



# MEMOIR '44



# FAQ



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The Official FAQ was created by Jesse «rasmussen81» Rasmussen.



All answers in this document are official and were checked by Richard Borg. The answers herein may clarify or override previous statements made online or in older FAQ documents.

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# Foreword

Welcome to the Official FAQ Document for Memoir '44.

As many of you have discovered, Memoir '44 by design is not a complex game. With this in mind, our goal from the very outset was to present the rules for the core set and all expansions in a logical and concise manner. The only problem is that players sometimes have different interpretations of how to play no matter how concise the rule, and they look for clarification to be sure they are playing correctly. An official comprehensive clarification is finally here in this Frequently Asked Questions (FAQ) document for Memoir '44.

The FAQ document covers all card questions and mirrors the Official Card Compendium. The Card Compendium can be found at [www.memoir44.com](http://www.memoir44.com) and is the most up-to-date location for future questions. In addition to card questions, this document covers general Memoir '44 questions, overlord questions, and questions about specific scenarios. We encourage players to print this document and keep it in their Campaign Bag for easy reference.

A special thanks goes out to Jesse Rasmussen whose dedicated effort on this project was inspiring. Thanks Jesse!

Have fun and enjoy!

*Richard Borg*

and the Scouts of Memoir '44

When used, these icons refer to the following expansions for **MEMOIR '44**.

The numbers in front of the icons refer to page numbers in the indicated expansion rule book.





# I. GENERAL QUESTIONS



## AIR SORTIE WITH TWO DECKS

**Q.** If we are playing with two Command Card decks for Breakthrough battles, how many **Air Sortie** cards are used in a scenario like Breakthrough at Mortain?

**A.** Only use two **Air Sorties** and give both to the Allied player for that battle.

**Q.** If we're playing with two Command Decks as suggested for the Breakthrough format, how many **Air Sortie** cards should we use in games with Air Rules (or Air Rules as optional)?

**A.** The number of **Air Sortie** cards we use in any scenario is a max of two. This is a good rule of thumb.



**Q.** If we're playing with two Command Card decks but a scenario that has Air Rules as optional says to give one **Air Sortie** to each player, how many **Air Sortie** cards are used?

**A.** Use only two **Air Sorties** and give one to each player.

## BREAKTHROUGH DECK

**Q.** Does an **On the Move** card allow my chosen unit to battle, recover figures, Strafe, etc.?

**A.** No, **On the Move** only allows a unit to move; the unit can do no other actions.

**Q.** If a unit receives an **On the Move** order from a Breakthrough card, is that an ordered unit or just a 'moved' unit? That is, can the unit benefit from a Combat Card that 'ordered' units benefit from (such as Reposition)?

**A.** **On the Move** orders are exactly like every other order except that those units cannot battle. Combat Cards can be played on units that were activated with **On the Move** orders.

**Q.** Can **On the Move** orders be used for the Paratroop action?

**A.** Yes

**Q.** How many units can I activate using the new **Medics & Mechanics** card in the Breakthrough deck?

**A.** Per the rules on p. 6 in the Winter Wars booklet, the Breakthrough **Medics & Mechanics** card now allows multiple units across the battlefield to recover figures. An Infantry symbol rolled recovers one Infantry figure in any Infantry unit and an Armor symbol rolled recovers one tank figure in any Armor unit across the battlefield; a Star roll recovers a figure of your choice in any unit across the battlefield. Each unit that recovers at least one figure may be ordered.

## COPYRIGHT

**Q.** Is it OK for the authors of new scenarios created using the Memoir '44 Scenario Editor to use the product of that editor on other web sites? In most cases, this would mean saving the print version as an MS Word document or a PDF file.

**A.** Absolutely, that's fine. In as much as possible, we will try and be open regarding the game and welcome the community's contributions, regardless of where they publish those (or which tool they use to do so, for that matter). Of course, this does not mean (like I read somewhere; on BGG maybe?) that the game itself is "Open Source" or that we won't defend the game's copyrights, trademarks and other rights. But the more open we can be, the better the game will be, we believe.

» *Eric Hautemont* (CEO of Days of Wonder)

## DEALING CARDS

**Q.** Before we start the game, how should we deal the cards to each side?

**A.** As long as you deal the cards in a random order, it doesn't really matter. Richard Borg's group deals the cards by dealing out a number of card piles (four, maybe five) equal to the max number of cards either player should have. Each player then selects a pile starting with the player who moves first in the scenario. If there are too many cards in the pile compared to the number listed for that player in the scenario, discard random cards to get down to the proper number, before looking at the cards. Place the unselected card piles back in the deck and shuffle the deck before starting play.





## DESERT TERRAIN

**Q.** Is Desert terrain different from Beach, even though they look similar?

**A.** Yes. Desert should be played like countryside open terrain. *Note:* On a winter board, snow hexes should be played like countryside open terrain.

## DICE QUESTIONS

**Q.** What happens if there are dice conflicts?

**A.** In case of conflicts between the rules of the attacker and the defender in the interpretation of a Star result on the attacker's dice, it is the attacker's interpretation that prevails.

### Examples:

- » A Sniper attacking another Sniper hits on a Grenade or a Star (overriding the defending Sniper rule that states he's only hit on a Grenade).
- » An air attack on a Sniper hits on a Grenade or a Star for the same reasons as above.
- » An air attack on a Plane that is on the ground is hit on a Grenade, a Star, or a Flag (overriding the rule that states that a Plane on the ground is only hit on a Grenade; remember that a Plane on the ground can't retreat so a Flag becomes a hit).

**Q.** If a player wants to roll less Battle dice than he is allowed to, for strategic reasons, could he?

**A.** No. Players must roll the full number of Battle dice based on the attacking unit's range and any combat modifiers in effect.

## ENDING THE GAME

**Q.** When is the game officially over?

**A.** Battles are over the instant one side captures the required number of medals as established in the Conditions of Victory section of the scenario. Players do not get to finish their turn; they cannot do Armor Overrun or Take Ground. *Note:* Campaign Book Volume 2 introduces Position Control rules for campaigns battles, where players may choose to capture an objective hex instead of taking the eliminated unit as a medal. This rule is found on page 12 of *CB #2*.

**Q.** If you capture a multi-point objective at the end of the game, is it possible to get more than the needed medal count?

**A.** No. In a scenario where a set number of medals is listed as the Conditions of Victory, the game will end when the Conditions of Victory number is achieved. Sorry, there is no gravy!

**Q.** If a scenario can't be won until I capture a specific objective, can I increase my final medal count by destroying other units before I capture the objective?

**A.** No. Like the answer about the multi-point objective, you cannot pad your score. For score-keeping purposes you will only receive the number of medals outlined in the conditions of victory section if you win.

## LINE OF SIGHT

**Q.** Is there Line of Sight off the side of the board through the half hexes?

**A.** No.



## NIGHT VISIBILITY CHART

**Q.** The text at level six of the Night Visibility Chart is at odds with the graphic and other text at the bottom of the card which states "All units are subject to this limitation on their firing range". It would be much clearer if level six simply stated "Visibility Unlimited" in big letters, and dispensed with the hex graphic.

**A.** Good point. At level six, visibility is indeed unlimited.

## RETREATING

**Q.** My opponent has rolled two Flags against my unit in Close Assault. May I choose a retreat path that limits my retreat to one hex and then just lose a figure so I can be closer for a counterattack on my next turn?

**A.** No. You have to retreat as far as you possibly could (in other words, evaluate all the Flags rolled at once, and pick any of the retreat paths that give you the MOST retreat hexes). Basically you may not "choose" to lose a figure if there is a clear path of retreat available to you that will fulfill all the Flags your opponent has tossed.



**Q.** If Exit rules are in effect and my opponent forces me to retreat while my unit is on an Exit hex, may I retreat off the board and get a medal?

**A.** No, the intent has always been that units must be ordered and then move off the battlefield via an Exit hex. You may not retreat off the board and gain an Exit medal.

**Q.** Is it possible to score a medal by retreating?

**A.** Yes, if your opponent forces your unit to retreat and you retreat onto an objective medal hex, it is possible to capture that medal during your retreat. *Note:* Units that retreat onto a Frozen River could score a medal if a hit is rolled.

**Q.** If I roll a Flag against a Tiger tank and it is unable to retreat, is it destroyed?

**A.** If a Tiger tank is forced to retreat, like any other unit that cannot retreat, one hit is scored for each retreat hex it cannot complete. However, these hits must be re-rolled and only a Grenade counts as a hit on the re-roll.

**Q.** If a Unit with a Heroic Leader is behind Sandbags, may that unit ignore two Flags thrown against it in a single battle?

**A.** Yes, this unit could ignore the 1st Flag because of the Sandbag (Terrain Protection) and the 2nd Flag because of Heroic Leader (Special Unit Protection). This same effect would also apply to Italian Artillery Units and Imperial Japanese units. However, if attacked by a **Barrage** or **Airpower** card, the unit would not be able to ignore any Flag because those cards always overpower the protections.

**Q.** Can a unit retreat onto a Fordable River hex, and if a unit is already in a Fordable River, can it retreat out of the hex?

**A.** Yes, a unit can retreat into and out of a Fordable River hex.

## TAKE GROUND

**Q.** Can a unit Take Ground beyond its normal movement capacity (i.e. Infantry Special Forces unit moves two, Close Assault, destroys enemy unit, Takes Ground; making a move of three hexes)?

**A.** Yes. Special movements like Take Ground and Armor Overrun take place during Step 4 - Battle, and are in addition to the unit's normal movement.

**Q.** Can an Armor unit move three hexes, Close Assault, destroy the enemy unit and Armor Overrun, force a retreat of a different unit in Close Assault and move another hex, but not battle, for a total of five hexes moved in one turn?

**A.** Yes, but the battle and movement restrictions for any terrain hexes entered will still apply.

**Q.** Can an Armor unit move two hexes on the Beach, have a successful Close Assault and Armor Overrun, to move three hexes?

**A.** Yes, an Armor unit could do that. Look in the book or on the summary card for Beaches: "Battle: No combat restrictions. A unit may still Take Ground after a successful Close Assault Combat." The second sentence here shows that Armor could move two hexes on a Beach and Take Ground for one extra hex of movement.

**Q.** Can an Armor unit on an open terrain hex that has Close Assaulted an enemy unit on a Steep Hill Take Ground and Armor Overrun if that enemy unit is eliminated or retreats (even though movement up a Steep Hill is a two-hex move)?

**A.** Yes. Taking Ground up a Steep Hill is possible. An Armor unit may Take Ground and then do an Armor Overrun attack.

**Q.** May an Armor unit after a successful Close Assault on an enemy in a Forest, Town or Hedgerow perform an Armor Overrun by Taking Ground and attacking again, or does the terrain battle restriction prevent that?

**A.** An Armor unit could Take Ground into these terrain hexes, but the terrain would prevent it from battling. Any terrain that does not allow battling the same turn it is entered would play the same. *Note:* Hedgerows can only be entered with Take Ground or Armor Overrun if the unit started the turn adjacent to the Hedgerow hex.

**Q.** May an Armor unit after a successful Close Assault on an enemy in Wire perform an Armor Overrun by Taking Ground and attacking again?

**A.** Yes. An Armor unit that makes a successful Close Assault on an enemy unit on a Wire hex may Armor Overrun and battle.





The Wire is removed. If the Overrun is successful, the Armor may not Take Ground because Wire states that units may not move further that turn, which includes Taking Ground.

**Q.** May an Armor unit after a successful Close Assault on an enemy in a Bunker perform an Armor Overrun by Taking Ground and attacking again, or does the terrain battle restriction prevent that?

**A.** An Armor unit that makes a successful Close Assault on a unit in a Bunker hex may not Take Ground because Armor cannot enter a Bunker hex, which means the Armor cannot battle since it didn't Take Ground. *Note:* As stated in the *Equipment Pack rules*, page 4, Petard Mortar units may be an exception because they can destroy Bunkers.

**Q.** If an Infantry unit moves onto Wire (which stops movement) and makes a successful Close Assault, can the Infantry unit Take Ground?

**A.** No. An Infantry unit that enters a hex with Wire must stop and may move no further on that turn. It may not Take Ground after a successful Close Assault when it enters Wire. *Note:* Armor cannot Take Ground or Armor Overrun, either.

**Q.** Under North Africa rules, if an Armor unit destroys an enemy unit in a Town or Palm Forest, can it Take Ground into that hex and then come out to do a Desert Overrun attack? Or must it stop moving after it Takes Ground?

