MEMOIR'44 EQUIPMENT PACK

Congratulations on your purchase of this Equipment Pack, the largest set of figures ever released for Memoir '44.

This Equipment Pack contains hundreds of new figures useful for playing scenarios that involve:

M44 — Memoir '44 base game	Terrain Pack — TP
Eastern Front	Pacific Theater — PT
AIR — Air Pack	Winter /Desert Board — D/W
MT — Mediterranean Theater	Campaign Book #1 — CB #1
B•T — Breakthrough	Campaign Book #2 — CB #2
MAP — Battle Map	Winter Wars — WW

- ◆ **4 Minor WWII Nations:** France (French Infantry 1940); Italy (Obice da 75/18 Italian Gun); Poland (Polish Cavalry); and Finland (Finnish Ski Troops)
- ◆ **Artillery Pieces:** The M7 Priest (Mobile Artillery), Flak 88 (Heavy Anti-Tank Gun), Long Tom (Big Gun) and Nebelwerfer (Screaming Meemies)
- ◆ **Beach Landing Equipment:** The LCT 202 (Landing Craft) and Hobart's Funnies (Churchill Tank with 5 different accessories!)

- ◆ **Special Weapon Assets:** The M2 Mortar and M2 Machine Gun
- ◆ **Tank Destroyers:** The Elefant Panzerjäger
- ◆ **Command Cars:** The Kübelwagen
- ◆ **Snipers:** Perfectly set for urban combat
- ◆ **And additional copies of already-issued Tanks and Vehicles:** The Tiger Tank, Sd.Kfz 250 Half-Track, Dodge-WC63 Truck and Jeep Willys

• A word about these figures •

Colors and Paint - All the figures included in this pack are cast in neutral gray plastic, allowing you to use them as stand-ins for units or replacement for badges on either side of the battlefield. If you wish to paint them, we recommend washing them in soapy warm water and priming them first.

Minor Nations - When playing a Minor Nation, use the figures unique to that Minor Nation's specific power(s), side-by-side with other normal figures of that same side (Allies or Axis) to form a complete army for the scenario.

Hobart's Funnies - The Churchill tank included in this pack is the most sophisticated figure we've released for Memoir '44 yet. It comes with 5 distinct accessories, each with its own unique capabilities. We have provided more of these tanks and accessories than you will typically need. We recommend gluing some of the smaller accessories, especially the tiny Petard Mortar, directly onto some (but not all) of your tanks, to avoid losing them.

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

> This icon indicates that we slightly updated already existing cards.

> **M44** Various icons indicate rules that were already introduced in a prior expansion pack.

Many of the figures included in this pack were already released as badges in earlier expansions. If you own any of these, simply use your new figures in lieu of the earlier Troop badges. Keep the badges to differentiate your figures if playing the same unit (e.g. Snipers) from both sides on the same battlefield.

I. ARTILLERY PIECES

Flak 88
(Troops 23 - Heavy Anti-Tank Gun)   [WW]

When indicated in the scenario's Briefing Notes, place a Heavy Anti-Tank Gun unit (two Flak 88 figures) on the corresponding hex.

A Heavy Anti-Tank Gun unit is treated like Artillery for all purposes. It is ordered by the same Tactic cards, hit by the same dice rolls, and can never *Take Ground*.

- ◆ **Movement:** An ordered Heavy Anti-Tank Gun unit may move 1 hex or battle.
- ◆ **Battle:** An ordered Heavy Anti-Tank Gun unit may battle any enemy target unit 4 or fewer hexes away, battling with 2 dice. If the Heavy Anti-Tank Gun targets an enemy Armor or Vehicle unit, all stars rolled score a hit. Heavy Anti-Tank Guns ignore terrain battle restrictions.
- ◆ **Line of Sight:** Heavy Anti-Tank Guns must have line of sight to their target.

Long Tom
(Troops 3 - Big Guns)   [PT]

Big Guns are long-range batteries that turn out to be devastatingly effective over tremendous distances once properly zeroed in on a target. When indicated in the scenario's Briefing Notes, place a Big Gun unit (two Long Tom figures) and three Cross-hair markers on the corresponding hex.

Targeting Markers, distinguished by their cross-hair icons, (or Battle Stars, if you don't have enough or any Cross-hair markers) are used in conjunction with Big Gun batteries to designate an enemy unit that the Big Gun batteries have zeroed-in on.

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

	3	3	2	2	1	1	1	1

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

When a Big Gun Battery fires at a unit in a hex with a Cross-hair marker, the Big Gun Battery rolls 1 additional die (it has found the range and has zeroed-in on the target hex). Cross-hair markers are not cumulative, so there is no reason to place more than one Cross-hair marker on a hex; however once a hex has a Cross-hair marker, all Big Gun units and War Ship Destroyer units targeting the unit in this hex roll 1 additional die.

