

# MEMOIR

# '44

## TERRAIN PACK



*Richard Borg*

DAYS OF  
WONDER



# Welcome to the first expansion for Memoir '44: The Terrain Pack.

## Foreword

From the sand dunes of North Africa to the mountain passes of Northern Italy; from the Pripet Marshes of Southern Belarus to the high ground surrounding Operation Market Garden... Prior to WWII, never before in history had a conflict been fought by so many men over such vast expanses of land and so many different terrain types.

As many of you have discovered, Memoir '44 is more than just a game, it is also a complete and expandable game system in its own right.

With this in mind, we are pleased to bring you the Memoir '44 Terrain Pack Expansion. Filled to the brim with new terrain pieces, new elite unit badges, and additional victory medals, this expansion also includes dozens of new game elements, including rules for North African warfare, minefields, big gun markers, radar stations, supply depots, airfields and more.

While this expansion comes with new scenarios to put these additional pieces into play, we invite you to experiment, play and tinker with them. If you have a bright new idea, come and share it with us at [www.memoir44.com](http://www.memoir44.com)

**And above all, have fun and enjoy!**

*Richard Borg*

and the platoon at Days of Wonder

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A page number written like this: **M44** p.7 indicates page 7 inside the original rules book of **MEMOIR '44**.

A page number written like this: p.9 indicates page 9 inside this booklet.



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

# I. NEW TERRAIN TILES

## Desert

Desert terrain pieces include 10 Palm Forests, 3 Oases, 3 Wadis and 6 North African Towns and Villages.

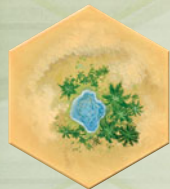
## North African Desert Rules



In North African Desert scenarios, Armor Overrun Combat rules are amended as follows: On a successful Close Assault Combat, an ordered Armor unit may move into the vacated hex *and may then move one additional hex*; it may then battle again.

All other rules relative to Armor Overrun Combat and Taking Ground remain in effect and are played normally.

## Oasis (Desert)



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

◆ **Battle:** A unit may battle the turn it moves onto an Oasis hex. When battling an enemy unit that is on an Oasis hex, Infantry and Armor reduce the number of Battle dice rolled by 1 and Artillery Battle dice are not reduced.

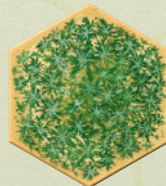
A unit on an Oasis hex may ignore the first flag rolled against it.

◆ **Line of Sight:** An Oasis blocks line of sight.



When indicated in the scenario, an ordered infantry unit in an Oasis may recover lost figures, by applying the exact same procedure as a Medics and Mechanics command card.

## Palm Forests (Desert)



Same terrain effect as Forests (M44 p.13)

## Towns and Villages (Desert)



Same terrain effect as Towns & Villages (M44 p.14)

## Wadis (Desert)



◆ **Movement:** No movement restrictions through the Wadi's open ends. The side slopes of a Wadi are impassable, both up from the Wadi hex or down into it.

◆ **Battle:** Infantry or Armor battling into or out of a Wadi must be adjacent to its target enemy unit. When battling an enemy unit that is in a Wadi, Infantry, Armor and Artillery reduce the number of Battle dice rolled by 1.



Moving along the Wadi is allowed.



But crossing its walls is impossible.



◆ **Line of Sight:** A Wadi does not block line of sight. Note that a unit down in a Wadi still blocks line of sight, as normally.

## High Ground & Flooded Fields

The practice of flooding low-lying European fields as an anti-tank defensive measure, was employed by the Germans, from June 6, 1944 D-Day, in the areas behind the landing beaches, during Operation Market Garden; and well into 1945 when the waters of the Rhineland were unleashed to slow down the Allied advance. This tactic made movement very difficult for both armor and infantry, except on raised roads, higher ground and areas around towns and villages.

### Flooded Fields



In Flooded Field scenarios, any hex that is open countryside (gameboard hexes) is considered a Flooded Field hex. High Ground, Hills, Roads, Railways or Towns and Villages are treated as high and dry ground terrain hexes for game purposes.

◆ **Movement:** To move onto a Flooded Field hex, a unit must be adjacent to the Flooded Field. A unit that enters a Flooded Field must stop and may not move further on that turn. A unit that leaves a Flooded Field may only move onto an adjacent hex.

◆ **Battle:** An Infantry or Artillery unit on a Flooded Field hex does not have any battle restrictions. An Armor unit may not battle the turn it moves onto, or out of, a Flooded Field hex. An Armor unit that makes a successful Close Assault Combat on a unit in a Flooded Field may Take Ground but may not make an Armor Overrun.

The infantry unit has to stop when its boots get wet.



They also have to stop to dry their weapons when leaving the flooded fields.

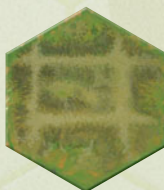


This Armor unit moves only one hex, and cannot battle.



◆ **Line of sight:** A Flooded Field hex does not block line of sight.

### High Ground



High Ground hexes are used to mark dry, elevated, open ground in scenarios that use Flooded Fields rules.

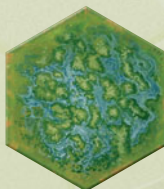
◆ **Movement:** No movement restrictions.

◆ **Battle:** No combat restrictions. The difference in elevation between High Ground, Roads and other dry Terrain pieces on one hand, and Flooded Fields on the other, is not sufficient to cause any terrain Battle dice

reduction either way.

