 5 x5

Historical Background

Plans for the landings and campaign in southern France called for the French II Corps to take the port cities of Toulon and Marseille. Seeking to exploit German weakness in the area, General de Lattre de Tassigny pushed up the scheduled landings of the French units. Once ashore, he divided his forces into two commands: one under Lt. Gen. Edgar de Larminat consisting of two infantry divisions, some tanks and the African Commando Group; the other, under Maj. Gen. Aimé de Goislard de Monsabert, consisting of an infantry division, some tanks and a ranger unit.

Had the Germans had more time and material, they might have turned Toulon into a formidable fortress. But their existing defenses were not very strong, particularly on the landward approaches to the city.

The French attack was launched the morning of August 20th. Laminat's force clawed their way along the coastal road reducing German strong points one by one, but the drive from the northeast was stopped dead. De Monsabert's units on the other hand were more successful, swinging across rough terrain to outflank the city from the west and cutting the Toulon-Marseille highway.

During the next few days, the Germans were forced back into the city. As fighting continued, the German defense lost cohesion and on August 26th the isolated German command surrendered.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 6 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 6 Medals.

If Allied units occupy 3 Town hexes in Toulon at the end of their turn, they win immediately.

Special Rules

The Allied Special Forces are a Commando unit and a Ranger unit. Place the corresponding Special Forces badges in the same hex as these units to distinguish them from the other units. These units may move 1 or 2 hexes and still battle.



11 - LIBERATION OF PARIS - AUGUST 24, 1944



Setup order

- 1 x6
- 2 x15
- 3 x5
- 4 x6
- 5 x3

Historical Background

Conscious of the highly symbolic and political importance of Paris, Allied forces initially planned to surround the city and wait for its capitulation rather than risk taking it, with the inherent costs of street-by-street fighting and obvious risks to the population.

Legend has it that Paris' garrison commander, General von Choltitz, was so moved by the city's beauty, as seen from his hotel room on the Faubourg Saint-Honoré, that he chose not to carry out Hitler's order to destroy the City. He also arranged a citywide truce with the Resistance.

It was perhaps this last action which set the Allied commanders thinking that they could take the city instead of bypassing it. Also, Generals Leclerc and deGaulle insisted the city be liberated to restore French national pride. The mission was, therefore, assigned to the V Corps with Leclerc to lead the attack. But the approach into Paris was by no means as easy as expected. Choltitz had used the city truce to prepare the defenses outside the city. He was far from being ready to hand over the capital to the Allies without a fight.

Leclerc's Frenchmen attacked towards Paris at dawn on the 24th of August, in two columns. The left column, under Colonel de Langlade, immediately ran into German defenses, and was held up for hours in a firefight that saw the destruction of a number of German tanks. The right hand column, under Colonel Billotte, faced even more serious opposition and was quickly bogged down outside the capital by a series of strong points in several small villages.

That same night, defenses quickly evaporated when Choltitz ordered his troops to withdraw behind the Seine. The next day, August 25th, Choltitz surrendered to Leclerc at the Gare Montparnasse.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Conditions of Victory

- ◆ 5 Medals.

A French unit that captures a Paris Outskirts Town hex counts as one Victory Medal. Place an Objective Medal on each of these three Town hexes. The medal, once gained, continues to count toward the Allied victory, even if the unit moves off the hex or is eliminated.

12 - MONTÉLIMAR - CAMPAIGN FOR SOUTHERN FRANCE - AUGUST 25, 1944



| Setup order | |
|-------------|-----|
| 1 | x5 |
| 2 | x3 |
| 3 | x16 |
| 4 | x9 |
| 5 | x2 |
| 6 | x1 |
| 7 | x2 |

Historical Background

The Montélimar battle square, bounded on three sides by rivers, covered ground that alternated between flat open farmland and rugged hills and woods. Route N-7, the main north-south artery, runs along the Rhone River and was vital to the German forces.