**A.** The Palm Forest hex has the same terrain effect as a Forest; therefore a unit that enters a Palm Forest hex must stop and may move no further on that turn. Also, note that a unit may not battle the turn it moves onto a Palm Forest (or Forest) hex. The Desert Town & Village hex has the same terrain effect as Towns & Villages from the base game; therefore a unit that enters a Town hex must stop and may move no further on that turn. As with all Town hexes, a unit may not battle the turn it moves onto the hex.

## TEMPORARY MEDALS

**Q.** The rules say that a temporary majority objective requires a player to have units in an absolute majority of the specified hexes. Does that mean at least half of the specified hexes, or simply more hexes than your opponent?

**A.** The medal is TEMPORARY in that you can gain and lose it during play and to have a MAJORITY means to simply occupy one more objective hex than your opponent. Sorry for any confusion caused by the "absolute majority" wording.

## UNUSABLE CARDS SITUATION

**Q.** When a player cannot play any of his Command Cards (because he does not have any units in the appropriate section), does he discard a card and order no units this turn?

**A.** Yes. You may play a section card for a section where you do not have any units. No units are ordered, and you will not do anything but discard and draw another card.



## VEHICLES

**Q:** Which units are considered Vehicles in Memoir '44?

**A:** Vehicles are Armor units (including Hobart's Funnies, Tigers, and Tank Destroyers), Patrol Cars, Command Cars, Half-Tracks, and Supply Trucks. **The following are not considered Vehicles:** Artillery (including Mobile Artillery), Trains, Landing Craft, Aircraft Carriers, Destroyers, Airplanes, and Cavalry.

## WINTER WARS

**Q.** In playing Winter Wars scenarios with Reduced Visibility rules, do Tank Destroyers still get hit with Stars by non-Infantry units firing from a distance?

**A.** Yes, a Tank Destroyer unit follows the standard rules for scoring hits against it when playing Winter Wars scenarios with Reduced Visibility rules.

**Q.** Before playing Memoir '44, did you know very much about World War II history?

**A.** No. I have to admit that I knew less than the average person about World War II. I had visited Normandy, France while I was in college and studied the war briefly in high school, but I knew very little about that period in history. My brother-in-law, Andrew, introduced me to Memoir '44 in the summer of 2007 and I was fascinated when he said all of the battles are based on real events! When I bought the game for myself in July 2007, I also got several books from the library about the Western Front. I've been reading and learning ever since! Memoir '44 awoke a love of history in me that I never knew existed.

» *Jesse Rasmussen* <Memoir '44 Player - United States>



# II. TERRAIN



## BEACHES



1

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- ✪ Maximum movement onto beaches is 2 hexes.
- ✪ No combat restrictions
- ✪ Taking Ground and Armor Overrun remain possible
- ✪ Do not block line of sight

**Q.** When an Armor unit moves two hexes along clear terrain, may it enter a Beach hex as its third hex of movement?

**A.** No. A unit that moves onto a Beach hex during any part of its movement phase (it does not matter if it's the first or second hex) may only move two hexes for its total movement this turn. The unit, however, may Take Ground or Armor Overrun and gain an additional hex of movement that way.

### Examples:

- » An Armor unit moves ashore from the Ocean. The first hex is a Beach. The Armor can only move one more hex because it is limited to two hexes total.
- » An Armor unit moves from one Beach hex to another. The next hex is open ground, but the unit must stop after entering the open ground because it moved onto a Beach hex first and is limited to two hexes.
- » An Armor unit moves across one open hex then onto a Beach hex. It must stop when it enters the Beach hex because the two hex limit applies when the unit enters the Beach hex.

**Q.** Can a unit move (not retreat) from a Beach hex back onto an Ocean hex?

**A.** Yes. Although it seems strange, units can move from a Beach hex onto an Ocean hex or from one Ocean hex to another.

**Q.** Is Desert terrain different than Beaches, even though they look similar?

**A.** Yes. Desert terrain is played just like open countryside terrain.

## BUNKERS



2

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- ✪ Infantry may move in and battle
- ✪ Bunkers have 360° arc of fire
- ✪ Impassable by Armor & Artillery
- ✪ Block line of sight
- ✪ Original owner's units may ignore 1 flag
- ✪ Artillery in bunker may not retreat, must take loss instead

**Q.** When the Special Rules say that "only the Axis can claim Bunkers as a defensive position", does that mean that Bunkers are impassable to Allies?

**A.** No. Allied Infantry units can move onto the Bunker hex, but they will not benefit from any terrain protection; it is like Allied Infantry are on an open countryside hex.

**Q.** If a Bunker is sitting on a Hill, do the terrain modifiers stack? Meaning that tanks are at -3 and Infantry -2 to shoot into the hex?

**A.** No. Battle dice terrain reductions in the same hex are not cumulative. The highest modifier is the only one that applies (so the Bunker on a Hill offers the same defense as the Bunker on a countryside hex).

**Q.** Bunkers state that units may ignore the first Flag, but the **Barrage** and **Air Power** cards state that Flags may not be ignored. When attacking a unit in a Bunker with one of these cards and a Flag is rolled does the unit in a Bunker have to retreat?

**A.** Yes. Flags rolled against the unit in a Bunker from a **Barrage** and **Air Power** attack may not be ignored.

**Q.** For Artillery in Bunkers, Flags are treated as a hit. Does Artillery in a Bunker still ignore the first Flag?

**A.** Yes. Basically an Artillery unit in a Bunker may not retreat. Therefore it must lose one figure for each retreat Flag that cannot be completed. But like all other units in a Bunker hex, it may ignore the first Flag rolled against it. In other words, it takes two Flags to force it to retreat and take one hit, and three Flags for two hits.





**Q.** Does moving onto a Bunker stop movement for an Infantry unit?

**A.** No, Infantry movement is not limited, but the presence of a Bunker makes a hex impassable to Tanks and Artillery.

**Q.** Does moving onto a Bunker let a standard Infantry unit battle even if they moved twice to get there?

**A.** No. Certain cards will allow standard Infantry units to move two hexes and attack, but Bunkers themselves do not create that ability.

## FORESTS



3



- ✳ Unit moving in must stop and may move no further on that turn
- ✳ Unit moving in cannot battle
- ✳ Block line of sight

**Q.** My unit is located on a Forest hex, and is attacking an adjacent unit which is also on a Forest hex. Does the Forest protect the target unit or, like Hills, is there no protection because both units are on Forest hexes?

**A.** Each Forest hex is considered separate, so the protection and terrain effects always apply.

## HEDGEROWS



4



- ✳ Unit moving in must stop and may move no further on that turn
- ✳ Block line of sight
- ✳ Unit moving in cannot battle that turn
- ✳ To enter or take ground, unit must start its move from adjacent hex
- ✳ When exiting, unit must stop on adjacent hex, may still Take Ground

**Q.** Can a unit retreat onto a Hedgerow hex even if they didn't start the turn adjacent to the hex (e.g. they get two retreat Flags against them and would end their turn in a Hedgerow)?

**A.** Yes. Retreating allows you to ignore normal terrain movement restrictions. *Note:* Impassable terrain is still impassable to retreating units.

**Q.** If a unit moves one hex out of a Hedgerow and makes a successful Close Assault, can the unit Take Ground or Armor Overrun?

**A.** Yes.

**Q.** May a unit start adjacent to Hedgerow hex, move to another hex adjacent to the Hedgerow, attack an enemy unit on a Hedgerow hex and then Take Ground into the Hedgerow hex?

**A.** No, Hedgerows slow troops down. If a unit wants to move onto the Hedgerow hex, the unit cannot move on the same turn it enters a Hedgerow hex.

## HEDGEHOGS



5



- ✳ Infantry may move in or through, and battle
- ✳ Do not block line of sight
- ✳ Impassable by Armor & Artillery
- ✳ No combat restrictions
- ✳ Infantry in hedgehogs may ignore 1 flag

**Q.** Do Hedgehogs block Landing Craft from moving onto the hex?

**A.** Yes.



## HILLS



6



- ✦ No movement restrictions
- ✦ Block line of sight (except from adjacent contiguous hills at same height)

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**Q.** Is there a die reduction when a unit is attacking from one Hill hex to another Hill hex?

**A.** No. There is only a reduction for attacking from a lower elevation.

**Q.** Can an Infantry or Armor unit on a Hill hex see over a terrain hex that blocks Line of Sight?

**A.** No. Terrain (Towns, Forests, Hedgerows, Bunkers, etc) and units, both friendly and enemy, still block Line of Sight.

**Q.** Can an Infantry or Armor unit on a Hill hex see over a terrain hex that blocks Line of Sight if the target unit is also on a Hill hex?

**A.** No. Also note that when there is a group of Hill hexes together, an enemy unit on ground level, or on a nearby but separate Hill, will only have Line of Sight to the front Hill hexes (the first rank). The same is true in reverse; a unit cannot see over a Hill to an enemy at ground level or on a nearby but separate Hill. The plateau explanation in the rules is there because Hills (along with Mountains and Ergs & Ridges) don't block Line of Sight when they are in a contiguous group with terrain of the same elevation.

**Note:** Look for the scenario Hills (Examples of Line of Sight) in the Official Scenarios section online for a visual explanation, or go to the following link: <http://www.daysofwonder.com/memoir44/en/editor/view/?id=1096>

## OCEANS



7



- ✦ Maximum movement in ocean is 1 hex
- ✦ Unit cannot battle when in ocean
- ✦ Unit cannot retreat onto ocean
- ✦ Do not block line of sight

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**Q.** How many Ocean hexes are there on the Beach side of the board?

**A.** There are two Ocean hexes. The row that has some sand on it acts as Ocean for the purpose of terrain. If a unit is on any of the first three hexes and is forced to retreat, it must lose a figure because it cannot retreat into Ocean hexes.

**Q.** What is a Shore hex?

**A.** For reference, an Ocean hex adjacent to a Beach hex is considered a Shore hex. A Shore hex contains both Ocean and Beach, and the movement and battle details can be found on the **Terrain 7 - Ocean** summary card.

**Q.** Does a unit have to move from an Ocean hex to a Beach hex?

**A.** No. A unit can move from an Ocean hex to any terrain hex, as long as the hex is not impassable for the unit.

**Q.** Can a unit move (not retreat) from a Beach hex back onto an Ocean hex?

**A.** Yes. Although it seems strange, units can move from a Beach hex onto an Ocean hex or from one Ocean hex to another, though movement is still restricted to one hex in the Ocean.

**Q.** How do you play the Coastline Hexes that are found in the Mediterranean scenarios, since they are not listed in the Card Compendium and don't have their own summary card?

**A.** Essentially, Coastline hexes are treated exactly the same as Ocean hexes. A Coastline hex contains both water and Beach, with movement and battle details on **Terrain 7 - Ocean** summary card.

## RIVERS & WATERWAYS



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6



## BRIDGES



9

15 M4A 11 AIR



- ✦ No movement restrictions, unless the bridge is destroyed
- ✦ No combat restrictions
- ✦ Do not block line of sight, unless stated otherwise in Special Rules

**Q.** Does a Bridge block Line of Sight?

**A.** No, unless stated otherwise in a scenario's Special Rules.

**Q.** Do you have to be adjacent to the Bridge to blow it?

**A.** No. Blowing up a Bridge is a card play that does not require a unit to be adjacent to the Bridge unless stated otherwise in the Special Rules. *Note:* The rules for blowing up a Bridge are not permanent rules, but rather scenario-specific additions, outlined in the Special Rules section of each scenario.

**Q.** Does the orientation of the Bridge matter, or can a unit move onto the Bridge from any adjacent non-waterway hex?

**A.** A unit may move onto a Bridge from any adjacent non-waterway hex.

**Q.** Can I move from a River hex onto a Bridge?

**A.** No, because a River hex is impassable terrain. Units cannot move directly from a Collapsible Raft or Boat to a Bridge either. *Note:* Units may not move or retreat from a Frozen River onto a Bridge or vice versa.

**Q.** Can I move sideways from one Bridge to another Bridge if they are right next to each other?

**A.** No. A unit may only move onto a Bridge from an adjacent non-waterway hex.

**Q.** Does a Bridge over a River prevent a unit from moving one additional hex of Road movement?

**A.** Yes. A Bridge will cut off the Road movement bonus.

**Q.** In the Nijmegen Bridges scenario, can a Special Forces Infantry unit, moving along the River, directly capture the Bridge?