The Cross-hair marker remains on the hex until the enemy unit moves or is eliminated from the hex. When the enemy unit moves or is eliminated, the Cross-hair marker is placed back on the hex with the Big Guns. All Cross-hair markers are also returned to the Big Gun unit when it moves.

M7 Priest
(Troops 14 - Mobile Artillery)

When indicated in the scenario's Briefing Notes, place a Mobile Artillery unit (two M7 Priest figures) on the corresponding hex.

Mobile Artillery units combat over the same range and with the same firepower as standard Artillery. However, a Mobile Artillery unit may move 1 hex and battle, or move 2 hexes and not battle.

Nebelwerfer
(Troops 25 - Screaming Meemies)

When indicated in the scenario's Briefing Notes, place a Screaming Meemies unit (two Nebelwerfer figures) on the corresponding hex.

Screaming Meemies move and combat over the same range and with the same firepower as standard Artillery.

Range and number of dice rolled by Artillery

3	3	2	2	1	1

Screaming Meemies ignore line of sight and terrain protection as standard Artillery. But unlike standard Artillery units, they do not receive terrain protection when targeted by enemy units.

At the player's choice, Screaming Meemies may either fire Incendiary or Smoke shells when the unit battles. The type of shells fired by a unit of Screaming Meemies must stay the same through the entire turn though; so a unit of Screaming Meemies ordered by an Artillery Bombard may either fire Incendiary shells twice or Smoke shells twice, but not a mix of the two.

- **Incendiary shells:** These are similar to standard Artillery shell shots, except that their targets cannot ignore any Flags rolled against them.
- **Smoke shells:** Smoke shells inflict no direct damage; Instead, Smoke screen markers are placed on up to 3 contiguously adjacent hexes within firing range of your unit.

Smoke Shells (Actions 31 - Smoke Shells)

Smoke Shells are active for 2 full turns after being fired. Use Smoke screen markers such as those that came with Campaign Books Volume 1 or Volume 2 to mark the hexes your Smoke Shells landed in. If you do not have Smoke screen markers, use any unused badge or round marker from your base game instead. Just make sure the two sides of your markers are different, to keep track of the two turns your Smoke Shells will last.

After your opponent's first turn, flip the Smoke screen markers over to show the smoke and sun side of the marker. After your opponent's second turn, remove the markers from the battlefield.

Smoke Shells have the following impact on game play:

- **Movement:** A unit must stop when moving onto a hex with a Smoke Shell and may move no further on that turn.
- **Battle:** When targeting a unit that is on a hex containing a Smoke Shell, reduce the number of Battle dice rolled by 1. And a unit battling from a hex containing a Smoke Shell battles out at minus 1 die.
- **Line of Sight:** A hex containing a Smoke Shell blocks Line of Sight, though units that are in the hex containing this Smoke Shell may be seen and see out of that hex. In other words, a unit is hidden from line of sight only if the line of sight crosses the hex containing a Smoke Shell. Smoke Shell hexes also block line of sight for Artillery units.

II. BEACH LANDING EQUIPMENT

LCT 202
(Troops 15 - Landing Craft)

Landing Craft are treated like Armor for all purposes.

Landing Craft function as follows:

You may deploy a Landing Craft figure under any unit in the water, situated on the last line of Ocean hexes on the board (the line of hexes closest to the board's border). The LCT 202s are designed to represent all types of landing craft, and may carry not only Infantry, but also Armor and possibly Artillery units.

These Landing Craft are not a "unit" per se, in that they do not give any medal to the opponent, and cannot be targeted directly. Instead, they act as a vehicle that improves and supplements the movement capabilities of the units they carry.

◆ **Movement:** Landing Craft (and the unit they carry) can move up to 2 hexes, on Ocean and Shore hexes (Shore hexes are those Ocean hexes that are closest to the beach, illustrated as part Ocean and part Beach). Landing Craft can also retreat, even on Ocean hexes. When a Landing Craft finishes its move on a beach or shore hex, it is automatically removed, at no medal cost, and the unit it carried is left on the hex where it landed.

◆ **Battle:** Landing Craft have no direct battle capability, and the units they carry may not battle while in them or during the turn in which they land on the shore.

If the unit inside a Landing Craft is eliminated, the Landing Craft is immediately removed from the board, but yields no Victory medal.

◆ **Line of Sight:** Landing Craft block line of sight.

Hobart's Funnies
Churchill Tank with 5 accessories
(Troops 26 - Hobart's Funnies)

When indicated in the scenario's Briefing Notes, replace a single Tank figure in each unit marked with a Hobart's Funnies badge with a Churchill Tank figure equipped with the accessory of your choice. This accessory must be chosen at game start, and cannot be changed during the course of the game. During the game, when taking hits, remove all the other Tank figures in this unit first, keeping your Churchill tank for last.