By August 22nd, Allied forces had moved quickly north from the Anvil/Dragon landing beaches and now threatened supplies moving down N-7 and this important northern escape route. Skirmishes broke out in the area, as both sides tried to determine the strength of the other side.

On the 24th, the fog of war for the German forces dissipated when a detailed copy of the Allies operational plans for August 25th fell into their hands. The German plan of attack on the 25th was ambitious, but with a coordinated effort, the plan would cut off American forces on Hill 300 and in the Condillac Pass. Groupe Thiem in the north took Grane, but failed to advance south. The attacks against Hill 430 never began and although the 326th Grenadiers did take Bonlieu, they were driven back by American Artillery. The American effort to cut the N-7 road, failed when a strong counterattack forced them to retire back into the hills. The action at Montélimar this day ended in a stalemate.

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

Briefing

Axis Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 5 Command cards.

Conditions of Victory

- ◆ 6 Medals.

An Axis unit that captures the town of Bonlieu or Grane counts as one Victory Medal. Place an Objective Medal in each of these towns. As long

as the Axis unit remains on the Town hex, it continues to count toward the Axis victory. If the unit moves off or is eliminated, it no longer counts.

An Allied unit that captures any hex adjacent to the Rhone counts as one victory medal. Only one objective medal is gained, even if more than one hex is captured. As long as the Allied unit remains in an adjacent hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

Special Rules

The Hill hexes north of the Condillac pass (Allies right) are impassable.

The Axis Special Force infantry units are elite Panzer Grenadier units. Place an Axis badge in the same hex as these units to distinguish them from the other units. The Panzer Grenadier units may move 1 or 2 hexes and still battle. The other German infantry units only have 3 figures.



13 - ARNHEM BRIDGE - SEPTEMBER 17-19, 1944



| Setup order | |
|-------------|-----|
| 1 | x9 |
| 2 | x11 |
| 3 | x3 |
| 4 | x10 |
| 5 | x3 |
| 6 | x7 |

Historical Background

The largest Airborne drop ever designed, Operation Market Garden was Field Marshall Bernard Montgomery's plan to end the war on the Western Front early. If successful, it would threaten the flanks of German defenses along the Siegfried line and behind the Rhine River, helping an Allied crossing and precipitating the fall of Berlin. The operation famously ended up being "a bridge too far", handing Montgomery his only high-profile defeat.

The airborne plan on 17th September was for the 1st British Airborne Division to secure Arnhem bridge and the high ground to the north. At the Bridge, 2nd Battalion Lieutenant Colonel Frost commanded a force of about 500 men that took up a strong position at the northern end of the bridge. The Germans soon discovered that the airborne troops were a formidable enemy, and more than infantry assaults were needed to blast Frost's men out of their houses. A charge by the 9th SS Reconnaissance Battalion across the bridge was destroyed; likewise were attacks from the north. Despite being short of ammunition and with no food or water, the airborne force held the northern part of the bridge, denying the Germans a crossing place, until the night of 20/21 September. The last British resistance near the bridge ceased on September 23rd.

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

Briefing

Axis Player:

- ◆ Take 6 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 6 Command cards.

Conditions of Victory

- ◆ 5 Medals.

Special Rules

All the Allied units are Special Forces Elite Airborne units. Therefore, there is no need to place badges with the units. These units may move 1 or 2 hexes and still battle.

The Axis Special Forces tank units have 4 figures.

The Axis Special Forces infantry are Elite Grenadier units. Place an Axis special force token in the same hex with these units to distinguish them from the other units. The Elite Grenadier units may move 1 or 2 hexes and still battle.

Units may only enter or exit Arnhem Bridge from or onto the hexes as noted at the ends of the bridge. Movement along the span of bridge is normal.

Infantry units may not target units on the opposite side of the Rhine River, which is too wide in this section.