**A.** No. A unit may only enter a Bridge hex from a land hex not directly from a Collapsible Raft & Boat. A unit could battle and eliminate an enemy unit on the Bridge but could not Take Ground onto the Bridge.

**Q.** Can an Infantry unit in a Collapsible Raft or Boat go under a Bridge?

**A.** No.

**Q.** Does a Bridge on a River Y hex or River Branch limit movement across this forked waterway?

**A.** Putting a Bridge on a River hex of any kind allows that hex to be treated as if it were open terrain. So as long as a unit moves from a non-water terrain hex to another non-water terrain hex across a Bridged River hex it will not be limited in any way.

## SANDBAGS



10

16 M4A



- ✦ If occupant leaves, remove sandbags
- ✦ Occupant may ignore 1 flag
- ✦ Do not block line of sight

**Q.** When a unit with Sandbags in its hex leaves (moves or retreats) or is destroyed, are the Sandbags removed?

**A.** Yes.

**Q.** If defense is not cumulative, what is the advantage of putting Sandbags on a building terrain?

**A.** It allows the unit to ignore the first Flag.

**Q.** Are there any restrictions to placing Sandbags?

**A.** Sandbags may be placed on any countryside or terrain land hex, including a hex with a Bridge. This means they can be placed



on hexes with Bunkers, Hedgehogs, Barbed Wire, Dams, and Marsh hexes. Note: Sandbags may not be placed on Ocean hexes or Fords as they are not considered land hexes for this purpose.

**Examples:**

- » When a unit does not benefit from any protection for its terrain, the Sandbags reduce the number of Battle dice rolled by one when attacked by Infantry or Armor.
- » Battle dice terrain reductions and the Sandbag Battle dice reduction are not cumulative when Sandbags are placed on a hex with other terrain.
- » Sandbags will allow a unit to ignore the first Flag rolled against it. Note: A unit may ignore the first Flag rolled against it each time it is being attacked.

**Q.** Does a Sandbag on a Hill protect the unit behind the Sandbag from an enemy unit firing from another Hill?

**A.** Yes, since the attacking unit is firing from the same level the Sandbags provide -1 dice as well as permit the defending unit to ignore one Flag.

**Q.** On the **Dig-In** card it says to place an “available” Sandbag on a hex. Does it mean only my color or any color Sandbag?

**A.** The statement means that you are limited to the 12 Sandbag pieces found in the game. The color of the Sandbag piece does not matter.

**Q.** On the **Dig-In** card, it says, “Issue an order to 4 Infantry units. The units improve their position by...” Since the card says the Infantry receive an order, does that mean they can move and fire in addition to placing Sandbags?

**A.** No. They may only place the Sandbags, with no movement or combat.

## CLIFFS & SEA BLUFFS



11

22, 23, 35 M44



- ✦ Moving up from/down on beach is a 2 hex move for Infantry
- ✦ Armor/Artillery may not move up/down from beach
- ✦ *Cliffs only* - Infantry may not Take Ground from the beach
- ✦ Treat as normal hill from inland side for movement and battle
- ✦ Treat as normal hill from both sides for retreat
- ✦ Block line of sight (except from adjacent contiguous hills)

**Q.** On the Omaha Beach scenario do Hills only count as Cliffs from Beach hexes or is it the direction you're coming from that matters? Are the Hills above the Beach line just normal Hills?

**A.** The Hills on Omaha Beach next to a Beach are Cliffs & Sea Bluffs. Moving up a Sea Bluff Hill hex from a Beach hex is a two-hex move. From a countryside hex, moving up the Sea Bluff Hill hex is the same as moving up a normal Hill.

## SEA WALL



12

23, 25 M44



- ✦ No movement restrictions
- ✦ If initial occupant leaves, do not remove sandbags
- ✦ Unit behind Sea Wall may ignore 1 flag
- ✦ Does not block line of sight

**Q.** In the Omaha Beach scenario two Sandbag pieces act as a Sea Wall, a permanent improved position feature. Does this mean that they stay on the board, even if the hexes they protect are abandoned?

**A.** Yes. The Sea Wall may not be removed and units may move through the Sea Wall hex as normal.

**Q.** May the Axis player use the Sea Wall as a defensive position?

**A.** No. The Sea Wall only protects the Allies.

**Q.** Is this FAQ book current and official?

**A.** This document is the Official Memoir '44 FAQ, but may not include all of the most recent questions. Check the bottom right corner of any page to see how current this version of the FAQ document is. If you have a question and can't find the answer in this FAQ Book, check the FAQ thread on the forums at [www.memoir44.com](http://www.memoir44.com) because that is where questions are asked and answered before they make it into this FAQ document.



## STEEP HILLS



13



27 M44

- ✦ Some scenarios may designate hills as being steep
- ✦ Movement up onto steep hill is a 2 hex move
- ✦ Movement down hill, or from hill to hill, is a 1 hex move
- ✦ Block line of sight (except from adjacent contiguous hills at same height)

**Q.** Can an Armor unit on an open terrain hex that has Close Assaulted an enemy unit on a Steep Hill Take Ground and Armor Overrun if that enemy unit is eliminated or retreats (even though movement up a Steep Hill is a two-hex move)?

**A.** Yes. Taking Ground up a Steep Hill is possible. An Armor unit may Take Ground and then do an Armor Overrun attack.

## TOWNS & VILLAGES



14



14 M44 5 2 3 TP

- ✦ Unit moving in must stop and may move no further on that turn
- ✦ Unit moving in cannot battle
- ✦ Armor battles out at -2 dice
- ✦ Block line of sight

**Q.** Can an Armor unit ever attack from a Town hex and target an enemy unit in another Town hex?

**A.** No. Armor attacking out of a Town hex is -2 dice and targeting a unit on a Town hex is -2 dice resulting in no dice rolled. The only possible exception would be a Flame Thrower Tank or a Tank Destroyer (see below).

**Q.** How can a Flame Thrower Tank unit or a Tank Destroyer attack from one Town hex into another Town hex?

**A.** Flame Thrower Tanks battle with three dice, +1 die when ordered by *Their Finest Hour*, *Armor Assault* or *Close Assault* = 4 dice. Battle out of Town -2 dice, target enemy unit in adjacent Town hex -1 die (Flame Thrower Tanks terrain Battle dice reduction limited to one max in Close Assault) so in the end, the attack would be with one Battle die. The same would be true for a Tank Destroyer that does not move, except it would not have any reduction for the target Town hex. Note: Combat Cards could also be used to increase attack dice enough to allow Armor to attack from one Town hex to another.

## WIRE



15



16 M44

- ✦ Unit moving in must stop and may move no further on that turn
- ✦ Does not block line of sight
- ✦ In wire, infantry battles out at -1 die
- ✦ Infantry may remove wire instead of battling
- ✦ Armor removes wire and may still battle

**Q.** Can an Infantry unit battle on the same turn in which it enters Wire?

**A.** The Infantry unit must make a choice between fighting at -1 die OR removing the Wire and not battling this turn. When an Infantry unit moves onto the Wire hex after moving two hexes and is not able to battle this turn, it may not remove the Wire.

**Q.** Terrain has no effect on retreat moves. Is this true for the Wire too?

**A.** Yes. A unit's retreat is not stopped when retreating through a hex with Wire. Note: Wire is a subset of Terrain along with other obstacles like Bunkers, Hedgehogs, and Sandbags.

**Q.** May an Armor unit that retreats onto a hex with Wire remove the Wire?

**A.** No. Look at the act of removing Wire by an Infantry or Armor unit as an offensive action. Therefore an Armor unit retreating onto or through a hex with Wire will not remove the Wire. Note: If an Armor unit attacks out of Wire it had to retreat into, the Wire is removed after the attack. If an Armor unit simply moves out of Wire it had to retreat into, the Wire is not removed.

**Q.** Can you Take Ground or do Armor Overrun after moving into Wire?

**A.** No. You cannot move any further on the turn you move into Wire.



**Q.** If an Armor unit moves onto a hex with Wire, does it have to remove the Wire?

**A.** Yes.

**Q.** Can a Standard Artillery unit remove Wire?

**A.** No



**Q.** What advice do you have for players who are trying to create their own scenarios?

**A.** Scenarios you design should be playtested more than one time. Playing a scenario solo does not count as a good playtest. Don't add a lot of Special Rules to your scenario; Memoir already has its fair share of rules. Besides, we have played hundreds of scenarios with lots of rule ideas, so limiting rules to what has been officially published will actually help maintain consistency and continuity. I sure would like to avoid contradictory statements between official and community designed scenario rules.

» *Richard Borg* <Designer of Memoir '44>

## AIRFIELDS

**AIRFIELDS** 16

- When Air rules are in effect airplanes may take-off from, or land on, Airfields.
- No movement restrictions
- No combat restrictions
- Do not block line of sight

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- ✦ When Air rules are in effect airplanes may take-off from, or land on, Airfields
- ✦ No movement restrictions
- ✦ No combat restrictions
- ✦ Do not block line of sight

**Q.** What is a friendly Airfield?

**A.** Any Airfield hex or a group of hexes (in the case of a large Airfield) whose hexes are not currently occupied by any enemy unit(s). As strange as it sounds, this might mean that a friendly Airfield can be found behind enemy lines, although be careful when landing near enemy ground units because Airplanes are vulnerable when they are on the ground.

**Q.** When an Airfield is made up of several contiguous hexes, may an Airplane land on a vacant Airfield hex, if units occupy one or more of the other Airfield hexes?

**A.** Yes, provided that none of these units are enemy units.

**BARRACKS**

**BARRACKS** 17

- Each moving or loaded piece may stop anywhere on the hex.
- Each moving or loaded piece may stop anywhere on the hex.
- Armor battles cost at -2 dice
- Block line of sight

10

**CEMETERIES**

**CEMETERIES** 18

- No movement restrictions
- No combat restrictions
- Each enemy ignores 2 dice
- Do not block line of sight

10

**CHURCHES**

**CHURCHES** 19

- Each moving or loaded piece may stop anywhere on the hex.
- Each moving or loaded piece may stop anywhere on the hex.
- Armor battles cost at -2 dice
- Each enemy ignores 2 dice
- Block line of sight

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## DAMS



20

- ✦ No movement restrictions for Infantry
- ✦ Block line of sight
- ✦ Impassable to Armor and Artillery
- ✦ No combat restrictions
- ✦ Unit may ignore 1 flag



**Q.** When a Dam is Sabotaged, is the unit on the Dam eliminated?

**A.** No. Sabotaging a Dam does not mean the Dam is blown up. The Dam terrain hex, when Sabotaged, is not removed and the unit on the Dam is not eliminated.

**Q.** Are dice rolled each turn, after the sabotaging player's Command Card is played, regardless of the sector? For example, if you were playing a center section card, would dice still be rolled if the Dam was in one of the flanks?

**A.** Yes. You roll to Sabotage as long as one of the Dams is occupied by a sabotaging unit.

### FACTORY COMPLEX



21

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### FIELD BUNKERS



22

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### FLOODED FIELDS



23

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### FORTRESSES



24

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### HIGH GROUND



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### LAKE



26

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### LIGHTHOUSES



27

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### MARSHES



28

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## MINEFIELDS



29

- ✦ Drawn at random from all minefield counters available and set up by controlling side before start of battle
- ✦ Unit moving in must stop and may move no further on that turn
- ✦ Friendly unit: Minefield is not revealed
- ✦ Enemy unit: Minefield is revealed; roll dice equal to Minefield value; unit's symbol and grenade score hits; all other symbols are ignored
- ✦ Decoys (0 strength) removed; other strength mines remain in hex, face up
- ✦ Retreat through or onto a minefield does not trigger it
- ✦ Do not block line of sight



**Q.** If a unit is still eligible, can it battle out of a Minefield if it survives the explosion?

**A.** Yes. However, units cannot Take Ground or Armor Overrun even if they have a successful Close Assault because Mines, like Wire, do not allow units to move any further that turn.

**Q.** If a Combat Engineer unit moves onto a Minefield hex and it turns out to be a decoy ('0') does the Engineer get to battle?

**A.** No. As the rule is written - An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling. A Minefield token represents a Minefield no matter what the value of the token. A Minefield token with a "0" will still require an Engineer unit to clear the "0" token instead of battling.

**Q.** If an Engineer unit starts its turn in a Minefield and chooses not to move, can he battle or is he required to remove the Mine?

**A.** When an Engineer unit starts on a Minefield hex and is ordered, but chooses not to move, instead of battling he must clear the Minefield in the hex.



**Q.** Does an Engineer unit have to move to be able to remove a Mine token? Or can he start his turn in the hex and still remove the token?