Hobart's Funnies units move and battle like normal Tank units. Unless stated otherwise, the accessories apply throughout a scenario and can be used multiple times. Depending on the accessory attached to the Churchill tank, the unit also has the following abilities:

Assault Bridge

In lieu of battling, a Hobart's Funnies unit equipped with an Assault Bridge may place its bridge over any adjacent River hex and move onto it during the same turn. Once set, the Assault Bridge functions the same as a standard bridge *(Terrain 9 - Bridges)*. The bridge accessory may only be used one time; once placed, another bridge may not be built by this same Churchill unit during the game.

Bobbin

A Hobart's Funnies unit equipped with a Bobbin may ignore the movement restrictions of all Beach, Marsh and hexes containing Wire. Treat this terrain as a countryside hex for movement and battle. Wire is removed when moving onto or through the hex.

Fascine

A Hobart's Funnies unit equipped with a Fascine may ignore the movement restrictions of all Fords and Trenches, treating them as countryside hexes for movement and battle.

Mine digger

A Hobart's Funnies unit equipped with a Mine digger must stop upon entering a minefield. The minefield is removed (without detonating) and the Tank unit may still battle if eligible.

Petard Mortar

A Hobart's Funnies unit equipped with a Petard Mortar battles at +1 die when in Close Assault against a unit in a Bunker. If a Star is rolled, damage is applied to the unit normally and the Bunker is removed from the hex. If the unit was eliminated and the Bunker destroyed, the Hobart's Funnies unit may *Take Ground* and conduct an *Armor Overrun*. Note that a Bunker may be targeted in Close Assault (usually with 2 dice) even if it contains no unit! In this case, if a Star is rolled and the Bunker is removed; other dice results have no effect.

Note: these rules also apply to Field Bunkers.

Elefant Panzerjäger
(Troops 24 - Tank Destroyer)

When indicated in the scenario's Briefing Notes, replace a single Tank figure in each Tank Destroyer unit marked with a Tank Destroyer badge by with a Tank Destroyer figure. During the game, when taking hits, remove all the other Tank figures in this unit first, keeping your Tank Destroyer for last.

A Tank Destroyer unit is treated like Armor for all purposes.

◆ **Movement:** An ordered Tank Destroyer unit may move up to 2 hexes and battle. An ordered Tank Destroyer unit may battle any enemy target unit 4 or fewer hexes away, battling with 2 dice.

◆ **Battle:** When a Tank Destroyer targets an enemy Armor or Vehicle unit, all Stars rolled score a hit. A Tank Destroyer that did not move during the turn it battles ignores the terrain battle protections of its target (and any building terrain battle restrictions on itself, if battling from inside a Town or Village hex). A Tank Destroyer on a successful Close Assault may *Take Ground*, but it may not *Armor Overrun*.

A Tank Destroyer may retreat up to 2 hexes on any retreat Flag rolled against it. Tank Destroyers are also more vulnerable to enemy fire, due to their lighter armor: Any non-Infantry unit targeting a Tank Destroyer unit will score a hit on any Star rolled.

◆ **Line of Sight:** A Tank Destroyer must have line of sight to its target.

Sd.Kfz 250
(Troops 18 - Half-Track)

Half-Tracks - Unit

The number of Half-Track figures to deploy in a Half-Track unit is indicated in the small yellow circle located in the lower right corner of the Half-Track icon. This number may range from 1 to 3 figures. A Half-Track unit is treated like Armor for all purposes.

Half-Tracks - Targeting

The attacker scores 1 hit for each Armor symbol or Grenade rolled against the Half-Track unit when being targeted in battle.

Half-Tracks - Medals

A Half-Track unit hit by enemy fire and destroyed does not necessarily provide the opponent with a Medal, unlike other units in the game. To keep track of this, we recommend placing each eliminated Half-Track figure next to a Medal stand, until three Half Track figures are gathered, at which point you can place one of these figures on the Medal stand, to count as a Medal won, and remove the other two. Half-Track figures removed from the board as a result of re-supplying your troops (see Re-Supply, below) never count toward a medal; instead, these figures are simply removed from the board, once used.

Half-Tracks - Movement & Battle

An ordered Half-Track unit may move up to 2 hexes and battle any enemy target unit 2 or fewer hexes away. It combats with 2 dice. On a successful Close Assault, it may *Take Ground* but not do an *Armor Overrun*. Instead of battling, it may re-supply another unit (see below).

ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Half-Track units. In addition:

◆ **Oceans & Shorelines -** Half-Tracks cannot retreat into ocean hexes, except when on a Landing Craft.

◆ **Cliffs & Sea Bluffs -** Half-Tracks may not move up/down from the beach, oceans or shorelines.

◆ **Wire -** Half-Tracks may remove wire just like Armor units.