14 - ARRACOURT - SEPTEMBER 19, 1944



- Setup order**
- 1 x6
 - 2 x3
 - 3 x12
 - 4 x9
 - 5 x1
 - 6 x1
 - 7 x1

Historical Background

Part of the problem for the German forces involved in the Lorraine counter-offensive was the «Eastern» outlook of many of the units. They were unfamiliar with the US Army and its very different tactics. On the Eastern front, tank formations were used as a shock force to punch through infantry, because the Red army had no anti-tank weapons and limited artillery support. This was not the case with the US Army, as would become painfully obvious in the following weeks.

The early morning attack of September 19th was planned as a two brigade assault with the 113th Panzer Brigade attacking Lezey, while 111th Panzer Brigade drove toward Arracourt. But the 111th became lost during the night, after receiving bad instructions from a French farmer. The German column near Lezey emerged from the fog and was quickly engaged. Poor scouting of the area, prior to giving battle, put the German forces at a disadvantage, as the US tankers used the ridges in the area to conceal their movements. The tank battle intensified near Rechicourt with the US forces gaining the upper hand. Late in the day, Patton visited Arracourt. Believing German strength in the area had been spent, he ordered General Wood to continue his advance.

The German opportunity to hit the 4th US Armor Division with a concentrated blow was foiled by poor map reading and a French farmer.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 6 Command cards.

Conditions of Victory

- ◆ 6 Medals.

15 - ST-VITH, ARDENNES - DECEMBER 20-22, 1944



- Setup order**
- 1 x20
 - 2 x16
 - 3 x5
 - 4 x6

Historical Background

As early as August 1944, Adolf Hitler began formulating plans for what would become the Ardennes offensive. While too ambitious for the available resources and terrain, the plan was deemed by the German High Command as having more chances of impacting the situation than throwing the same ad-hoc divisions into the increasingly desperate Eastern front.

In the Ardennes, there were only a few cross-country roads, so forces would tend to pile up at the crossroads. St. Vith was one such town. The German tide rushed past to the north and south of St. Vith during the first days of the offensive, leaving the town to two Volksgrenadier divisions, supported by artillery and a few Tigers. In the defense, a hodge-podge force, including infantry and armor, dug in on a rugged ridge known as the Prumerberg, just east of St. Vith.

A heavy artillery barrage began the German attack. The infantry followed, advancing through gaps in the American line. The push was joined by Tiger tanks rolling up the front slopes of the Prumerberg. The American armor lay in wait on the ridge, but the Tigers, using an Eastern Front tactic of firing flares as they reached the crest, blinded the American tank crews and silhouetted the Sherman tanks. The American line broke under heavy pressure and fell back before additional forces could be deployed from the town.

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

Briefing

Axis Player:

- ◆ Take 5 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 4 Command cards.

Conditions of Victory

- ◆ 6 Medals.

Special Rules

The Axis Special Forces tank units have 4 figures.
The hill slope toward St Vith is impassable.



16 - SAVERNE GAP, VOSGES - SEPTEMBER 19-21, 1944



| Setup order | |
|-------------|-----|
| 1 | x20 |
| 2 | x5 |
| 3 | x6 |
| 4 | x4 |
| 5 | x7 |
| 6 | x1 |
| 7 | x3 |
| 8 | x2 |

Historical Background

The Saverne Gap, cutting through the Vosges mountains, was the key to Strasbourg, capital city of Alsace. On September 21st, the US Seventh Army XV Corps, under the command of General Wade Hampton Halslip, arrived to the front lines at Phalsbourg.

With the infantry progressing forward into the Saverne Gap, General Leclerc divided his 2nd French Armor division into two task forces. The first would move well north of the Gap by La Petite-Pierre, the other on secondary roads in the south through heavily forested mountains by Dabo. If the plan worked, they would take Saverne simultaneously from both the north and south, avoiding the strong defenses expected in the Gap itself.