**A.** An Engineer unit does not have to move to be able to remove a Mine token. When the unit starts on a Minefield hex and is ordered, but chooses not to move, instead of battling he must clear the Minefield in the hex. If the Engineer unit chooses to move, the Minefield hex does not detonate.

**Q.** I know that whoever lays a Minefield controls it, but several scenarios don't outline who lays them. Which side lays the Minefields for these scenarios?

- A.** Usually the defending force controls a Minefield. Outlined below are the sides that lay the Minefields for these official scenarios:
- » 37A [Operation Grenade] Across the River Roer.....Axis lay Minefields
  - » 41A [Stalingrad] Red Barricades Factory Complex.....Russians lay Minefields
  - » 42A [Kursk] Ponyri.....Russians lay Minefields
  - » 59A [Barbarossa] Sea of Azov.....Russians lay Minefields
  - » 54A Peleliu Landings - Overlord.....Japanese lay Minefields
  - » 55A [Iwo Jima] The Meat Grinder.....Japanese lay Minefields

**Q.** What if I move a Tiger tank into a Minefield? Is the Tiger destroyed if it receives one hit from a Mine?

**A.** No. Your opponent re-rolls all Battle dice from a Minefield that score a hit. If at least one re-roll is a Grenade, the kill is confirmed and the Tiger is eliminated; all other symbols are ignored.

## MOUNTAINS



30



- ☛ Infantry may only move up or retreat onto a mountain from adjacent hill or mountain. Infantry may only move down or retreat from a mountain to an adjacent hill or mountain.
- ☛ Impassable by Armor & Artillery
- ☛ Block line of sight (except from contiguous adjacent mountains)
- ☛ Artillery set on mountain fires at: 3,3,2,2,1,1,1

**Q.** Can an Infantry or Armor unit on a Mountain hex see over a terrain hex that blocks Line of Sight since Mountains are at such a high elevation?

**A.** No. Terrain that blocks Line of Sight, even though it may be low elevation, prevents units from seeing more distant targets.

**Note:** Unless noted otherwise in the scenario's Special Rules, Mountains are impassable to Armor and Artillery units.

**Q.** What is the battle reduction when targeting an enemy unit on a Mountain hex?

**A.** Infantry and Armor Battle dice are reduced by two when attacking from below (Hill or countryside hex) or from another Mountain hex that is not part of the same Mountain range. **Note:** Units attacking from Hill hexes still suffer -2 battle die when attacking units on Mountain hexes.

**Q.** Do Mountains and Escarpments block Line of Sight for Artillery units?

**A.** No, unless stated otherwise in the scenario's Special Rules.



**Q.** Are House Rules allowed with Memoir '44?  
**A.** House rules are always allowed, as long as all of the players involved in the game agree to them. The goal is to have fun with Memoir '44, and if House Rules make the game more fun for you, enjoy!







# PONTOON BRIDGES



33



- ✦ May only be built when specified by scenario's Special Rules
- ✦ To build a pontoon bridge, play an Attack command card but order no units; instead, place a pontoon bridge on a river hex in same Section as Attack card
- ✦ No movement restrictions
- ✦ No combat restrictions
- ✦ Do not block line of sight unless stated otherwise in scenario Special Rules

**Q.** Does one of my units have to be adjacent to the River hex where I want to build my Pontoon Bridge?

**A.** No. Building a Pontoon Bridge is a card play and does not require any units to be present. *Note:* Building Pontoon Bridges is a scenario-specific rule.

**Q.** If I'm allowed to build Pontoon Bridges, and my opponent is allowed to blow up Bridges (like in Cadets of Saumur), can my opponent blow up a Bridge I just built?

**A.** Yes.

## POWER PLANTS



34

11

## PRISON CAMPS



35

11

## RADAR STATIONS



36

11

# RAILROAD BRIDGES



37



- ✦ No movement restrictions for Infantry
- ✦ Do not block line of sight, unless stated otherwise in scenario's Special Rules
- ✦ Armor and Artillery moving onto must stop
- ✦ No combat restrictions
- ✦ Armor may Take Ground and Overrun

**Q.** The description on p. 12 (Terrain Pack expansion) says there are no Infantry movement restrictions and Armor must stop on a Railroad Bridge, but what about Artillery?

**A.** An Artillery unit, as stated for Railroad Tracks, must stop when moving onto a Railroad Bridge hex.

## RAILROAD TRACKS



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5

## RAILROAD STATION



39

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## ROAD BLOCKS



40



12

- ✦ Infantry moving in must stop and may move no further on that turn
- ✦ Impassable by Armor & Artillery
- ✦ Unit may ignore 1 flag
- ✦ Do not block line of sight

**Q.** Is it possible to remove Road Blocks?

**A.** An Infantry unit may not normally remove a Road Block, unless stated otherwise in a scenario's Special Rules. An Engineer unit that moves onto a Road Block may remove the Road Block instead of battling.

## FORDS & FORDABLE RIVERS



41

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11, 22

## ROADS



42



5, 6

- ✦ Unit that starts its move on a Road and stays on it may move 1 additional hex
- ✦ No combat restrictions
- ✦ Do not block line of sight, except when over Hills

**Q.** Does the Road on Hill hex afford the same protection as being on a normal Hill?

**A.** Yes.

**Q.** How should units moving along Roads be played?

**A.** If a unit starts on a Road and stays on the Road for the entire move, here's how it should be played:

### Examples:

- » Standard Infantry - 2 hexes and battle, 3 hexes no battle
- » Specialized Infantry (Elite, Rangers, Commandos) - 3 hexes and battle
- » French Resistance Infantry - 2 hexes and battle, 3 hexes no battle
- » Combat Engineers - 2 hexes and battle, 3 hexes no battle
- » Sniper - 3 hexes and battle
- » Cavalry - 4 hexes and battle
- » Ski Troops - 4 hexes and battle
- » Japanese Infantry - 2 hexes and battle, 3 hexes no battle unless they can Close Assault
- » US Marine Infantry - 2 hexes and battle, 3 hexes no battle
- » Supply Trucks - (move an additional 2 hexes on Road) 4 hexes and resupply
- » SWA Unit - 3 hexes no battle
- » Armor - 4 hexes and battle
- » Artillery - 2 hexes no battle - on Bombard card may move 4 hexes no battle





**Q.** How should Infantry moving along Roads when ordered with the **Infantry Assault** card be played?

**A.** If the Infantry start on a Road and stay on the Road for the entire move, here's how it should be played:

**Examples:**

- » Standard Infantry - 3 hexes and battle, 4 hexes no battle
- » Specialized Infantry (Elite, Rangers, Commandos) - 3 hexes and battle, 4 hexes no battle
- » French Resistance Infantry - 3 hexes and battle, 4 hexes no battle
- » Combat Engineers - 3 hexes and battle, 4 hexes no battle
- » Sniper - 3 hexes and battle, 4 hexes no battle
- » Cavalry - 4 hexes and battle
- » Ski Troops - 4 hexes and battle
- » Japanese Infantry - 3 hexes and battle, 4 hexes no battle
- » US Marine Infantry - 3 hexes and battle, 4 hexes no battle
- » Supply Trucks - 4 hexes and resupply
- » SWA Unit - 4 hexes no battle
- » Long Range Patrol Cars (Jeep) - 4 hexes and battle
- » Command Cars - 4 hexes. Command Cars may not battle.

**Note:** When ordering Cavalry or Ski Troops with an **Infantry Assault** card, they may move 4 hexes and battle. The **Infantry Assault** card does not limit their movement.

**Q.** If an Infantry unit is ordered with the **Behind Enemy Lines** card and stays on the Road for the entire turn, does it get the extra hex of movement?

**A.** Yes. An ordered unit that starts on a Road hex, moves along the Road and ends its move on a Road hex may move one additional hex; the **Behind Enemy Lines** card does not change that.

**Q.** If I play **Behind Enemy Lines** on a unit that starts on a Road hex, I can move up to four Road hexes and then attack because of the +1 Road bonus. In my second phase of movement, can I use the +1 Road bonus again to move an additional four hexes if I still stay on the Road?

**A.** Yes.

**Q.** If a unit is moving on a Road and encounters a Bridge, does the Road extra hex movement benefit end?

**A.** Yes.

**Q.** If a unit is moving on a Road and the Road crosses a Railroad, does the Road extra hex movement benefit end?

**A.** No. Also, an Armor or Artillery unit does not have to stop its movement when moving onto a Road crossing a Railroad hex and both types of unit still get the +1 movement bonus. **Note:** This answer is an update from previous FAQ documents and changes the answer from before.

**Q.** If Road hex tiles are adjacent on the board, although the Road images themselves are not visually connected, will I still get the Road bonus of one extra hex since I'm on Road hexes the entire turn?

**A.** No, you will not receive the Road movement bonus of moving one additional hex unless the unit moves directly along the connected Road images.

**Q.** If Road hex tiles are adjacent on the board, although the Road images themselves are not visually connected, may I move across these hex tiles my standard number of movement points.

**A.** Yes you may. However, you forfeit the Road movement bonus of moving one additional hex unless you move directly along visually connected Road images.



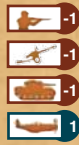
**Q.** If I want to buy an expansion, which one should I get first?

**A.** You can't go wrong when buying a Memoir '44 expansion; they're all great. Many players choose what to get based on which theater they like the most or which aspect of the war they find the most interesting. The Army Pack expansions are designed so that you only need the base game, while the Air Pack and Campaign Books might require other expansions to fully appreciate (the Air Pack and Campaign Book #1 are both available as PDF downloads only). The Overlord expansions will help you streamline Overlord play and are ideal for game clubs and conventions, or for players who simply enjoy Overlord battles. You can find more advice about which expansion to buy on the Memoir '44 Forum at [www.memoir44.com](http://www.memoir44.com).

## WADIS & GULLIES



44



- ✦ Side slopes impassable, both in and out
- ✦ No movement restrictions through open ends
- ✦ Infantry or Armor battling in or out of a Wadi or Gully must be adjacent to target
- ✦ Do not block line of sight. Unit in Wadi or Gully blocks line of sight as normal

**Q.** In the Mediterranean Expansion rule book it says that Wadis have an Air Check value of 2, on the summary card it says 1. Which is correct?

**A.** The correct Air Check value is on the summary card, i.e. 1.

### CITY RUINS



45

2

### DRAGON'S TEETH



46

5

## FROZEN RIVERS



47



- ✦ Frozen Rivers may be crossed, at a risk
- ✦ Moving or retreating onto a Frozen River hex, roll 2 Battle dice; for each star rolled, lose 1 figure
- ✦ No combat restrictions
- ✦ Do not block line of sight

**Q.** An Infantry unit is attacked and forced to retreat onto a Frozen River. It has one figure left. Two dice are rolled. A Star comes up and the Infantry figure is eliminated. Does this count as a medal for the opponent?

**A.** Yes. When rolling for units moving or retreating onto a Frozen River, we have the opposition player roll to see if the ice is thin and figures are lost. **Note:** Frozen Rivers are the only terrain where its effect is still applied when a unit retreats onto it.

**Q.** When a unit is already on a Frozen River hex, does it need to roll if it does not move?

**A.** No

**Q.** If a Tiger Tank tries to cross a Frozen River but rolls a Star, is the Tiger destroyed or do we re-roll each Star?

**A.** The rules for Frozen Rivers say that for each Star rolled, one figure is lost. A Tiger Tank unit only has one figure, no re-roll is required to eliminate the single figure Tiger Tank unit. Crossing a Frozen River with a Tiger Tank unit is indeed a risky move.

**Q.** Can a unit move or retreat directly from a Frozen River to a Bridge or vice versa?

**A.** No. This move or retreat move is not possible.

### HILLS WITH FORESTS



48

3

### HILLS WITH VILLAGES



49

3

### RAVINES



50

3

### TRENCHES



51

2

6

# CAVES ON HILLS AND MOUNTAINS



52



- ✦ No movement restrictions for Infantry on Hills
- ✦ Impassable by Armor & Artillery
- ✦ Block Line of Sight (except from contiguous adjacent Hills at same height)



✦ Japanese Infantry may move from cave to empty cave as full turn move and still battle; Japanese unit in cave must ignore all flags



✦ Allied Infantry moving onto Cave hex may seal it by rolling a 6 in Close Assault, in lieu of battling, if adjacent hexes are clear of enemy



53



- ✦ Infantry may only move up or retreat onto a mountain from adjacent hill or mountain. Infantry may only move down or retreat from a mountain to an adjacent hill or mountain.
- ✦ Impassable by Armor & Artillery
- ✦ Block line of sight (except from contiguous adjacent mountains)

**Q.** When a Japanese Infantry unit wants to move between Cave hexes, can it move anywhere on the board or can it only move to adjacent Caves?