◆ **Railroad Bridges & Railroad Tracks -** Half-Tracks moving onto a Railroad Track or Railroad Bridge must stop.

COMMAND CARD CONSIDERATIONS

◆ **Armor Assault -** Half-Track unit may be ordered by this Command card. Units in Close Assault roll 1 additional die.

◆ **Ambush, Close Assault, Firefight -** Half-Track unit may be ordered by these Command cards.

◆ **Infantry Assault, Move Out, Behind Enemy Lines, Dig-in, Medics & Mechanics -** Half-Track unit may not be ordered using any of these Command cards.

◆ **Their Finest Hour -** Half-Track unit may be ordered by this Command card when an Armor symbol or a Star is rolled. Ordered units battle with 1 additional die.

ACTIONS CONSIDERATIONS

◆ **Collapsible Rafts and Boats -** Half-Track unit may not be transported by Collapsible Rafts or Boats.

◆ **Heroic Leader -** Heroic Leader may not be added to a Half-Track unit.

◆ **Hospital Recovery, Oasis Recovery -** Half-Track unit may not recover in a Hospital or Oasis.

◆ **Reinforcements -** Half-Track unit may not be called in as Re-inforcement.

Half-Tracks - Re-supply

When Re-Supply rules are in effect and a Half-Track is adjacent to a friendly ground unit that is weakened, i.e. that no longer has the full figure count it had at the start of the scenario, the Half-track may re-supply that ground unit instead of battling.

Units that can thus be re-supplied include Infantry, Armor, Artillery and Cavalry units, among others.

Units that are formed of a single figure (e.g. Snipers, Airplanes on the ground, etc...), Trains, and Landing Crafts can never be re-supplied.

A Half-Track unit may move before it re-supplies a weakened unit and a weakened unit may move before it is re-supplied.

The Re-Supply Action takes place during the Battle phase of the Game Turn (Step 4 on the Game Turn sequence on page 6 of the Memoir '44 Rule book).

For each Half-Track figure removed by the player from its Half-Track unit, one figure (of the correct type) is returned to a weakened adjacent friendly ground unit. A re-supplied unit may not gain more figures than it had at the start of the game.

More than one adjacent weakened unit may be re-supplied from the same Half-Track unit during this phase, but none of the units being re-supplied, nor the Half-Track unit, can battle this turn.

Half-Track figures that are used to re-supply an adjacent friendly unit are removed from the game and never count towards a Medal for the opponent.

Tiger (Heavy Tank)
(Troops 16 - Tigers)

When indicated in the scenario's Briefing Notes, place a single Tiger figure in each hex containing an Armor symbol marked with a 1.

A Tiger tank is treated like Armor for all purposes. It moves and battles like a normal Tank unit, and must have line of sight to its target when battling.

Tiger tanks are much sturdier than normal tank units. All enemy battle dice rolled against a Tiger are ignored. Instead, those dice that would have scored a hit had the unit been a standard tank unit are re-rolled. If at least one of the re-rolls is a Grenade, the kill is confirmed and the Tiger lost. All other re-rolls (including Flags, if any) are ignored.

IV. VEHICLES

Dodge WC-63
(Troops 17 - Supply Truck)

Supply Trucks - Unit

The number of truck figures to deploy in a Supply Truck unit is indicated in the small yellow circle located in the lower right corner of the Supply Truck icon. This number may range from 1 to 3 figures. Supply Trucks are treated like Infantry for all purposes.

Supply Trucks - Targeting

The attacker scores 1 hit for each Infantry symbol or Grenade rolled against the Supply Truck unit when being targeted in battle.

Supply Trucks - Medals

A Supply Truck unit hit by enemy fire and destroyed does not necessarily provide the opponent with a Medal, unlike other units in the game.

Instead, whether a Medal is gained or not, depends on how many Supply Truck figures have been eliminated, *regardless of which Supply Truck units these figures came from:* For every 3 Supply Truck figures eliminated, a single Medal is collected.

To keep track of this, we recommend placing each eliminated Supply Truck figure next to a Medal stand, until three figures are gathered, at which point you can place one of these figures on the Medal stand, where it will count as one Medal won, and remove the other two figures.

Supply Truck figures removed from the board as a result of re-supplying your troops (see Re-Supply, below) never count toward a medal; instead, these figures are simply removed from the board, once used.

The Axis player had already destroyed 2 Trucks. With this third one, he gains a Medal.

Supply Trucks - Movement

An ordered Supply Truck unit may move up to 2 hexes. An ordered Supply Truck unit that starts on a Road hex, moves along and ends its move on a Road hex may move an additional 2 this turn, for a total of 4 hexes on the road.

ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Supply Trucks units.