◆ **Line of Sight:** A High Ground hex does not block line of sight.

### Marshes



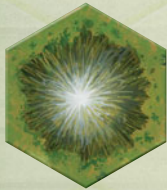
◆ **Movement:** An Infantry or Armor unit that moves onto a Marsh hex must stop and may not move further on that turn. A unit that leaves a Marsh hex may only move onto an adjacent hex. An Artillery unit may not enter a Marsh hex.

◆ **Battle:** An Infantry unit on a Marsh hex does not have any battle restrictions. An Armor unit may not battle, the turn it moves onto, or out of, a Marsh hex. An Armor unit that makes a successful Close Assault Combat on a unit in a Marsh hex may Take Ground but may not make an Armor Overrun.

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



## Mountains



◆ **Movement:** Only an Infantry unit may move up from a Hill onto an adjacent Mountain hex, or down from a Mountain onto an adjacent Hill hex. Infantry may also move from a Mountain hex onto an adjacent Mountain hex. Infantry movement from other terrain hexes or a gameboard countryside hex is not possible. Mountains are impassable terrain to Armor and Artillery units.

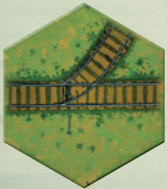
◆ **Battle:** When battling an enemy unit that is up a Mountain, Infantry and Armor reduce the number of Battle dice rolled by 2, and Artillery Battle dice are not reduced. When battling an enemy unit at the same height as your unit, there is no Battle dice reduction unless the target unit is on a different Mountain range (i.e. Mountain hexes are not connected). An ordered Artillery unit in position on a Mountain hex may target any enemy target unit 7 or fewer hexes away. It combats at 3, 3, 2, 2, 1, 1, and 1.

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

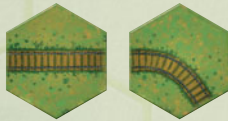
## Roads & Railways

Roads and railways played a key role during WWII. Controlling them meant being able to quickly move troops, equipment and supplies to the front line. Roads were also used by tanks and infantry to push their assaults deep into enemy territory.

### Railroad Tracks



◆ **Movement:** No movement restrictions for Infantry. Armor and Artillery must stop when moving onto a Railroad Track hex.



◆ **Battle:** No combat restrictions. Armor may Take Ground after a successful Close Assault Combat and battle again, just as normal.

◆ **Line of Sight:** A Railroad Track hex does not block line of sight.

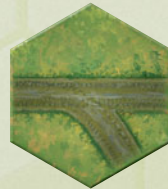
### Railroad Station



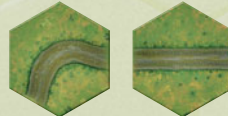
Same effect as a Towns and Villages hex (M44 p. 14).

Also, see the Supply Train rules on p.13.

### Roads



◆ **Movement:** An ordered unit that starts on a Road hex, moves along the road and ends its move on a Road hex may move 1 additional hex this turn on the road.



◆ **Battle:** No combat restrictions.

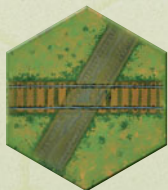
◆ **Line of Sight:** A Road does not block line of sight.

**Examples:** Infantry may move 2 hexes on a road and still battle and 3 hexes with movement bonus and not battle. On an Infantry Assault card, infantry may move 3 hexes on a road and still battle, or 4 hexes and not battle.

Armor may move 4 hexes on a road and still battle.

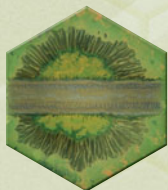
Artillery may move 2 hexes on a road and not battle. On a Bombard card it may move 4 hexes on a road.

## Road crossing a Railroad



This plays the same as a standard Road.

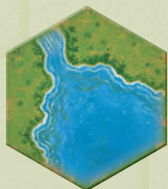
## Road over a Hill



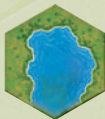
This plays the same as a standard Road, but it blocks the Line of Sight.

## Rivers & Waterways

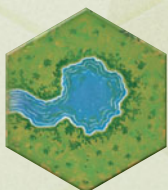
### Lake



- ◆ **Movement:** A Lake hex is impassable terrain.
- ◆ **Line of Sight:** One Lake hex does not block line of sight. Line of sight is blocked when sighting across two or more adjacent Lake hexes.



## River Headwater & River Forks



Same effect as a River hex (M44 p.15).



## II. NEW MARKERS

### New Medals



#### British Medal: The Victoria Cross

Awarded for gallantry in the face of the enemy, the Victoria Cross is the highest and most prestigious award for British and Commonwealth forces. Since its creation in 1856, the Victoria Cross was awarded 1,355 times. It has been awarded only 12 times since the end of WWII.



#### Italian Medal for Military Valor

The "Al Valore Militare" Medal was created in 1833 and was awarded for bravery. The original design had Savoy arms (a cross and a crown), but it was changed during WWII, showing a Roman sword with branches of laurel and oak, and the word 'ITALIA' on the sword hilt. After the war, the medal was changed again, showing a 5-pointed star.

## Minefields



The scenario briefing notes indicate which side will lay Minefields out.



Minefields are set up on the board at the same time as terrain hexes. Before placing any Minefield, set all Minefield pieces with their picture of the land mine face up. Mix the pieces. Now place one Minefield piece, selected at random, face up (numbered side hidden) on each Minefield hex indicated by the scenario. Return any unused Minefield pieces to the box, their numerical face still hidden from the players' view.