**A.** A Japanese Infantry unit can move from one Cave to any other empty Cave hex on the board; they do not have to be adjacent.

**Q.** After moving through a Cave network, can a Japanese Infantry unit Take Ground after a successful Close Assault?

**A.** Yes

**Q.** Only the Japanese units benefit from the defense of Caves, but if an Allied unit is on a Cave hex do they enjoy the defensive benefit of the underlying terrain?

**A.** Yes. Allied units receive the battle benefit from the underlying Hill (-1 from below) or Mountain (-2).

**Q.** After reading the rule book and Summary Cards, I'm not clear on what the battle die reductions are for this terrain.

**A.** The statement at the bottom of these cards has caused some confusion. The correct rules are: Armor and Infantry will battle at -2 when attacking a Japanese Infantry unit on any Cave hex, regardless of elevation. Armor and Infantry will battle at -1 when attacking a non-Japanese Infantry unit on a Caves on Hills hex from below (just like normal Hills).

## FISH PONDS



## HOSPITALS



# HQS & SUPPLY TENTS



56



- ✦ No movement restrictions
- ✦ No combat restrictions
- ✦ Block line of sight

**Q.** The HQ & Supply Tent rule states that you must re-claim this hex before you get your full hand of cards back. Can I just eliminate the enemy unit, or do I have to move a friendly unit onto the hex to re-claim it?

**A.** A friendly unit must move onto the HQ & Supply Tent hex and occupy it. When you reoccupy the hex, immediately draw a Command Card to replenish your hand.



# JUNGLES



57



- ✳ Unit moving in must stop
- ✳ Unit moving into may battle if unit starts its move in adjacent hex
- ✳ If Armor unit starts its move in adjacent hex and makes a successful combat against unit in a Jungle hex, it may Take Ground and do an Armor Overrun
- ✳ Block line of sight

**Q.** When it says that a unit can attack if it moves onto a Jungle hex from an adjacent hex, does it have to start from an adjacent Jungle hex when the unit is ordered to move or can the unit come from any terrain?

**A.** To battle when entering a Jungle hex, your unit must be adjacent to the Jungle hex when ordered. It does not matter what type of hex the unit moves from.

**Q.** When ordered by the *Behind Enemy Lines* card, if an Infantry unit moves three hexes into a Jungle hex, may it battle?

**A.** No. Units must start in a hex adjacent to a Jungle hex to move onto the Jungle hex and still battle.

**Q.** Can a Sniper move two hexes into a Jungle hex and still battle?

**A.** A Sniper moves like a Special Forces Infantry unit, one or two hexes and battle. Jungle terrain rules do not allow a Special Forces Infantry unit to move two hexes into the Jungle hex and still battle. Therefore a Sniper cannot move two hexes into a Jungle hex and battle.

## LABOR CAMPS



58



## PIERS



59



## RICE PADDIES



60



# FORDABLE STREAMS



61



- ✳ Unit entering Fordable Stream must stop
- ✳ Unit may still Take Ground and Armor Overrun
- ✳ No combat restrictions
- ✳ Do not block line of sight

The Air Pack manual had a misprint for the following Pacific Theater scenarios:

- » 3 - Tenaru .....page 72
- » 5 - Matanikau River .....page 74
- » 7 - Clearing Matanikau River .....page 76
- » 8 - Guam Landings .....page 77
- » 9 - Japanese Counter-Attack .....page 78

All the streams in these scenarios are Fordable Streams (Terrain 61 - Fordable Streams), not Fords & Fordable Rivers (Terrain 41).

**Q.** In Hedgerow Hell, the text says "Fordable Streams" but the reference card is #41 for Fords & Fordable Rivers. Which is the correct water feature?

**A.** None of the water courses in this area could be classified as large rivers, so the Special Rules as written - All the streams are fordable (Terrain 41 - Fords & Fordable Rivers) is the correct summary card for the Hedgerow Hell scenario.



## ROPE BRIDGES



62



- ✦ No movement restrictions
- ✦ No combat restrictions
- ✦ Do not block line of sight

9

**Q.** May Armor or Artillery use a Rope Bridge?

**A.** No. Infantry has no movement restrictions but it is impassable to Armor and Artillery units.

## ESCARPMENTS



63

5



## ERGS & RIDGES



64



- ✦ Unit moving up the ridge must stop and may move no further on that turn
- ✦ Block line of sight (except from adjacent contiguous terrain at same height)

4

**Q.** Are Ergs & Ridges really treated like Hills in regard to Battle dice?

**A.** Yes. When battling a unit on a Hill (or Erg & Ridge) with another unit on a Hill (or Erg & Ridge), there is no dice reduction if they are at the same height, which they are unless otherwise stated. This is true regardless of whether the terrain is connected (i.e. contiguously adjacent or not). This is consistent with the summary cards, and with the general spirit of keeping the game simple. Sorry for the extraneous and erroneous mention in the rules of the Mediterranean Theater.

## BALKAS



65



- ✦ Unit moving in, or exiting a Balka hex must stop and may move no further on that turn
- ✦ Unit may move out of a Balka directly onto a Bridge and vice versa, but must stop when doing so
- ✦ Unit battles out at -1 die
- ✦ Do not block line of sight. Unit in Balka blocks line of sight as normal

**Q.** The card says that when moving into or out of Balkas, units must stop and move no further. Does that mean units can't Take Ground or Armor Overrun?

**A.** Yes. Units may not Take Ground or Armor Overrun on the turn they move into or out of Balkas.

**Q.** If a unit starts its turn in a Balka hex and moves into an adjacent, contiguous Balka hex, does it still have to stop and move no further on that turn?

**A.** Yes. Even though it may seem counterintuitive, units must stop whenever they enter a Balka hex even if they are moving from a connected Balka hex. **Note:** Units still may not Take Ground or Armor Overrun when they move from adjacent, contiguous Balka hexes.



**Q.** The rule about stopping when moving onto a Bridge seems superfluous given the fact that units must already stop when exiting a Balka hex. Why is this example mentioned specifically?

**A.** The reason for this statement was to avoid players thinking a unit on a Balka hex could be hiding under a Bridge and protected by the Balka die reductions. A unit on a Balka/Bridge hex is considered on the Bridge just like a unit on a Bridge over a Fordable River is not considered on the Fordable River.

## ABATIS



66



- ✳ Impassible by Armor and Artillery
- ✳ Infantry moving in must stop and may move no further on that turn
- ✳ Infantry battles out at -1d
- ✳ Infantry may remove abatis instead of battling
- ✳ Do not block line of sight

**Q.** It says in the Campaign Book #1 that Abatis is like Wire except impassable to Armor and Artillery. It also says in the Terrain pack that the Engineer units may remove Wire and battle with -1 die. So may an Engineer unit enter an Abatis hex, remove the Abatis and battle out at -1 die?

**A.** No. An Engineer unit that moves onto an Abatis may remove the obstacle instead of battling.

## CASTLE



67

#4 MAP



**Q.** What was your inspiration behind creating the Commands & Colors game system?  
**A.** I started playing Avalon Hill board wargames and historical miniatures in the late Sixties. As time went by I found that I could not devote as much time to gaming. Many of the guys in the game group, because of family and job pressures, were in the same boat. I had already written several sets of traditional miniature wargame rules for the group, but knew that we needed something different. I had lots of American Civil War (ACW) miniatures so my focus was on ACW. Taking what I liked about miniatures and combining this with the best elements of board games, the first Commands & Colors rules set was written around 1975. The group enjoyed the ACW game so much that in time we had expanded the system to include our Napoleonic and the American Revolution miniatures we had collected. In 1999 we finally licensed Battle Cry to Hasbro and the rest as they say, is Commands & Colors History.

» *Richard Borg* <Designer of Memoir '44>





# III. ACTIONS



## REINFORCEMENTS



## BLOWING UP BRIDGES



### Option 1

- ✦ Play Section card matching Bridge's **section**
- ✦ Bridge is removed, card is lost and never replaced!

### Option 2

- ✦ Play Section card matching Bridge's **section**
- ✦ Roll 2 dice - a star blows Bridge
- ✦ Draw replacement card, regardless of outcome

**Q.** Do you have to be adjacent to the Bridge to blow it up?

**A.** No. Blowing up a Bridge is a card play that does not require a unit to be adjacent to the Bridge unless stated otherwise in the Special Rules. Note: The rules for blowing up a Bridge are not permanent rules, but rather scenario-specific additions, outlined in the Special Rules section of each scenario.

**Q.** If a unit is on a Bridge when it is blown up, is the unit destroyed?

**A.** Yes. The whole unit is destroyed along with the Bridge. The unit counts as a Medal.

**Q.** If I'm allowed to build Pontoon Bridges, and my opponent is allowed to blow up Bridges (like in Cadets of Saumur), can my opponent blow up a Pontoon Bridge I just built?

**A.** Yes.

## AIR STRIKES & BLITZ



### Air Strikes

- ✦ When a player is capable of making Air Strikes, in conditions specified by the scenario, any Recon 1 card he plays may be played as an Air Power card instead (Air Sortie if Air Rules in effect)
- ✦ The Air Strike must target at least one hex in the section designated by the Recon 1 card played as the Air Power

### Blitz

- ✦ The Axis player can make Air Strikes at will when playing a Recon 1 card.
- ✦ Allied armor can move a maximum of 2 hexes and battle

**Q.** If both the Axis and Allied player can use **Recon 1** cards as **Air Power/Air Sortie** (of which there are no current official scenarios), will a **Counter-Attack** follow the card or the effect that was chosen by the opponent?

**A.** The **Counter-Attack** card may be used as a **Recon 1** or as an **Air Power/Air Sortie**, it would be the Counter Attacking player's choice.

**Q.** When did you learn about Memoir '44 and when did you start playing the game?

**A.** I learned about Memoir '44 in Spring 2006 when a colleague of my office (Amiral Nakhimov) told me about this game. I began to play in May 2006, I think.

» Jacques David <Memoir '44 Player - France>



### FORWARD SPOTTING

**FORWARD SPOTTING** 4

When Forward Spotting abilities are in effect, the player using specific Forward-Spotting units can see through fog-of-war.

8 IP



## COLLAPSIBLE RAFTS & BOATS

**COLLAPSIBLE RAFTS & BOATS** 5

Available to Infantry only  
 Unit in boat may move on Rivers & Waterways, but must stop and may move no further on that turn  
 Unit battles at -1 die  
 Boat does not retreat, instead loses 1 figure for each flag  
 When unit disembarks, boat may no longer be used

8 IP

- Available to Infantry only
- Unit in boat may move on River & Waterways, but must stop and may move no further on that turn
- Unit battles at -1 die
- Unit does not retreat, instead loses 1 figure for each flag
- When unit disembarks, boat may no longer be used

**Q.** Can a unit move from a Boat directly onto an adjacent Bridge hex?

**A.** No. A unit may only enter a Bridge hex from a land hex, not directly from a Collapsible Raft or Boat.

**Q.** If a unit is on a River hex using its Boat but is forced to retreat back out of the water, does it lose the Boat?

**A.** Units that are in Collapsible Rafts & Boats cannot retreat. Instead, the unit loses one figure for each Flag.

**Q.** Can an Infantry unit on a Boat move along a River?

**A.** Yes. The unit may move onto the River hex using the Boat in turn one. On another turn, it may be ordered to cross the River, in which case the unit moves onto a land hex on the opposite side or moves back to the side of the River it started on. After either of these choices, the Boat is removed and the unit may not use the Boat again. A third option when the unit is on a Boat in the River is to move to an adjacent River hex. A unit in a Boat has the choice of all three options each turn it is on a River.

### SABOTAGE

**SABOTAGE** 6

When Sabotage rules are in effect, a Landmark (Barracks, Factory, Power Plant, etc.) can be destroyed. Roll 2 dice the total of the two dice determines the number of Landmarks that will be destroyed. If the Landmark's destruction is not the result of Sabotage, the unit must be destroyed first. Give the scenario-specified number of figures when they have either, the Landmark is destroyed.

7, 9 IP

### FREING PRISONERS

**FREING PRISONERS** 7

When Freing Prisoners rules are in effect, the unit occupying a Prison, POW Camp or other scenario-specified hex picks up the Prisoners represented by a token.  
 If a unit that frees up Prisoners is eliminated, those Prisoners are destroyed.