In addition:

- **Oceans** - Supply Trucks cannot retreat into ocean hexes, except when on a Landing Craft.
- **Cliffs & Sea Bluffs** - Supply Trucks may not move up/down from the Beach, Oceans or Shorelines.
- **Wire** - Supply Trucks may not remove wire.
- **Railroad Bridges & Railroad Tracks** - Supply Trucks moving onto a Railroad Track or Railroad Bridge must stop.

Supply Trucks - Battle

A Supply Truck unit may never battle. Instead, it may re-supply another unit (see below).

Supply Trucks - Re-supply

When a Supply Truck is adjacent to a friendly ground unit that is weakened, i.e. that no longer has the full figure count it had at the start of the scenario, it may re-supply that ground unit.

Units that can thus be re-supplied include Infantry, Armor, Artillery and Cavalry units, among others.

Units that are formed of a single figure (e.g. Snipers, Airplanes on the ground, etc...), Trains, and Landing Crafts can never be re-supplied, however.

A Supply Truck unit may move before it re-supplies a weakened unit and a weakened unit may move before it is re-supplied.

The Re-Supply Action takes place during the Battle phase of the Game Turn (Step 4 on the Game Turn sequence on page 6 of the Memoir '44 Rule book).

For each Supply Truck figure removed by the player from its Supply Truck unit, one figure (of the correct type) is returned to a weakened adjacent friendly ground unit. A re-supplied unit may not gain more figures than it had at the start of the game.

More than one adjacent weakened unit may be re-supplied from the same Supply Truck unit during this phase, but none of the units being re-supplied can battle this turn.

Supply Truck figures that are used to re-supply an adjacent friendly unit are removed from the game, and never count toward a Medal for the opponent.

COMMAND CARD CONSIDERATIONS

- **Infantry Assault** - Supply Truck units may be ordered by this Command card and move up to 3 hexes. These Supply Truck units may not battle, however, even if only moving 2 hexes.
- **Move Out** - Supply Truck units may be ordered using this Command card.
- **Ambush, Close Assault, Firefight** - Supply Truck units cannot battle, and thus cannot be ordered using any of these Command cards.
- **Behind Enemy Lines, Dig-in, Medics & Mechanics** - Supply Truck units may not be ordered using any of these Command cards.
- **Their Finest Hour** - A Supply Truck unit may be ordered by this Command card when an Infantry symbol or a Star is rolled, but it won't be able to battle (though it could still re-supply a weakened friendly adjacent unit).

ACTIONS CONSIDERATIONS

- **Collapsible Rafts and Boats** - A Supply truck unit may not be transported by Collapsible Rafts or Boats.
- **Heroic Leader** - A Heroic Leader may not be added to a Supply Truck unit.
- **Hospital Recovery, Oasis Recovery** - A Supply Truck unit may not recover in a Hospital or Oasis.
- **Reinforcements** - A Supply Truck unit may not be called in as Reinforcement.

Jeep Willys
(Troops 19 - Long-Range Patrol Cars)

MAP
OP#4

Long Range Patrol Cars - Unit

The number of Patrol Car figures to deploy in a Patrol Car unit is indicated in the small yellow circle located in the lower right corner of the Patrol Car icon. This number may range from 1 to 3 figures. A Patrol Car unit is treated like Infantry for all purposes.

Patrol Cars - Targeting

Patrol Cars are much more elusive and harder to hit than normal Infantry figures. All enemy battle dice rolled against a Patrol Car are ignored. Instead, those dice that would have scored a hit had the unit been a normal Infantry unit are rerolled. One hit is confirmed for each re-roll that is a Grenade; all other rerolls (including Flags, if any) are ignored.

Patrol Cars - Medals

A Patrol Car unit that is destroyed (when all figures in the Patrol Car unit have been eliminated) provides the opponent with a Medal, like other units in the game.

Patrol Cars - Movement & Battle

An ordered Patrol Car unit may move up to 4 hexes and battle any enemy target unit 3 or fewer hexes away. It combats with 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. On a successful Close Assault, it may *Take Ground* but not do an *Armor Overrun*.

ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Patrol Car units.

In addition:

- **Oceans** - Patrol Cars cannot retreat into ocean hexes, except when on a Landing Craft.
- **Cliffs & Sea Bluffs** - Patrol Cars may not move up/down from the beach, oceans or shorelines.
- **Wire** - Patrol Cars may not remove wire.
- **Railroad Bridges & Railroad Tracks** - Patrol Cars moving onto a Railroad Track or Railroad Bridge must stop.

COMMAND CARD CONSIDERATIONS

- **Infantry Assault** - Patrol Car units may be ordered by this Command card and move up to 4 hexes and battle.
- **Move Out** - Patrol Car units may be ordered using this Command card.
- **Ambush, Close Assault, Firefight** - Patrol Car units may be ordered by these Command cards.
- **Behind Enemy Lines, Dig-in, Medics & Mechanics** - Patrol Car units may not be ordered using any of these Command cards.
- **Their Finest Hour** - A Patrol Car unit may be ordered by this Command card when an Infantry symbol or a Star is rolled. Ordered units battle with 1 additional die.