When entering a Minefield, a unit must stop and may not move any further on that turn.

If the unit entering the Minefield is an enemy unit, turn the Minefield piece over to reveal its strength number. If the Minefield is a decoy ("0" strength), remove it from the board. Otherwise, roll a number of Battle dice equal to the Minefield's strength. Score 1 hit for each die matching the unit's symbol or a grenade. Ignore all other symbols, retreat flag included. After any explosion, the Minefield remains in effect, its strength face up and visible to both players.

If the unit entering the Minefield is a friendly unit (ie a unit that belongs to the player who laid the Minefield down), the unit must still stop, but will ignore the Minefield, never revealing it, if hidden, nor rolling dice.

*Note: In accordance with the general rules of retreat, a Minefield has no effect on retreat moves. Therefore, a retreating unit may move through a Minefield without stopping. Retreating units that move onto or through a Minefield do not roll for hits.*

## Cross-hairs / Targeting Markers



Targeting Markers, distinguished by their cross-hair icons, are used in conjunction with Big Gun batteries to designate enemy units which the batteries have zeroed in on (see new Big Gun rules, in the New Badges section, on page 13).

## Battle Star Tokens



Battle Star tokens are generic tokens used to denote special effects, unique events, actions or triggers associated with a given terrain hex or unit for the duration of a scenario.

### Standard Battle Star effects

While Battle Star tokens open the door to a whole world of scenario-specific ideas, here is a short list of some of the most frequently used effects.

Remember that the rules these tokens introduce are not definitive, permanent rules, but rather scenario-specific additions, outlined in the Special Rules section of each scenario. Some additional, frequently used Battle Star effects, associated with specific terrain pieces, are listed in the Landmark section of this rulebook.

### Sabotage



This rule may be used to blow-up a fuel depot, a factory complex, a radar station or any other strategic objective.

To destroy the objective, the unit must be on the corresponding hex and roll its Close Assault combat dice. If a Star is rolled, the objective is hit and destroyed. Take the Battle Star as a Victory medal, and remove the destroyed terrain hex from the map. For another example of a potential Sabotage rule, check out the Blowing up a dam entry in the Landmarks section of this booklet.





## Blowing up a bridge



The following two options describe different possible ways to handle the potential destruction of a bridge in a given scenario.

**Option 1** – To blow up a road or railroad bridge, a player must, on his turn, play a Section card corresponding to the flank in which the bridge lays (if the bridge is across two distinct sections, the player may then play a Section card from either of the two sections). Upon playing the card, the bridge is destroyed and removed from the board. This action takes up the player's entire turn, and the player **does not** draw a new command card at the end of his turn. Instead, his hand of command cards is now reduced by one less card for the rest of the game.

**Option 2** – Same as above, but instead of triggering an automatic destruction of the bridge, the play of the Section card gives the player the opportunity to roll two Battle dice. If a star is rolled, the bridge is destroyed and removed, otherwise it survives the attack. Unlike in option 1, the attacking player does get to replenish his hand by drawing a Command card as normal at the end of his turn, regardless of whether the attack against the bridge succeeds or not.

## Collapsible Rafts & Boats



In the Nijmegen Bridges scenario included in this expansion, Battle Star tokens are used to represent boats.

The three Allied infantry units on the left flank have collapsible flat-bottom boats. Place a Battle Star token in the same hex as each of these units, to distinguish them from the other units.

Units with boats may enter a river hex. A unit that enters a river hex must stop and may move no further on that turn. When on a river hex, reduce the number of battle dice the unit rolls by 1. A flag rolled against a unit in a boat on a river hex causes a loss of one figure instead of a retreat. Once the unit crosses the river, remove the unit's Battle Star token; the unit has abandoned its boat, and may now no longer move onto a river hex.

## Calling in Air Strikes (Hill 317 rule)



This is another scenario-specific rule, first introduced in Operation Lüttich: Attack on Hill 317. For as long as a unit occupies a specific terrain hex, the occupying player may play any Recon card from his hand as if it was an Air Power card. This rule can be used with a hill, a church, a lighthouse, etc., or any other landmark offering an attractive observation post.

## Forward Spotting Artillery



This is a variation of the Calling in Air Strikes rule, applied to Artillery: For as long as a unit occupies a specific terrain hex, Big Guns rules are in effect for all Artillery units (see the Big Gun rules in the Badges section of this rulebook).

## Capturing Equipment



A Battle Star token may be used to identify a radar station's new equipment, or any other valuable piece of equipment the enemy might want to capture. Place the Battle Star token on the precious cargo. An Infantry unit must stop on that hex to pick it up. From then on, the piece of equipment represented by the Battle Star moves with the unit. If the unit is destroyed, the equipment remains on the ground, waiting to be picked up by another unit using the same rule.

## Freeing Prisoners



Using the same rule as capturing equipment above, a Battle Star can be used to represent an important prisoner waiting to be freed. The only difference is that the prisoner is killed if the unit freeing him up is destroyed.

This prisoner would be located in a fortress or a prison camp.

## Heroic Leader



A Battle Star token may represent a heroic leader. When in command of an infantry unit, this leader lets the unit ignore one flag and inspires his men, giving them an additional one Battle die when in combat. If the unit is eliminated, roll two Battle Dice. If a star is rolled, the Heroic Leader is lost, giving one Victory medal to his opponent. If he survives, move his Battle Star to the nearest friendly unit.