8 IP



**Q.** Are there any rules you have to look up on a regular basis?  
**A.** When I host a game of Memoir, I usually give a brief review of any special expansion rules, unusual terrain rules or scenario specific rules prior to the start of the battle, which certainly helps me and the other players remember minor rules and also eliminates most rule questions.

» *Richard Borg* <Designer of Memoir '44>





## HEROIC LEADER



8

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### When Heroic Leader rules are in effect:

- ✦ Use a Battle Star to add a heroic leader to an infantry unit
- ✦ Infantry unit with heroic leader may ignore one flag
- ✦ Infantry unit with heroic leader battles at +1d.
- ✦ When Infantry unit with heroic leader is eliminated, roll two Battle dice; if at least 1 star is rolled, leader is lost and counts as a Victory medal; if heroic leader survives, move him to nearest friendly infantry unit.

**Q.** The rules for the Heroic Leader in the Terrain Pack says that if a unit with a Heroic Leader is eliminated and no Star is rolled, the token goes to the nearest friendly unit. The Summary card says he goes to the nearest friendly Infantry unit. Which rule is correct?

**A.** The Summary card is correct; the Heroic Leader must move to an Infantry unit. As stated on page 11 of the Air Pack Rule book: "They (Summary Cards) override previous versions of the rules and existing cards, where available."

**Q.** In the unlikely event that there are no other Infantry units for the Heroic Leader to move to, but he survives his unit being eliminated, what happens to him?

**A.** If there is no Infantry unit to move to, the Heroic Leader is eliminated and will count as a medal for the other player.



**Q.** Who do you normally play Memoir '44 with?  
**A.** I am a very lucky gamer because I have a great group of friends in the Orlando, Florida area that game. We normally play three-on-three even for our standard size Memoir battles. The Field General in the center hands out the Command cards, but normally receives plenty of advice from his left and right wing Commanders before he decides on a card to play.

» *Richard Borg* <Designer of Memoir '44>

## NORTH AFRICAN DESERT RULES



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- ✦ On successful Close Assault, Armor may move into vacated hex and move 1 additional hex before battling again.

**Q.** With the North African Desert Rules, when an Armor unit Takes Ground after a successful Overrun combat can it move two hexes again?

**A.** No. It may only Take Ground onto the vacated hex after the Overrun combat.

**Q.** Under North Africa rules, if an Armor unit destroys an enemy unit in a Town or Palm Forest, can it Take Ground into that hex and then come out to do a Desert Overrun attack? Or must it stop moving after it Takes Ground?

**A.** The Palm Forest hex has the same terrain effect as a Forest; therefore a unit that enters a Palm Forest hex must stop and may move no further on that turn. Also note, a unit may not battle the turn it moves onto a Palm Forest (or Forest) hex. The Desert Town & Village hex has the same terrain effect as Towns & Villages from the base game; therefore a unit that enters a Town hex must stop and may move no further on that turn. As with all Town hexes, a unit may not battle the turn it moves onto the hex.

**Q.** Is Desert terrain different from Beach, even though they look similar?

**A.** Yes. Desert should be played like open countryside terrain. *Note:* On a winter board snow hexes should be played like open countryside terrain.

**OASIS RECOVERY** 10

**10 OASIS RECOVERY** 10

- When Oasis Recovery rules are in effect, an Ordered Infantry unit may adjacent enemy army reserve that figure. The unit is not moved or battle that turn.

**Recovery**

- Roll a 3-sided die for each Command card you have, including the one used to order the Infantry. For each die showing the unit's symbol or color, 100 Figure is returned to the deck. The unit may not gain more Figure than its original base.

3

**RADAR ALERT** 11

**11 RADAR ALERT** 11

- When Radar rules are in effect, equipment cannot use an Air Strike card (or equivalent) unless he first places it, face up, on the board, at the end of the turn prior to which he wishes to play it. On one the board, the card must then be played the next turn.

11

**CAPTURING EQUIPMENT** 12

**12 CAPTURING EQUIPMENT** 12

- When Capturing Equipment rules are in effect, a unit capturing a reserve (specified Axis) side on the map gains equipment by default. To play this requirement the unit capturing it must roll 8 or more on this 8-sided die.
- If the unit is eliminated, the battle strip representing the captured equipment is left in the box where the unit was when it was killed.

8

**SUPPLY TRAIN/REINFORCEMENTS** 13

**13 SUPPLY TRAIN/REINFORCEMENTS** 13

- When Supply Train Reinforcement rules are in effect, when a Supply Train reaches a Station, units on board may disembark onto adjacent hexes. They may not move or battle this turn.

12

**DESTROY SUPPLIES** 14

**14 DESTROY SUPPLIES** 14

- When Destroying Supply rules are in effect, destroying a Supply Depot using the Salvager rules reduces movement of all enemy armor units by 1 hex.

11

## BLITZ RULES

**15 BLITZ RULES** 15

- Axis may play a Recon 1 card as an Air Power card (Air Sortie if Air Rules) in same section
- Allied Armor move 2 hexes max and Axis Armor move 3 hexes

4

- Axis may play a Recon 1 card as an Air Power card (Air Sortie if Air Rules) in same section
- Allied Armor move 2 hexes max and Axis Armor move 3 hexes

**Q.** When the Blitz Rules say the Allied Armor can only move two hexes and battle, does that mean it can move three hexes and not battle?

**A.** No. During Blitz Rules, Allied Armor movement is limited to a total of two hexes whether they battle or not.

**Q.** The Blitz Rules allow me to use a **Recon 1** card as an **Air Strike** or **Air Power** card. If I used it as an **Air Strike** (or **Air Power**), do I still get to draw the extra card?

**A.** No. You play it EXACTLY like an **Air Power** or **Air Strike**, so you do not get to draw two cards.

## CAMOUFLAGE

**16 CAMOUFLAGE** 16

- A Camouflaged unit may only be targeted in a Close Assault
- A Camouflaged unit that moves or battles lose its Camouflage

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- A Camouflaged unit may only be targeted in a Close Assault
- A Camouflaged unit that moves or battles lose its Camouflage

**Q.** Does a Camouflaged unit count toward Air Check?

**A.** Yes. The rule reads - If there are adjacent enemy units, roll one additional die for each adjacent enemy unit and two for each adjacent enemy Airplane (Air Pack p. 8). It does not matter if the unit is visible to the flying Airplane in this case.

**Q.** If a Grenade is rolled against a Plane which is next to a Camouflaged unit, does the opponent get a medal?

**A.** Yes. The rule reads - Opponent gains a Medal only if one of his units was adjacent to the Airplane at the time of the Air Check. Again, it does not matter if the unit is visible to the Airplane in this case.

**Q.** If a Camouflaged unit is attacked but does not battle itself, does it keep its Camouflage?

**A.** Yes.



**Q.** If a Camouflaged unit is forced to retreat does it keep its Camouflage?

**A.** No. If a Camouflaged unit moves in any way, it loses its Camouflage token.

**Q.** If a Camouflaged unit Ambushes a unit that is attacking, does it keep its Camouflage?

**A.** No. If a Camouflaged unit battles at any time, it loses its Camouflage token.

**Q.** Can a Camouflaged unit be Strafed by an Airplane?

**A.** No. A Camouflaged unit may only be targeted in a Close Assault and an Airplane cannot Close Assault.

**Q.** If a Camouflaged unit is being attacked in Close Assault, can a Plane provide support, in order to neutralize terrain/Bunker protection?

**A.** Yes. An Airplane, using its Ground Support Special Action, will negate terrain protection for all enemy units adjacent to the Airplane and attacked by ground troops in Close Assault this turn.

## CAPTURE HQ/SUPPLY TENT



17

5



☛ When Capture HQ/Supply Tent rules are in effect, owner of captured HQ/Supply Tent immediately loses 1 random Command Card. If owner reclaims HQ/Supply Tent, he replenishes his hand.

**Q.** The Capture HQ/Supply Tent rule states that you must re-claim this hex before you get your full hand of cards back. Can I just eliminate the enemy unit, or do I have to move a friendly unit onto the hex to re-claim it?

**A.** A friendly unit must move onto the HQ/Supply Tent hex and occupy it. When you reoccupy the hex, immediately draw a Command Card to replenish your hand.

## HOSPITAL RECOVERY



18

5



☛ When Hospital Recovery rules are in effect, an Ordered Infantry on Hospital hex with no adjacent enemy may recover lost figures. The unit cannot move or battle this turn.

### Recovery

☛ Roll 6 Battle dice. For each die matching the unit's symbol or a star, 1 lost figure is returned to the unit. The unit may not gain more figures than it originally had.

**Q.** The rules for Hospital Recovery say that you can't move on the turn you heal. Does that mean a unit must move onto the hex one turn and heal on the next turn?

**A.** Yes. For a unit to heal, it must start the turn on the Hospital Hex and cannot move after healing.

## NIGHT ATTACKS



19

8



### Use Night Visibility Chart

☛ Each turn Allied player rolls 4 dice, each Star increases visibility

☛ When full daylight is reached chart set aside, normal visibility conditions resume

**Q.** The text at level six of the Night Visibility Chart is a little confusing. It would be much clearer if level six simply stated "Visibility Unlimited" in big letters and dispensed with the hex graphic.

**A.** Good point. At level six, visibility is unlimited.

**Q.** Under night rules, can an Airplane be brought onto the board before full daylight?

**A.** No.

**Q.** Before full daylight can an **Air Sortie** be used to order one unit on the board?

**A.** No. An **Air Sortie** card can only order an Airplane. If a Tactic card can be used to order another unit, the card will clearly outline that ability.

## PARADROP



20

11 CB #1

- ✦ Drop all figures onto the board from the height of the box set on its side
- ✦ If a figure lands on an impassable hex, on a hex with other figure(s), or out of the board, it fails to land safely; remove the figure(s), at no medal cost
- ✦ Otherwise, the figure has successfully parachuted; add the # of figures required to form a full Unit in that hex.
- ✦ Unit may not move or battle the turn it lands

**Q.** During a Paradrop, are all of the Paratrooper figures dropped at the same time?

**A.** Yes. Put the Paratrooper figures in your hand. Position your hand about 12" above the board and just open your hand. You should try to have them all fall out at about the same time.

**Q.** If two figures drop into the same hex, are both of them out of action?

**A.** Yes. If any part of the figure is on the same hex as a friendly or enemy figure and also on a hex with no other figure, the Paratrooper figure is out of action.

**Q.** What part of a Paratrooper figure determines which hex it is in?

**A.** When a figure is on more than one hex, the player that had the Paradrop may choose any of these hexes to place the figure and the rest of the unit. If however, part of the figure is in a hex and part is off the board (or in the same hex as any other unit), it is out of action and removed from the board at no medal cost.

**Q.** If I am playing a scenario that allows me to drop Paratroopers before my first turn (i.e. Sainte-Mère-Eglise), do I draw my cards before the paratroop drop and thus gain an advantage of knowing where I should drop?

**A.** Yes, you get to draw your cards before the paratroop drop.

## SMOKE SCREEN



21

10 CB #1

- ✦ Place Smoke Screen markers on 3 adjacent contiguous hexes
- ✦ Once your turn has elapsed, flip Smoke Screen markers over
- ✦ Once your 2nd turn has elapsed, remove Smoke Screen markers
- ✦ Units can move on and through Smoke Screen without penalty
- ✦ Smoke Screen blocks line of sight
- ✦ Unit on Smoke Screen hex may be seen and see out of that hex

**Q.** Smoke rules are different in Campaign Book #1 and Campaign Book #2, so which rules take precedence?

**A.** Because the scenarios in CB #1 were tested using the Smoke Screen rule as written in CB #1, you can play it that way in the specific Campaign Book. However, the smoke screen rules as written in CB #2, "A Smoke screen lasts 2 full turns: after your opponent's first turn, flip the markers over. You then both play another turn before removing the markers", seems to be a more logical way to play.