The plan worked to perfection. One of the south French armor group was even able to rush through Saverne's western end and climb to the Gap, taking the German defenses from behind. German forces, few in numbers, fought valiantly; but, without support or reserves, they were unable to stop the three-pronged Allied attack; they crumbled, leaving the door to Strasbourg wide open.

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

Briefing

Axis Player:

- ◆ Take 4 Command cards.

Allied Player:

- ◆ Take 6 Command cards.
- ◆ You move first.

Conditions of Victory

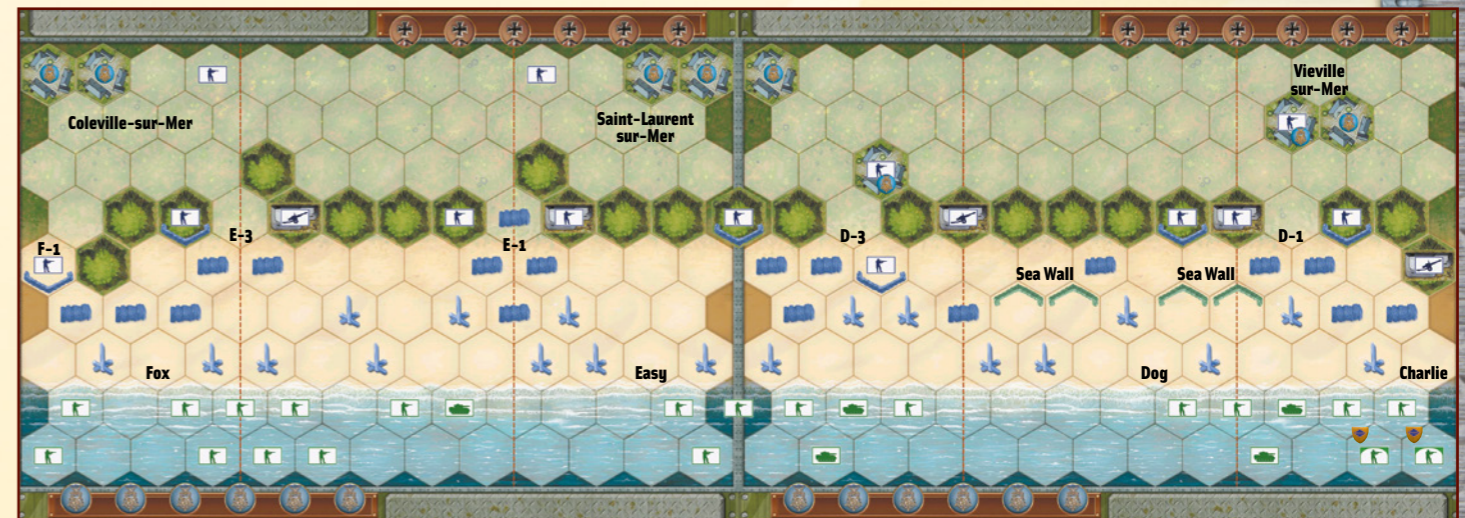
- ◆ 5 Medals.

If Allied units occupy 2 Town hexes in Saverne at the end of their turn, they win immediately.

Special Rules

The hills are impassable.
Artillery may not fire over hills.

I - OMAHA BEACH - OVERLORD VERSION -



Historical Background

The US assault waves on Omaha Beach were led by the 116th Regimental Combat Team, destined for Dog sector on the left; and the 16th Regimental Combat Team hitting Easy and Fox sectors. The first wave also included two battalions of tanks from the 741st and 743rd. A persistent swell and strong undertow kept pushing the incoming troops toward the wrong sections of the beach. Heavily-fortified German positions delivered a withering roll of fire the moment any LCA crash-landed in. Exhausted and sea-sick survivors reaching the water's edge would find no protection, save for a 200-yard dash to the seawall. Many simply collapsed, or tried to find cover behind the numerous beach obstructions. Yet in the face of intense small arms and artillery fire, a handful of young soldiers rallied and began to act. The first infiltrations were made between the E-1 and E-3 exits. Advances against other strong points were also successful and while it was not apparent at the time, German defenses were starting to crumble.