## III. LANDMARKS

The Terrain Pack Expansion introduces a new category of terrain hexes featuring a variety of iconic buildings and emblematic constructions, referred to as landmarks. Sometimes these landmarks will be purely symbolic, simply adding flavor to a scenario. But often, they can play a key role in the scenario: an objective that must be destroyed; an objective that must be reached or entered to trigger a specific event or action; etc...

A Landmark's effects may vary from scenario to scenario on a case-by-case basis, as described in its Special Rules or Conditions of Victory section.

### Dams



- ◆ **Movement:** Impassable to Armor and Artillery. No movement restrictions for Infantry.
- ◆ **Battle:** No combat restrictions. A unit on a Dam hex may ignore the first flag rolled against it. See specific scenario rules to determine how to sabotage a Dam.
- ◆ **Line of Sight:** A Dam blocks line of sight.

## Sabotaging a Dam



In the Schwammenauel Dam scenario included in this expansion, Battle Star tokens are used to indicate German sabotage efforts.

The Axis player may attempt to sabotage the Schwammenauel and Urft dams, when he has units on both or either dam hex. After playing a Command Card and before any units are ordered, he rolls two battle dice. For each star rolled, one Battle Star token is placed on a dam. If two stars are rolled and only one dam is occupied, only one Battle Star is placed on the occupied dam. When a fourth Battle Star token is placed on the dam, it is considered successfully sabotaged: remove the tokens from the dam hex and place four Axis medals onto the German medal track! But beware: If an Allied unit captures the dam hex at any point before the Axis Battle Star token count reaches four, the tokens are removed and the sabotage process must start over.

### Airfield



- ◆ **Movement:** No movement restrictions.
- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** Airfield does not block line of sight.



If indicated in the Special Rules of the scenario, a player may land reinforcements on an airfield hex when there are no enemy units on any of the airfield hexes. When a Direct from HQ command card is played, for one order, one infantry unit is placed on an airfield hex. The unit may not move or battle the turn it lands. Also see the optional Sabotage rules in the Battle Star Tokens section.

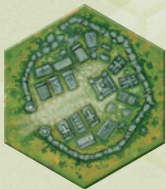


## Barracks



Same effect as a Town and Village hex (M44 p.14).

## Cemetery



- ◆ **Movement:** No movement restrictions.
- ◆ **Battle:** No combat restrictions. A unit on a Cemetery hex may ignore the first flag rolled against it.
- ◆ **Line of Sight:** A Cemetery does not block line of sight.

## Church



Same effect as a Town and Village hex (M44 p.14).  
In addition, a unit on a Church hex may ignore the first flag rolled against it.  
Also see the Targeting optional rules in the Battle Star Tokens section.

We recommend that players revisit the Sainte-Mère-Église scenario, with a church terrain tile placed in the town with the Axis infantry unit. The town now becomes a much stronger position on the Axis side.

## Factory Complex



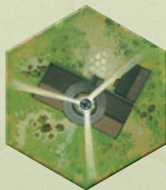
See specific scenario rules for Factory Complex. By default, it has the same effect as a Town and Village hex (M44 p. 14). Also see the optional Sabotage rules in the Battle Star Tokens section.

## Fortress



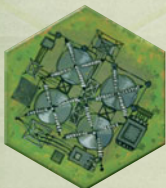
Same effect as a Bunker (M44 p.16).  
In addition, either side may claim it as a defensive position. Units on a Fortress hex may ignore all flags rolled against the unit. Also see the optional Freeing Prisoners rules in the Battle Star Tokens section.

## Lighthouse



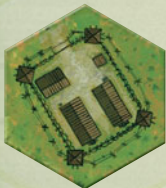
Same effect as a Town and Village hex (M44 p.14). Also see the optional Calling in Airstrikes and Forward Spotting Artillery rules in the Battle Star Tokens section.

## Power Plant



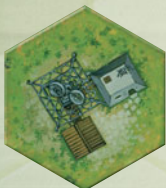
See specific scenario rules for Power Plants. Also see the optional Sabotage rules in the Battle Star Tokens section.

## Prison Camp



See specific scenario rules for Prison Camp. Also see the optional Freeing Prisoners rules in the Battle Star Tokens section.

## Radar Station



◆ **Movement:** A unit that moves onto a Radar Station hex must stop and may move no further on that turn.

◆ **Battle:** A unit may battle the turn it moves onto a Radar Station hex.

When battling an enemy unit that is on a Radar Station hex, infantry and armor reduce the number of Battle dice rolled by 1 and Artillery Battle dice are not reduced. A unit on a

Radar Station hex may ignore the first flag rolled against it.

◆ **Line of Sight:** A Radar Station blocks line of sight.



If a Battle Star is present on the hex, the player occupying the Radar Station benefits from the following feature: if his opponent desires to play an Air Power card against the owner of the Radar station, he must do so by declaring his intention in advance, one turn ahead, and displaying his Air Power card face up on the table. On his next turn, his opponent must then play his Air Power card.

## Supply Depot



◆ **Movement:** No movement restrictions.

◆ **Battle:** No combat restrictions.

◆ **Line of Sight:** A Supply Depot blocks line of sight.



When indicated in the scenario, destroying an enemy Supply Depot reduces the movement of all enemy armored units by one hex.

## IV. NEW OBSTACLES AND TOKENS

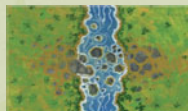
### Field Bunkers



Same effect as a Bunker (M4.4 p.16).