## ARMOR BREAKTHROUGH



22

12 CB #1

**Q.** What is it about Memoir '44 that keeps you around? Why haven't you lost interest in this game?

**A.** The history behind the game was what first got me hooked on Memoir '44 and that aspect is still as strong as ever. Each new expansion that comes out makes me interested in learning about another aspect of World War II. The other thing that keeps me around is the community surrounding this game! I enjoy getting to know the men and women at Days of Wonder, and I like interacting with such a diverse group of fans on the forums and in the online game. Through my interactions, I feel like I have friends around the world who share my enjoyment of this great game and the history it's built on! All of these factors put together indicate that I'll be enjoying Memoir '44 and bothering the community for a good long while still. :-)

» *Jesse Rasmussen* <Memoir '44 Player - United States>



# EXIT MARKERS



23

12 AIR

- ⊛ Markers with arrows pointing toward the players designate specific baseline hexes through which a unit exiting the board collects a medal
- ⊛ Pairs of markers turned sideways designate a set of baseline hexes through which a unit exiting the board collects a medal; it includes the hexes with the markers
- ⊛ When a unit successfully exits, place 1 of its figures on your Victory track

**Q.** May I use the extra hex move in the North African Desert Rules to Take Ground with an Armor unit and then Exit the board to score a medal?

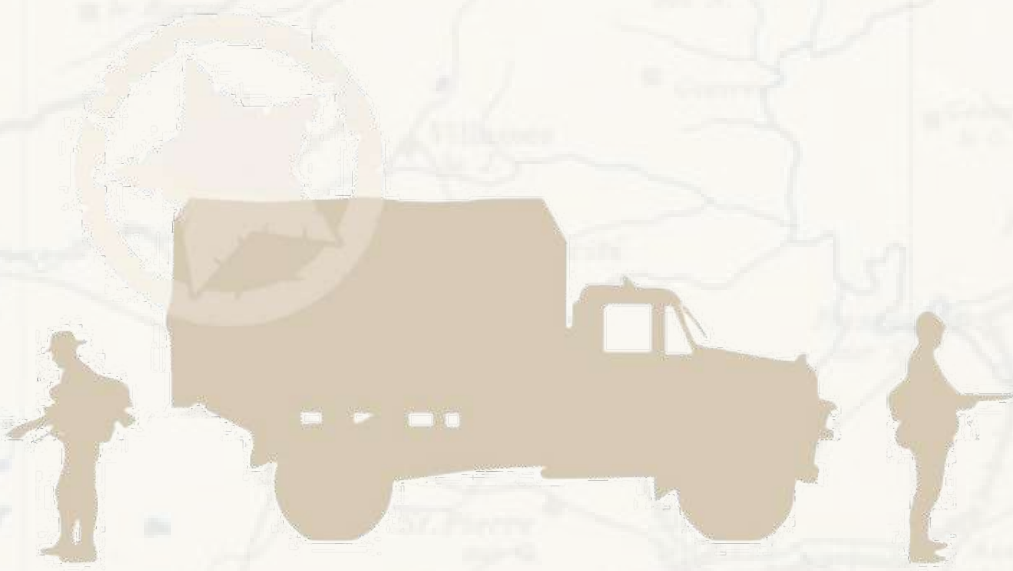
**A.** Yes, Taking Ground and then exiting the board is possible on the Armor Overrun when North African Desert Rules are in effect.

**Q.** If Exit rules are in effect and my opponent forces me to retreat while my unit is on an Exit hex, may I retreat off the board and get a medal?

**A.** No, the intent has always been that units must be ordered and then move off the battlefield via an Exit hex. You may not retreat off the board and gain an Exit medal.

**Q.** Can my unit claim a medal if it has landed on an Exit Token or on my opponent's baseline when Exit rules are in effect?

**A.** No, you have to actually exit the board to gain the medal. A unit must cross the Exit hex and leave the map board. Leaving the map board counts as one hex of movement. When your unit leaves the board, it is then placed on your medal stand.





# IV. TROOPS



## STANDARD UNITS



1

7

8



### Infantry

- ✦ Move 0-1 and battle, or move 2 no battle
- ✦ May Take Ground on successful Close Assault

### Armor

- ✦ Move 0-3 and battle
- ✦ May Overrun on successful Close Assault

### Artillery

- ✦ Move 1 or battle
- ✦ Ignore line of sight and terrain protections

**Q.** Do units, especially an Artillery unit in a Bunker, have a 360-degree arc of fire?

**A.** Yes. See **"Bunkers" on page 5.**

**Q.** Can a Standard Artillery unit remove Wire?

**A.** No

**Q.** If an Infantry or Armor unit attacks and rolls two retreat Flags, can it Take Ground or Armor Overrun the two hexes along the retreat path or just one hex?

**A.** Normally units can only Take Ground or Armor Overrun one hex. However, when North African Desert Rules are in effect on a successful Close Assault, an Armor unit may move onto the vacated hex and move one additional hex before attacking again.

**Q.** When Armor makes a Close Assault attack and is given a bonus die by **Their Finest Hour**, **Armored Assault** or **Close Assault** Command cards and then gets to make an Armor Overrun, does it keep the bonus die for the second attack?

**A.** It depends on the card:

#### Examples:

- » For the **Their Finest Hour** card, the Armor unit on an Armor Overrun will receive the bonus die for both range and Close Assault attacks.
- » For the **Armor Assault** card, the Armor unit on an Armor Overrun will receive the bonus die for Close Assault but not if the Overrun is a range attack.
- » For the **Close Assault** card, the Armor unit on an Armor Overrun will not receive the bonus die for either range or Close Assault attacks.

## SPECIALIZED UNITS



12



## BIG GUNS



3

11

7, 13

- ✦ Fire at 3, 3, 2, 2, 1, 1, 1, 1
- ✦ Place cross-hair marker on hex of target when hit is scored.
- ✦ Until moved or destroyed, zeroed-in units take fire at +1 in future rounds
- ✦ Cross-hair markers are not cumulative

**Q.** May Big Guns move?

**A.** Yes, unless they are in a Bunker or the Special Rules of the scenario state otherwise.





**Q.** How does a Big Gun Artillery unit fire when on a Mountain?

**A.** They are no different than normal; a Big Gun Artillery unit when on a Mountain fires at 3-3-2-2-1-1-1-1.

**Q.** When a Big Gun moves, do Targeting Cross-Hair Markers return to the gun?

**A.** Yes. All of the Targeting Markers return to the gun.

**Q.** Can Big Guns shoot different targets without losing the Targeting Marker that is on the previous targets?

**A.** Yes. As long as the Big Guns unit still has Targeting Markers available.

**Q.** If Big Gun Artillery hits a Tiger on the initial roll but misses the Grenade re-roll, is the Tiger considered zeroed in?

**A.** Yes, even though the re-roll to confirm the hit is a miss, the initial die roll is considered a "hit" for the purposes of zeroing in.

**Q.** If Big Gun Artillery hits a target, and a Targeting Marker is placed on the unit, can other Big Gun units (like Battleships) enjoy the +1 bonus?

**A.** Yes, any unit that also uses the Targeting Markers can benefit from being zeroed in even if they did not fire the shot.

**Q.** According to the rules for Big Guns, all similar units (Big Guns, Destroyers, etc) from the same nation can benefit from the Targeting Cross-Hair Markers benefit of +1 die. If one Big Gun unit hits a target and a different Big Gun unit moves, do we have to remove the Cross-Hair Marker?

**A.** In scenarios with more than one Big Gun (or similar unit), the Cross-Hair Markers are not returned unless the target moves or is eliminated. If players want to add more detail and want to track which weapon zeroed-in, they can play the rules as normal and also return the Marker when the appropriate Big Gun moves.

## COMBAT ENGINEERS



4

✦ 4 figures

13

✦ Ignore all terrain Battle dice reductions in Close Assault

✦ In wire, may battle out at -1 die and still remove the wire

✦ In minefield, must clear the mines, instead of battling

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✦ If ordered on Infantry Assault, may move 2 hexes and remove wire or clear mines

**Q.** Do Engineers ignore Battle dice reductions from obstacles?

**A.** Yes. Engineers ignore all Battle dice reductions, including obstacles such as Sandbags and Bunkers.

**Q.** May an enemy unit in Sandbags or a Bunker ignore Flags when attacked by an Engineer unit?

**A.** Yes. The defender still has the ability to ignore one Flag.

**Q.** If a Combat Engineer unit moves onto a Minefield hex and it turns out to be a decoy ('0') does the Engineer get to battle?

**A.** No. As the rule is written - An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling. A Minefield token represents a Minefield no matter what the value of the token. A Minefield token with a "0" will still require an Engineer unit to clear the "0" token instead of battling.



**Q.** What should I do if I have a question that isn't answered in this FAQ Book or the Official Card Compendium?

**A.** If you've checked both locations and couldn't find an answer, post your new question on the Memoir '44 Forum and see if other players can help with an answer. If nobody can help and the question needs official clarification, post it on the sticky thread "Official FAQ Book" and it can be added to a future version of the FAQ Book.

» *Jesse Rasmussen* <Memoir '44 Player - United States>



**Q.** How does an Engineer unit play?

**A.** Engineer unit rules are described on p. 13 of the Terrain Pack or on p. 6 of the Eastern Front. But in greater detail: When scenario Special Rules state – “Place a badge on the xxx Engineer units”, place an Engineer badge in the same hex with the unit to distinguish it from the other units.

**Examples:**

- » An ordered Engineer unit may move up to one hex and battle or two hexes and not battle (like a standard Infantry unit).
- » An ordered Engineer unit may target any enemy unit three or fewer hexes away. It rolls three dice in Close Assault (enemy in adjacent hex), two dice against a target at two hexes and one die against a target at three hexes.
- » In Close Assault combat, an Engineer unit ignores all terrain and obstacle Battle dice reductions, i.e. an enemy unit is not protected by terrain or an obstacle it occupies.
- » An Engineer unit that is on a hex with Wire may both battle, and remove Wire. The unit will reduce the number of Battle dice it rolls by one and also remove the Wire from a Wire hex. The Engineer unit must be able to battle to remove Wire. It may not make a movement of two hexes and remove Wire. If the Engineer unit, however, is ordered by an **Infantry Assault** card, it could move two hexes, battle and remove Wire, but could not move three hexes and remove Wire because then it could not battle.
- » An Engineer unit that moves onto a Minefield hex and is eligible to battle must clear the Minefield hex instead of battling. If the Engineer unit cannot clear the Minefield, it detonates. The Engineer unit must be able to battle to remove a Minefield. It may not make a movement of two hexes and remove a Minefield unless it was ordered by an **Infantry Assault** card, in which case it could move two hexes and remove a Minefield, but could not move three hexes and remove a Minefield because then it could not battle.

**Q.** If an Engineer is ordered with **Behind Enemy Lines**, what is he allowed to do? Can he move three hexes into a Minefield, battle normally, Take Ground, then move three more hexes and end in another Minefield, all without blowing up any Mines?

**A.** The rules say, “An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling.” Therefore if an Engineer unit is ordered by the **Behind Enemy Lines** card and ends its first part of the **Behind Enemy Lines** move on a Minefield hex, it must clear the Minefield instead of battling. Also because there was no battle, the unit may not Take Ground.

**Note:** an Engineer unit ordered by the **Behind Enemy Lines** card, may move through a Minefield hex. The unit does not have to stop because the **Behind Enemy Lines** card allows the ordered unit to ignore terrain movement restrictions. A hex with a Minefield piece, like other man-made fixed obstacles, is considered terrain.

**Q.** If an Engineer unit starts its turn in a Minefield and chooses not to move, can he battle or is he required to remove the Mine?

**A.** When an Engineer unit starts on a Minefield hex and is ordered, but chooses not to move, instead of battling he must clear the Minefield in the hex.

**Q.** Does an Engineer unit have to move to be able to remove a Mine token? Or can he start his turn in the hex and still remove the token?

**A.** An Engineer unit does not have to move to be able to remove a Mine token. When the unit starts on a Minefield hex and is ordered, but chooses not to move, instead of battling he must clear the Minefield in the hex. If the Engineer unit chooses to move, the Minefield hex does not detonate.

## TRAINS/SUPPLY TRAINS



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- ✦ Ordered as a single unit
- ✦ Move 1-3 hexes either way, along empty tracks
- ✦ Retreat in opposite direction to locomotive's travel
- ✦ Train may ignore 1 flag
- ✦ Hit on Grenade symbol
- ✦ Wagon destroyed on 3rd hit, Locomotive on 4th hit

**Q.** How does a Train work?

**A.** Only the player in control of the Train may move it. A Train may move up to three hexes forward or back along the Railroad Tracks. The Locomotive and Wagon are always moved together and cost one order. Units may not move onto or through the hexes with the Train on them. **Note:** Units cannot retreat through any Train tiles because Trains are units.