ACTIONS CONSIDERATIONS

- **Collapsible Rafts and Boats** - A Patrol Car unit may not be transported by Collapsible Rafts or Boats.
- **Heroic Leader** - A Heroic Leader may be added to a Patrol Car unit.
- **Hospital Recovery, Oasis Recovery** - A Patrol Car unit may not recover in a Hospital or Oasis.
- **Reinforcements** - A Patrol Car unit may not be called in as Reinforcements.

Kübelwagen
(Troops 20 - Command Cars)

When indicated in the scenario's Briefing Notes, place a single Kübelwagen figure in each hex containing a Truck symbol marked with a Command Car badge.

A Command Car unit is treated like Infantry for all purposes.

◆ **Movement:** An ordered Command Car may move up to 3 hexes.

◆ **Battle:** A Command Car can never directly battle on the battlefield. Instead, when a Section card is played in the same section as a Command Car, the player may activate 1 more unit than indicated by his card. A Command Car does not affect the number of units ordered by a Tactic card.

In addition, when a Command Car is ordered by the play of a Recon 1 card, its player may choose 1 Command card of his choice from those already in the discard pile, instead of drawing 2 Command cards from the draw pile. The selection of this card remains secret from your opponent.

Command Cars are also much more elusive and harder to hit than normal Infantry figures. All enemy battle dice rolled against a Command Car are ignored. Instead, those dice that would have scored a hit had the unit been a normal Infantry unit are rerolled. If at least one of the re-rolls is a Grenade, the kill is confirmed and this Command Car unit lost. All other re-rolls (including Flags, if any) are ignored.

V. SPECIAL WEAPON ASSETS
(SWAs 1 - Special Weapon Assets) and *(SWAs 4 - Special Weapon Assets Late War)*

The advent of World War II, and its now fully industrialized weapons production, marked the most frantic period of weapons development in the history of humanity. Massive numbers of new designs and concepts were fielded, often with great success, though frequently at a cost to the experimenters!

In Memoir '44, some of these new weapons find themselves embedded inside units whose combat capabilities they enhance or modify. These weapons are commonly referred to as Special Weapon Assets.

Special Weapon Assets (SWAs) are represented by their own equipment piece. This equipment is placed with the figures of the unit it is embedded in. It is removed when the last figure of the unit it is attached to is lost. Note that the SWA itself does not count as an additional Medal, so only one Medal is collected when a unit with a SWA is eliminated.

An Infantry unit with a SWA attached is treated like an Infantry unit for all purposes: it is ordered by the same Tactic cards, hit by the same dice rolls, etc. However, Infantry units with a SWA can never Take Ground.

Late War Models

By mid 1942, many of the Special Weapon Assets introduced earlier in the War, such as mortars, bazookas and machine guns, had evolved and become even more portable, reliable and lethal. The Late War versions of the equipment presented here reflect these improvements and should generally be used when playing scenarios from late 1942 onward.

M2 Mortar
(SWAs 3 - Mortar)
and *(SWAs 6 - Mortar Late War)*

Each time you run across a Mortar symbol when setting up a scenario, place a Mortar figure with the Infantry unit it is attached to.

Early War (1939 - mid 1942)

◆ **Movement:** An ordered Infantry unit with a Mortar may move 1-2 hexes or battle.

◆ **Battle:** When it battles, an ordered Infantry unit with a Mortar may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would. It always ignores the terrain battle protections of its target.

◆ **Line of Sight:** An Infantry unit with a Mortar does not need line of sight to its target.

Late War (> Late 1942)

◆ **Movement:** An ordered Infantry unit with a Mortar may move 1 hex and battle or move 2 hexes and not battle.

◆ **Battle:** When it moves, an ordered Infantry unit with a Mortar may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would. If it did not move this turn, the Infantry with a Mortar may also fire on a target 4 hexes away, rolling 1 die. It always ignores the terrain battle protections of its target.

◆ **Line of Sight:** An Infantry unit with a Mortar does not need line of sight to its target when it does not move.

M2 Machine Gun
(SWAs 8 - Machine Gun)
and *(SWAs 7 - Machine Gun Late War)*

Each time you run across a Machine Gun symbol when setting up a scenario, place a Machine Gun figure with the Infantry unit it is attached to.

Early War (1939 - mid 1942)

◆ **Movement:** An ordered Infantry unit with a Machine Gun may move 1-2 hexes or battle.

◆ **Battle:** When it battles, an ordered Infantry unit with a Machine Gun may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would. It also scores a hit for each Star rolled against any enemy Infantry target.