In addition, either side may claim it as a defensive position.

### River Ford



◆ **Movement:** A unit may enter a River hex when the hex has a Ford. A unit that enters a hex with a Ford must stop and may move no further on that turn.

◆ **Battle:** A unit on a Ford hex reduces the number of Battle dice it rolls by 1.

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

## Pontoon Bridge



Pontoon Bridges may be used only in scenarios mentioning them, in the conditions described by the scenarios Special Rules section.



To construct a Pontoon Bridge over a river, play an Attack command card, and instead of ordering 3 units in the section, place a Pontoon Bridge on any river hex in the section.

- ◆ **Movement:** A unit may enter a River hex when the hex has a Pontoon Bridge with no movement restrictions.
- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** A Pontoon Bridge does not block line of sight.

## Railroad Bridge



◆ **Movement:** A unit may enter a River hex when the hex has a railroad bridge. No Infantry movement restrictions. An Armor unit must stop when it moves onto a Railroad Bridge hex.

- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** A Railroad Bridge does not block line of sight.

## Road Blocks



◆ **Movement:** Only an Infantry unit may enter a Roadblock hex. An Infantry unit that enters a hex with a Roadblock must stop and may move no further on that turn.

- ◆ **Battle:** A unit on a Roadblock is protected on all sides. A roadblock reduces the number of Battle dice rolled by 1 when attacked by Infantry or Armor. Artillery battle dice are not reduced. A unit on a Roadblock hex may ignore the first flag rolled against it.
- ◆ **Line of Sight:** A Roadblock does not block line of sight.

## Trains - Locomotive and Wagon



Refer to the scenario Special Rules to use these tokens. Trains may be used to carry reinforcement troops (Supply Trains) or artillery guns (Armored Trains). Trains may also turn out to be mission objectives.



A train may move forward or backward by 1, 2 or 3 hexes along the railroad tracks, but it may not move when the tracks are blocked. You order it like any other unit, by playing a Command Card. If the train is across two sections, it may be ordered in either section.

An enemy unit may target a train. One hit is scored for each Grenade rolled on the train. Place a Battle Star token on the locomotive for each hit on the train. On the second hit, place a second Battle Star. On the third hit, place a third Battle Star and remove the wagon. On the fourth hit, the locomotive is removed. When both sections of the train are removed, place the locomotive on an empty Victory Medal space.

A train may ignore the first flag rolled against it. When it retreats, it moves back (opposite way the locomotive is facing) one hex along the tracks for each Flag rolled against it. If it cannot retreat, place one Battle Star on the locomotive for each hex it cannot retreat.

## Supply Train - Reinforcements



A locomotive and wagon may carry infantry or armor reinforcement troops. The units that are being carried are indicated in the scenario. Carried units may not battle. When the locomotive arrives at the station, the units riding on the supply train are placed on the hexes adjacent to the locomotive and wagon. Units may not move or battle the turn they arrive at the station.

## Armored Train

An armored train contains an artillery figure on its wagon piece. It may move up to 3 hexes and still battle. Apply the artillery range and firepower regular rules. Use the other train rules above for movement and counting damages (four grenades to destroy the train).

# V. NEW BADGES

## Big Guns



Big Guns are long-range batteries that turn out to be devastatingly effective over tremendous distances once properly zeroed in on a target.



When a scenario indicates a Big Gun battery, place a Big Gun badge and three cross-hair markers on the corresponding hex, along with the Artillery unit.

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



When a Big Gun scores a hit on an enemy target unit and the unit is not eliminated or retreats, 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). Cross-hair markers are not cumulative.

The cross-hair marker stays on the hex until the unit moves or is eliminated. When the unit moves from the hex, the cross-hair marker is placed back on the hex with the Big Guns.

## Combat Engineers



Combat Engineer units were used throughout WWII to increase the combat effectiveness of the Corps. They provided mobility, counter-mobility, survivability, topographic and engineering support.

An Engineer unit moves and battles like a Standard unit. However:

- ◆ In Close Assault Combat, an Engineer unit ignores all terrain Battle dice reductions, i.e. their enemies are not protected by their terrain.
- ◆ An Engineer unit that is on a hex with wire will reduce the number of Battle dice it rolls by 1 and may also remove the wire from the hex on the same turn.
- ◆ An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling. If the Engineer unit cannot clear the Minefield, it detonates.

## Nationality Badges



### SAS: BRITISH SPECIAL AIR SERVICE

Founded by British officer David Stirling during the British campaign in North-Africa, the SAS put small groups of highly-trained, specially-equipped commandos deep into enemy territory, using jeeps for maximum mobility. The SAS conducted devastating raids on German airfields and numerous other strategic targets.

They went on to participate in many of the boldest and most daring operations of WWII.



### 2<sup>ème</sup> DIVISION BLINDÉE

The story of the "2<sup>ème</sup> DB" is closely tied to the personality of its founder, French General Philippe de Hauteclocque, best known as Général Leclerc. After retreating from a camp following the French defeat, General Leclerc joined Allied forces in North Africa to assemble the first elements of a new French army, which would officially become the 2<sup>nd</sup> Armored Division in 1943. Following numerous victories in North Africa, the 2<sup>ème</sup> DB landed in Normandy to participate in the campaign for the liberation of France. In August 1944, in a highly symbolic and political move, the 2<sup>ème</sup> DB entered



Paris and freed it, before pushing east to Strasbourg, and then into Germany, all the way up to Berchtesgaden, Hitler's private residence.