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

Playing Memoir '44 Overlord Scenarios

You can learn more about playing the *Memoir '44 Overlord scenarios* on page 17. This bonus scenario requires the supplemental <Memoir '44 Overlord Rules Booklet> which can be downloaded free from our web site at: www.memoir44.com

Briefing

Axis Player:

- ◆ Take 8 Command cards.
- ◆ You move first.

Allied Player:

- ◆ Take 8 Command cards.

Conditions of Victory

- ◆ 8 Medals.

An Allied unit that captures a town counts as one Victory Medal. Place an Objective Medal in each of the towns. As long as the Allied unit remains on the Town hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

An Allied unit that exits off the Axis side of the battlefield, counts as one Victory Medal. The Allied unit is removed from play. Place one figure from this unit onto the Allied medal track.

| Setup order | |
|-------------|-----|
| 1 | x8 |
| 2 | x24 |
| 3 | x5 |
| 4 | x18 |
| 5 | x19 |
| 6 | x6 |
| 7 | x4 |
| 8 | x8 |

You will have to use both blue and green versions of the hedgehogs and barbed wires.

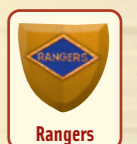
Special Rules

The hill that runs along the beach is a sea bluff. Moving up the bluff from the beach is a 2 hex move. Tanks may not move up the bluff from the beach. From the inland side, treat it as a normal hill in battle and for movement.

Treat the Sea Walls as a permanent improved position (sandbags) for the Allied player. Place sandbags in these hexes. The seawall offers protection, but has no effect on the movement of units.

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

The Allied Special Forces are Ranger units. Place a Ranger badge in the same hex with these units to distinguish them from the other units. Rangers may move 1 or 2 and still battle.



Either side may choose to play a 'Recon' command card as a Barrage Tactic card instead: 'Target any enemy unit and roll 4 dice' (see Barrage card for more details).

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Don Perrin, Noble Miniatures

Historical Review

Mission for the 60th Anniversary of the Landings and Liberation of France and History Services of the Army.

Special Thanks to

All members of the Mission for the 60th Anniversary of the Landings and Liberation of France for their support, especially Lt-Colonel Torres, Capitaine de Frégate Metzger and Mrs. Cormier.

Also thanks to Colonel Guelton and Mr. Vaudable from the French Army Historical Department.

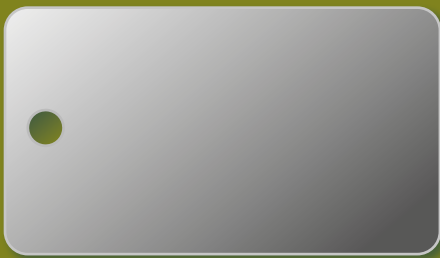
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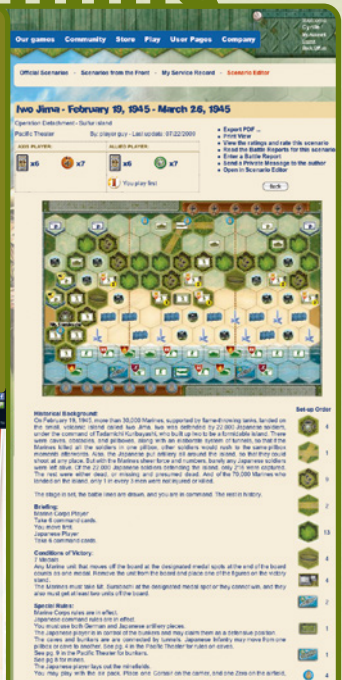
West Point Atlas for the Second World War – Europe and the Mediterranean by Thomas Griess.

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