◆ **Line of Sight:** An Infantry unit with a Machine Gun must have line of sight to its target, like a standard Infantry unit.

Late War (> Late 1942)

◆ **Movement:** An ordered Infantry unit with a Machine Gun may move 1 hex and battle or move 2 hexes and not battle.

◆ **Battle:** When it moves, an ordered Infantry unit with a Machine Gun may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would. If it did not move this turn, the Infantry with a Machine Gun will also score a hit for each Star rolled against any enemy Infantry target.

◆ **Line of Sight:** An Infantry unit with a Machine Gun must have line of sight to its target, like a standard Infantry unit.

VI. SPECIALISTS

Sniper
(Troops 10 - Snipers)

When indicated in the scenario's Briefing Notes, place a single Sniper figure in each hex containing a Sniper unit in the scenario. A Sniper is ordered like an Infantry unit.

An ordered Sniper:

◆ May move like a Special Forces Infantry unit, 1 or 2 hexes and battle.

◆ May battle when he moves onto terrain type (woods, towns, etc.) where standard infantry could not battle. He must still stop and move no further in any terrain that limits movement.

◆ May retreat up to 3 hexes instead of the standard 1 hex on any retreat Flag rolled.

◆ An ordered Sniper unit may target an enemy Infantry (including vehicles considered as Infantry) or Artillery unit 5 or fewer hexes away. It must have line of sight to its target. A Sniper's battle dice are not reduced when targeting an enemy unit in terrain. A Sniper battles with 1 die and scores one hit on a target symbol, Grenade or Star symbol rolled. A Flag causes the target unit to retreat as normal. A Sniper cannot target an Armored unit or other vehicles that are treated like Armor. Command cards that allow an Infantry unit to battle with 1 additional die also apply to Sniper units.

A Sniper may be targeted as normal but only a Grenade symbol will score a hit. Exceptions to this are; Stars also score a hit on Snipers targeted by Air Power, another Sniper, a SWA Machine Gun and any other time a Star scores a hit against Infantry. The Sniper is removed when hit but does not count as a medal.

Note: If a Sniper is adjacent to an enemy unit, it must combat the adjacent unit. If the only adjacent unit is Armor, which a Sniper cannot target, the Sniper must move before he may battle.

A Sniper is a special single figure unit that follows his own set of rules. Snipers never benefit from nor follow any national abilities (rules).

VII. MINOR WWII NATIONS

FINLAND

Fiercely determined to preserve its independence, Finland fought not just one, but three successive wars during the conflict: First, the Winter War, alone against Joseph Stalin's Soviet Union; then the Continuation War with Germany against the Soviet Union; and finally the Lapland War against Germany. Through it all, the tenacity of the Finnish people and the quality of its elite Ski troops were awe inspiring to the rest of the world.

Ski Troops
(Troops 9 - Ski Troops)

Ski Troops are Special Forces Infantry units. Place 3 Ski Troop figures in each hex of the scenario containing an Infantry unit symbol and a Ski Troop badge.

An ordered Ski Troop unit:

◆ May move up to 3 hexes and battle.

It rolls 3 dice in Close Assault and 2 dice against a target unit 2 hexes away.

◆ May battle when the unit moves onto terrain type (woods, towns, etc.) where standard Infantry could not battle. The unit must still stop and move no further in terrain that limits movement. Movement rules for a Ski Troops unit trump all terrain movement and battle rules.

◆ May retreat up to 3 hexes instead of the standard 1 on any retreat Flag rolled.

FRANCE

The French defeat of 1940 should not overshadow the bravado and courage displayed by various elements of the French Infantry throughout

the war. The desperate resistance of French Infantry at Gembloux and Saumur, the victories of the Foreign Legion and Free French Forces at Narvik and Bir-Hakeim, showed the world the true meaning of "Furia Francese", often in close quarters at the tip of bayonets.

French Army
(Nations 7 - French Army)

The French Infantry (1940) figures represent French Infantry imbued with the "Furia Francese" spirit. French Infantry units have 4 figures. When indicated in the scenario's Briefing Notes, place 4 French Infantry figures in each scenario hex containing a French Infantry unit.

Furia Francese

When the "Furia Francese" rule is in effect, any French Infantry unit that successfully eliminates an enemy unit or forces it to retreat following a Close Assault may either *Take Ground* and not battle or stay in place and make a second Close Assault attack against another adjacent enemy unit. This second Close Assault is made with only 1 die, ignoring any Terrain battle die reductions. The French Infantry may *Take Ground* following this second attack, if eligible, but it may not do more than one Furia Francese Close Assault this turn.

The Furia Francese only applies to standard Infantry units, never to Specialized troops (Special Forces, Combat Engineers, units equipped with Special Weapon Assets, etc.).