### BRITISH SPECIAL FORCES

Apart from the famous SAS, there were many other Special Forces units in the British army. During the war years, Britain developed those highly trained units that would be put to

good use in various theater of operations and write some of the most glorious pages of WWII history.



### POLISH TROOPS

After the defeat in 1939, the Polish government in exile in France organized a new army. This army took part in the defense of France both on the ground and in the air.

Following the fall of France, many Polish troops were evacuated to Britain. During the Battle of Britain, the Polish 303 Fighter Squadron achieved the highest number of victories of all Allied squadrons. Polish troops were also involved in many famous battles, like the battle of Arrnhem during Operation Market Garden, and the fourth battle for Monte Cassino.



### YUGOSLAV PARTISANS

The Yugoslav partisans resisted against the occupation of their country by Axis forces during WWII. Their main organization was the People's Liberation Army and Partisan detachments of Yugoslavia, under the command of Yugoslav Communist Party leader Josip Broz, famously known as "Tito". The partisans fought a guerrilla war and applied communist organization in areas under their control.



### SPANISH REPUBLICANS

From 1936 to 1939, Spain experienced a bitter civil war between the Spanish Republicans and the Nationalist rebellion led by General Franco. Franco succeeded in overthrowing the Republican government and establishing a dictatorship. Among Republicans were many communist and anarchist groups, like the CNT (Anarcho-Syndicalist Trade Unions). Small contingents of volunteers from many different countries participated in the civil war, including American and British volunteers on the Republican side, and pro-Nazi military forces on the Nationalist side.



### ELITE ITALIAN ASSAULT DIVISION "DIVISIONE LITTORIO D'ASSALTO"

Formed in November 1939, it was composed of the 33rd tank regiment, the 12th Bersaglieri regiment and the 133rd artillery "Littorio" regiment. First committed to combat in the Alps, then in the Balkans, it moved to North Africa in 1941, where it replaced the 33rd Armored with the 133rd Armored. The unit fought at El Alamein, where it was almost entirely wiped out, and dissolved in November 1942.



### AUSTRALIA

The Second Australian Imperial Force (2<sup>nd</sup> AIF) was originally formed in 1939 of volunteer units of the Australian Army. The various Divisions of the AIF were involved with distinction in theatres as different as North Africa against Germany, and New Guinea and Borneo against the Japanese Empire. The 9<sup>th</sup> Division distinguished itself at the Battle of Tobruk (1941) and El Alamein (1942).



### NEW ZEALAND

The main formation of New Zealand during WWII was the 2<sup>nd</sup> Division. After their loss in Greece and Crete, they joined the 8th British Army in North Africa. They played a key role in the victorious Second Battle of El Alamein against Rommel's troops in November 1942. Later on, they participated in the Battle of Monte Cassino in Italy.



### GURKHA

Troops from the British Empire fought in every theatre during WWII. Gurkha soldiers from India fought in North Africa, the Middle East, Greece, Burma and Java. Four men of the 4th Division were awarded the Victoria Cross in Greece, and four others of the 5<sup>th</sup> Division also received the Victoria Cross in Java against the Japanese.



### CHINESE NATIONALIST FORCES

When WWII broke out, China was already in the midst of a violent conflict that began in 1927 between the Nationalist forces of Chiang Kai-shek and the Communist forces of Mao Zedong. The Japanese took advantage of this conflict to invade and occupy large parts of China. Chiang Kai-shek and Mao Zedong made a truce to fight their common enemy, with some support from the Allies. Following WWII, Mao's Communist Party would fight to victory in 1949, and found the People's Republic in China. Chiang Kai-shek and over 2 millions refugees fled to the island of Taiwan and founded the Republic of China.



### GERMAN ROSETTE

This mark is the German rosette mark, which was found on the wings of German aircraft and the sides of their tanks.



### AFRIKA KORPS

The Afrika Korps was created by the German High Command in February 1941 in Libya following the Italian defeat by the Allies in Operation Compass. Under the command of Erwin Rommel, it became a strong armored army, pushing the Allies back to their original position, with the exception of Tobruk. From 1941 to 1943, the Afrika Korps fought in many famous battles,

including the Battle of the Kasserine Pass during the Tunisia campaign in February 1943. The remains of Afrika Korps and Italian troops surrendered to the Allied forces on May 13<sup>th</sup>, 1943.



### US 101<sup>st</sup> AIRBORNE DIVISION THE "SCREAMING EAGLES"

The famous 101<sup>st</sup> Airborne Division was created in August 1942. They were the paratroopers who jumped on the night of D-Day on Normandy along with the 82<sup>nd</sup> Airborne Division. They participated in the Market Garden operation in September 1944, and were engaged in the Battle of the Bulge in December 1944, where they defended a critical road junction in Bastogne. The famous "Easy Company", of the 506<sup>th</sup> Parachute Infantry Regiment, was part of the 101<sup>st</sup> Division.



### GERMAN ENGINEERS

The "Fp" arm badge shown here was for fortification construction engineers.



### ITALIAN ENGINEERS

The history of Italian Engineers dates as far back as the early 16<sup>th</sup> century. With the introduction of gunpowder and cannon, a new design had to be found for fortresses so that they would better resist these advances in warfare technology. The result was the "trace italienne": star-shaped fortresses surrounding towns and even cities with outlying defenses. In the 1530<sup>th</sup> and 1540<sup>th</sup>, this new design spread from Italy throughout Europe, and Italian Engineers were in high demand. The concepts were refined over the centuries, and were still used during the 1914-1418 Great War.



### ROYAL ENGINEERS

Royal Engineers have played an important role in all of the conflicts where Great Britain participated. For this reason, King William IV awarded them their 'ubique' motto in 1832, to explain that they had taken part in every battle fought by the British Army. During WWII, the Royal Engineers skills were extensively used for bomb disposal, mine detection, bridge building, etc.



### US ENGINEERS

The turreted castle is the symbol of the US Army Corps of Engineers. In heraldry, this symbol was used to describe men who overcame walled fortifications. The US Army started using this symbol in 1840. It was then used on various clothing elements such as epaulettes, belt plates, caps, shoulder knots, buttons, etc. Even though the general shape would evolve, it has remained the distinctive symbol of the Corps of Engineers.

# 34 - [BATTLE OF GAZALA] KNIGHTSBRIDGE - JUNE 12, 1942

## Setup order

1



x2

2



x1

3



x2

4



x1

5



x3





## Historical Background

The Battle of Gazala was a series of clashes between Rommel and the British in the late spring of 1942 near the Libyan coast. The brilliant, but risky maneuvers by the 'Desert Fox' in late May and early June were a success, but left his armored units low on fuel and widely scattered. A major attack by British reserves might very well have delivered a decisive victory and destroyed most of Rommel's mobile units, but a failure to exploit this weakness by the British allowed him time to re-supply.

On June 12<sup>th</sup>, with reports of a gap in the German tank formations, British high command had assembled the 2<sup>nd</sup> and 4<sup>th</sup> Tank brigades for an attack. Although the British had a numerical advantage, Rommel used his superior leadership and equipment to counter-attack. He ordered a frontal attack by the 15<sup>th</sup> Panzer, while the 21<sup>st</sup> Panzer attempted an outflanking move. The British forces, after a fierce engagement around Knightsbridge, were destroyed in this climactic battle.

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 4 Command cards.

Note: For best visual effect, we recommend that you use the Desert board from Expansion Pack "Winter/Desert Board Map". Otherwise, use the regular countryside board of Memoir '44.

## Conditions of Victory

- ◆ 5 Medals.

## Special Rules

The Axis Special Forces tank units have 4 figures. Place a Special Force badge in the same hex with these units to distinguish them from the other units.

Armor movement is amended as follows:











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

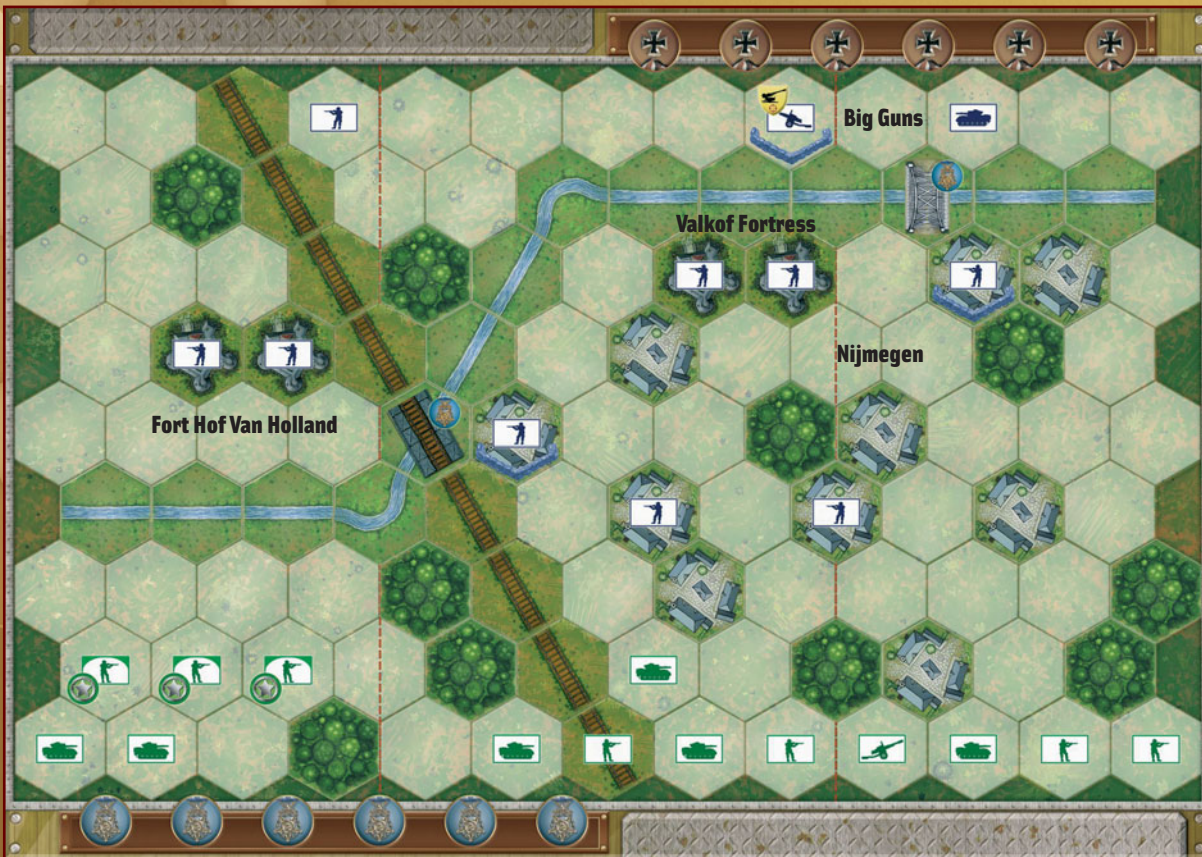
An ordered Allied armor unit may move up to 2 hexes and battle.