ITALY

Chronically under-equipped, the Italian Royal Army suffered a great deal from its sub-standard equipment - a shortcoming made even worse by the amateurism of its High Command. Reports of Italian military prowess would often be dismissed and promptly ridiculed; but a careful read of history through the eyes and reports of their closest Allies, staff officers of the Afrikakorps, tells a very different story.

Italian Royal Army Command Rules
(Nations 6 - Italian Royal Army)

Italian High Command

When the Italian High Command rules are in effect its army starts the battle with 6 Command cards in hand. Each time a unit is lost, one Italian player's Command card is selected at random by his opponent and discarded. However the number of Command cards held by the Italian player cannot be reduced below three.

Motorized Divisions

While in short supply, Italian motor vehicles tended to be of better than average quality: British Field Marshal Bernard Montgomery himself made use of some during his North African campaigns!

In Memoir '44, all Italian ground units may retreat 1, 2 or 3 hexes for each Flag rolled against them, to fight another day.

Artillery Bravery

Italian Artillery units exhibited remarkable courage throughout the war - during the Desert campaign, some of them would keep firing their obsolescent guns at the enemy until they were literally overrun!

In Memoir '44, all Italian Artillery units may ignore 1 Flag rolled against them.

Italian Artillery

The Italian Artillery figures represent Italian Artillery units exhibiting remarkable courage. When indicated in the scenario's Briefing Notes, place 2 Italian Artillery figures in each scenario hex containing an Artillery symbol with the Italian Army badge.

POLAND

Poland was the first country invaded by German troops at the start of World War II. The Polish army defended itself valiantly, mounting some of the last Cavalry charges in history as Polish cavalry men charged machine-gun equipped German armoured personnel carriers on the evening of September 1, 1939. Sixteen days later, the Soviets broke their non-aggression pact, forcing the now isolated Polish capital to surrender on September 28, 1939.

Polish Cavalry
(Troops 8 - Cavalry)

When indicated in the scenario's Briefing Notes, place 4 Cavalry figures in each scenario hex containing an Infantry symbol with a Cavalry badge.

A Cavalry unit is treated like Infantry for ordering and Armor for movement and combat.

An ordered Cavalry unit:

◆ May move up to 3 hexes and battle.

◆ May battle any enemy target 2 or fewer hexes away. It rolls 2 dice in Close Assault and 1 die against a target at 2 hexes.

◆ May, on a successful Close Assault combat, Take Ground and battle again, using the same rules as the Armor Overrun combat.

VIII. VICTORY CONDITIONS

Medal Objectives

The following terms are used to describe new and some common Memoir '44 Victory conditions:

Temporary Medal Objective

The Victory Medal in this objective hex is captured and held only as long as a unit of the appropriate side holds 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 position on the objective hex.

Temporary Majority Medal Objective

The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes. The medal is held as long as the side retains absolute majority. The medal is immediately lost and placed back in play when a side no longer has absolute majority.

Temporary Majority Medal Objective (Turn Start)

The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The medal is held through the turn as long as the side has absolute majority at the start of a turn. The medal is lost and placed back in play when a side no longer has absolute majority at the start of a turn.

Permanent Medal Objective

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

Permanent Medal Objective (Turn Start)

The Victory Medal in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn. The medal is not returned or put back in play, even if the unit later vacates this hex.

Last to Occupy Medal Objective

The Victory Medal in this objective hex is captured and gained the moment a unit from either side occupies this hex. The unit may vacate the hex, but the Victory Medal is still held as long as an enemy unit does not occupy the objective hex.

Sole Control Medal Objective

The Victory Medal for this group of objective hexes goes to the appropriate side when it has at least one unit that occupies any of these objective hexes and the enemy does not occupy any of these hexes. The Victory Medal is held as long as a unit of the appropriate side occupies one of these hexes and the enemy does not occupy any of these hexes.

Sudden Death Objective

As soon as the designated side fulfills the Sudden Death conditions set forth, it immediately ends and wins the game.

Exit markers

When placed on the map with their arrows pointing toward the players' sides, the Exit markers designate specific baseline hexes through which a unit exiting the board might be saved and collect a Victory medal.

When turned sideways, a pair of Exit markers designates a set of baseline hexes; this set includes the two hexes on which the Exit markers are placed.

A unit that moves off the board through an exit hex is removed from the board, and one of its figures placed on the player's Victory track.

Exit marker # 1 is an isolated Exit hex; All edge hexes between, and including, Exit markers 2 and 3 form a line of Exit hexes through which enemy units can exit and collect Victory medals.

Important Note: Unless written otherwise, air rules are not in effect. If present in your deck, Air Sortie cards should be removed and set aside. They will not be used. In addition, unless stated otherwise, when playing an Air Power card in any of the scenarios that follow, roll only 1 die against each unit, *regardless of which sides you are playing from, even you are the Allies.*

DAYS OF WONDER