North Africa Desert rules are in effect (see p.3).

# 35 - [MARKET GARDEN] NIJMEGEN BRIDGES - SEPTEMBER 20, 1944

## Setup order

- 1  x4
- 2  x10
- 3  x12
- 4  x8
- 5  x10
- 6  x1
- 7  x2
- 8  x1
- 9  x2
- 10  x3
- 11  x3



## Historical Background

It was hoped that the 82<sup>nd</sup> Airborne Paratroopers would be able to take the strongly held Nijmegen bridges during the early phases of Operation Market Garden, but other priorities and drops that put most of the Paras miles from their target, thwarted any serious attempts. The bridges would have to wait for the arrival of XXX Corp.

On September 20<sup>th</sup>, XXX Corp. mounted an attack on the Nijmegen road bridge, while the 504<sup>th</sup> Parachute Infantry Regiment in assault boats hit the Fort protecting the railroad bridge and then turned east. The railroad bridge was taken intact from both ends. As British tanks advanced toward the road bridge, the retreating Germans gave the order to blow it, but in a stroke of luck for the Allies, the demolition charges did not detonate and it also was captured.

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.

### Allied Player

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

## Conditions of Victory

- ◆ 6 Medals.

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

## Special Rules

The three Allied infantry units on the left flank have collapsible flat-bottom boats. Place a Battle Star token in the same hex with these units to distinguish them from the other units. See p.8 to learn about collapsible boats.

See p.13 to learn how to play Big Guns.

# 36 - SCHWAMMENAUEL DAM - FEBRUARY 4-9, 1945

## Setup order

- 1  x15
- 2  x4
- 3  x2
- 4  x2
- 5  x3
- 6  x15
- 7  x4
- 7  x7
- 7  x2
- 10  x2
- 11  x2



## Historical Background

Before Operation 'Veritable' and 'Grenade' could begin, there was a matter of the Roer dams to consider. These dams were located in an area of steep gorges, small mountains and narrow roads. Earlier attempts to capture the dams had failed and orders to take the Schwammenauel and Urft dams seemed an impossible task for the 78<sup>th</sup> Infantry Division who had only limited battle experience. The 272<sup>nd</sup> Volksgrenadier Division was deployed in this section of the Westwall.

The 9<sup>th</sup> Infantry managed to capture the Erft Dam intact, but progress to take Schwammenauel was hindered by the rugged terrain and lack of armor support. Finally the village of Schmidt fell and soon after, Infantry from the 309<sup>th</sup> captured the dam. The German troops however had blown the discharge valves, which sent a heavy cascade of water down the River Roer for weeks.

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.

### Allied Player

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

## Conditions of Victory

- ◆ 6 Medals.

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

The Axis player may attempt to sabotage the Schwammenauel and Urft dams. See p. 9 to learn the rules of sabotaging a dam.

## Special Rules

The Allied Special Forces are Paratrooper units. Place an Allied Special Force badge in the same hex with these units to distinguish them from the other units. These units may move 1 or 2 hexes and still battle.

# 37 - [OPERATION GRENADE] ACROSS THE RIVER ROER - FEBRUARY 24, 1945

## Setup order

- 1  x4
- 2  x4
- 3  x1
- 4  x16
- 5  x13
- 6  x7
- 7  x6
- 8  x2
- 9  x3
- 10  x4
- 11  x6



## Historical Background

The 9<sup>th</sup> Army was lined up along the River Roer on the 23<sup>rd</sup> of February at the start of Operation Grenade. The river had receded enough to make a crossing possible and the Operation opened with a tremendous artillery bombardment.

The 84<sup>th</sup> Division was the most northerly of all the assault divisions. The first wave made it across a relatively narrow section of the Roer at Linnich. Once over the river the 1st Battalion did not stop to clear the German defenders but wheeled to the left. The 3<sup>rd</sup> battalion then crossed and while the 1<sup>st</sup> Battalion continued to press north, the 3<sup>rd</sup> moved against the elements of the 59<sup>th</sup> Infantry Division and the 183<sup>rd</sup> Volksgrenadier Division in their defensive positions across from Linnich.

By the end of the second day two regiments were over the Roer and occupied a bridgehead of over 3 miles.

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.

An Allied unit that captures a town or the medal on the road exit on the Axis baseline, as indicated, counts as one Victory Medal. Place an Objective Medal on each of these hexes. As long as the Allied unit remains on the hex, it continues to count toward the Allied victory. If the unit moves off or is eliminated, it no longer counts.

## Special Rules

The River Roer is a Navigable River by Allied infantry units in boats. Play the river as a Ford (see p.11)

See p.7 to learn about Minefields.

## EXPANSION #2:

# EASTERN FRONT

Discover the snowy battlefields of the Eastern Front. Includes new terrains hexes, rules and 8 scenarios.

Includes a full army with T-34 tanks, Soviet soldiers and ZIS-3 guns.



## EXPANSION #3:

# WINTER / DESERT BOARD MAP

A new double-sided Battlefield board for Memoir '44. Featuring frozen expanses on one side, desert ones on the other. Also includes a simple set of Campaign rules to link scenarios together and Blitz rules for Early War conflict.