**Q.** Are these two tiles, when used, counted as one unit or two?

**A.** The Locomotive and Wagon together are just one unit, but because the Train is so long, it is a viable target in either hex. When a hit is scored on either the Locomotive or Wagon, place one Battle Star on the Locomotive.

**Q.** Do the Locomotive and Wagon block Line of Sight?

**A.** Yes.

**Q.** In our game of the River Bug scenario, on the first move of the Russian player, the Train was moved two hexes forward creating a four hex chain with the two Infantry units, (those on the rail-line and those next to the Woods). Can the two Infantry and each section of the Train be attacked?

**A.** Yes. The Locomotive hex and Wagon hex may each be targeted with an **Air Power** card.

**Examples:**

- » After three hits are scored on a Train, the Wagon is destroyed and the 4th hit destroys the Locomotive, which is then placed on an empty Victory Medal stand space.
- » If the Wagon is removed and there was a unit riding on it, the unit is lost but does not count as a victory medal. If the Locomotive is removed and there was a unit riding on it, the unit is lost but does not count as a victory medal. Only the Locomotive will count as a medal.

**Note:** If the Train pulls into the station and if the Wagon was destroyed, only one Infantry unit will unload from the Locomotive; the other unit was lost with the Wagon.

**Q.** Can I recover damage points for a Train by playing **Medics & Mechanics** on it?

**A.** No.

**Q.** After an Infantry unit exits a Train (either the Locomotive or the Wagon), can it retreat back onto the Train?

**A.** No. Once the Infantry unit leaves the Train, it cannot climb back onto it.

**Q.** If Train Tracks continue to the edge of the board, can I exit my Train off the board to prevent my opponent from getting a medal for it?

**A.** No. You cannot exit a Train off the board unless the scenario specifically allows it.

## ARMORED TRAINS



Armored Train carries one Artillery piece on its Wagon

- ✳ Train may move and the Artillery can still fire
- ✳ Artillery on Wagon fires as regular Artillery
- ✳ Artillery on Wagon is destroyed when wagon is destroyed (3 hits)

**Q.** Does an Armored Train lose its ability to combat when it takes a third damage point?

**A.** Yes. When the Wagon that carries the Artillery piece is removed, after the Train is hit three times, the Armored Train loses the ability to battle. If the Train is hit again, the Locomotive is destroyed and becomes a victory medal for the opponent.

**Q.** If I have an Armored Train with Artillery on its Wagon, but there is an enemy unit adjacent to my Locomotive, can I fire to other distant units, or do I have to make a Close Assault (although the Artillery is not adjacent to the enemy unit)?

**A.** To be forced to make a Close Assault attack, the Artillery unit on the Wagon itself would have to be adjacent to the enemy unit, not just the Locomotive adjacent to the Armor unit. In this example the Artillery can fire at any target it wants.

**Q.** When you created Memoir '44, did you already know a lot about World War II or did you have to research the war to create this game?

**A.** Before Memoir, I really only had a very general knowledge of WWII. When I started working on the game however, I read a lot and received lots of advice from my knowledgeable WWII friends. I know a lot more now, but realize that there is always another individual out there that is more of an expert on a battle, weapon or WWII theater. So I have become a very good listener.

» *Richard Borg* <Designer of Memoir '44>



## CAVALRY



8

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- ✦ 4 figures
- ✦ Fire at 2, 1
- ✦ Moves 0-3 and battle
- ✦ On successful Close Assault, may Take Ground and battle again like Armor Overrun combat

**Q.** Cavalry is considered an Infantry unit that can do Overrun attacks. So may a Cavalry unit Close Assault, Take Ground after the successful Close Assault and battle again, then play a **Heat of Battle** card to Take Ground and battle again?

**A.** Yes

**Q.** When ordered using **Infantry Assault**, can Cavalry move 4 hexes and battle?

**A.** No. In this situation, Cavalry may only move 3 hexes and battle. *Note:* Ski Troops behave the same way with **Infantry Assault**.

## SKI TROOPS



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## SNIPERS



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- ✦ 1 figure
- ✦ Fire at 1, 1, 1, 1
- ✦ Move 0-2 and battle
- ✦ Move onto any terrain and may still battle, but must still obey terrain movement restrictions
- ✦ May not target an Armor unit
- ✦ Sniper is only hit on Grenade symbol
- ✦ Sniper does not count as Victory Medal when eliminated
- ✦ May not target an Armor unit

**Q.** Snipers always battle with one die, so do Command cards like **Their Finest Hour** give Snipers a +1 die?

**A.** Yes. Command cards that order an Infantry unit to battle with one additional die will apply to a Sniper figure as well. Those cards are: **Their Finest Hour**, **Firefight**, **Close Assault** and **Behind Enemy Lines**.

**Q.** May a Sniper unit be ordered using a **Behind Enemy Lines** card.

**A.** Yes. Any Infantry unit can be ordered with **Behind Enemy Lines** unless the rules for the unit say differently.

**Q.** Are Snipers still only vulnerable to the Grenade symbol when attacked by Air?

**A.** No. A Grenade and a Star will score a hit on a Sniper when being attacked with an **Air Power** Command card or being Strafed by an Airplane. This is because the attacker's interpretation prevails and **Air Power** and Airplanes score hits on a Star.

**Q.** Are Snipers still only vulnerable to the Grenade symbol when attacked by another Sniper?

**A.** No. A Grenade and a Star will score a hit on a Sniper when being attacked by another Sniper. This is because the attacker's interpretation prevails and Snipers score hits on a Star.

**Q.** The Eastern Front rule book says that Snipers hit on the Star symbol but the summary card doesn't say that. Which one is correct?

**A.** The rule book is correct. Snipers hit on the target symbol, Grenade, and Star symbol. *Note:* Targets do not get any protection from Snipers.

**Q.** Are Snipers able to fire out of Wire?

**A.** No, the -1 die means they have zero attack ability according to the rules; unless they have been given an additional die on the turn they are in the Wire.

**Q.** Can a Sniper move two hexes into a Jungle hex and still battle?

**A.** No, a Sniper moves like a Special Forces Infantry unit, one or two hexes and battle. Jungle terrain rules do not allow a Special Forces Infantry unit to move two hexes into the Jungle hex and still battle. Therefore a Sniper cannot move two hexes into a Jungle hex and battle.



**Q.** If I played the **Sniper** Combat Card and brought a Sniper into a scenario with Exit Markers, can I exit the Sniper off the board to gain a medal?

**A.** No. A Sniper never counts as a medal.

## AIRCRAFT CARRIERS



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- ✦ When Air rules are in effect, some Airplanes may take off from, and land on, Aircraft Carriers
- ✦ Move 0-2 Ocean hexes
- ✦ Cannot move adjacent to Beach
- ✦ Hit by grenades only - Takes 3 hits to sink
- ✦ May ignore 1 flag, takes hit if cannot retreat

**Q.** Can an Aircraft Carrier and Airplane both move in the same turn? Example 1: Airplane is on a Carrier. Carrier and Airplane are both ordered. Aircraft Carrier moves. Airplane takes off and moves. Example 2: Airplane and Aircraft Carrier are both ordered. Airplane lands on Carrier. Carrier moves.

**A.** Example 1: You can only order one unit per hex in a given turn. So you either order the Aircraft Carrier to move OR the Airplane that was on it to take off, not both. Example 2: Because a unit can only move once in a turn, you cannot do this. What you could do though, is order the Carrier and Airplane to move and meet on the same hex when they are both finished.

**Q.** Can I recover damage points for an Aircraft Carrier by playing **Medics & Mechanics** on it?

**A.** No.

## DESTROYERS



12

9



- ✦ Move 0-2 Ocean hexes and battle
- ✦ Fire at 3, 3, 2, 2, 1, 1, 1, 1
- ✦ Cannot move adjacent to Beach
- ✦ Hit by grenades only - Takes 3 hits to sink
- ✦ May ignore 1 flag, takes hit if cannot retreat
- ✦ Place cross-hair marker on hex of target when hit is scored.
- ✦ Until moved or destroyed, zeroed-in units take fire at +1 in future rounds
- ✦ Cross-hair markers are not cumulative

**Q.** For the purposes of the **Artillery Bombard** card, is a Destroyer considered Artillery?

**A.** No. A Destroyer, however, may be ordered with the **Firefight** Tactic card. **Note:** The only time a Destroyer could be ordered with **Artillery Bombard** is if you have no Artillery units and you use the "Issue an order to 1 unit of your choice" feature. The Destroyer would not enjoy the card's effect, however.

**Q.** Can I recover damage points for a Destroyer by playing **Medics & Mechanics** on it?

**A.** No.

**Q.** Do Destroyers need Line of Sight?

**A.** No.

**Q.** When a Destroyer moves, do any Targeting Cross-Hair Markers return to the ship?

**A.** Yes. All of the Targeting Cross-Hair Markers return to the ship, just like they would for Big Guns. **Note:** In scenarios with more than one Big Gun (or similar unit), the Cross-Hair Markers are not returned unless the target moves or is eliminated.



11

## MOBILE ARTILLERY



14

11



- ✦ 2 figures
- ✦ Fires at 3, 3, 2, 2, 1, 1
- ✦ Move 0-1 and battle, or move 2 and no battle
- ✦ Ignore line of sight and terrain battle protection

**Q.** Can a Mobile Artillery unit ordered by **Artillery Bombard** move before it attacks?

**A.** No. The **Artillery Bombard** card states that Artillery units may either move or battle, not both.

## LANDING CRAFT (LC)



15

11



- ✦ LC always start on baseline ocean hexes with units in them
- ✦ LC may move up to 2 hexes, but never onto hedgehogs
- ✦ When landing on beach hex, remove LC, leave unit
- ✦ Unit in LC is targeted as normal in battle
- ✦ Unit in LC may retreat with it, on ocean hexes
- ✦ Unit may not battle while in LC or when landing
- ✦ If unit in LC is eliminated, LC is also removed but yields no additional medal
- ✦ Block line of sight

**Q.** The rules for Landing Craft in the Air Pack rules are different than the Summary card. Which one is correct?

**A.** The Summary Card is correct. The Landing Craft rule in the Air Pack at the top of page 11, second column, should say: "When Landing Craft finish their move on a Beach hex, they are automatically removed, at no medal cost, and the unit they carried left on the hex they landed on" The text - "or Shore hex" - is deleted. Also: "They 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 Beach." The word -"Shore"- is changed to Beach.

**Q.** Can a Landing Craft move onto the same hex as a Hedgehog?

**A.** No. This means it cannot disembark its troops on any hex that contains a Hedgehog.

**Q.** Can a Landing Craft move onto any terrain hex or only a Beach hex?

**A.** Landing Craft can move onto any countryside hex, Beach hex, terrain hex, or obstacle, as long as the hex is not impassable for the Landing Craft or the unit on board.

**Q.** Can a unit move on the same turn it disembarks from a Landing Craft?

**A.** No.

**Q.** How is an Infantry unit on a Landing Craft ordered with **Behind Enemy Lines**?

**A.** A Landing Craft (even if an Infantry unit is in it) cannot be ordered with the **Behind Enemy Lines** Command card.

**Q.** With an **Infantry Assault** card, does a Landing Craft with Infantry move an extra hex?

**A.** No. Landing Craft cannot be ordered with an **Infantry Assault** Command card.

**Q.** How is a Landing Craft ordered with **Artillery Bombard**, **Armor Assault**, or **Move Out** if it's carrying a matching unit?

**A.** A Landing Craft cannot be ordered by the **Artillery Bombard**, **Armor Assault** or **Move Out** Command cards unless you have none of that unit type on the board. Note: Remember that a unit may not battle when on a Landing Craft.

**Q.** What is your favorite aspect of Memoir '44 and why?

**A.** In a word, simplicity! I don't have the time or patience for complicated wargames anymore. I like that Memoir can be played in 30 minutes and I can show anyone how to play the game in five minutes (or if I haven't played in a while, I can recall it very quickly!)

» *Malcolm Green* <Memoir '44 Player - Canada>



## TIGERS



16

#2



- ★ 1 figure
- ★ Move 0-3 and battle
- ★ Enemy re-rolls all Battle dice that score a hit
- ★ If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored

**Q.** The rules for Wittmann's Tiger unit says that if he doesn't move, he attacks with four dice. If he Takes Ground, can he still roll four dice for his Armor Overrun attack?

**A.** No. If Wittman moves at all (even to Take Ground), he loses the extra attack die.

**Q.** What if I move a Tiger tank into a Minefield? Is the Tiger destroyed if it receives one hit from a Mine?

**A.** No. Your opponent re-rolls all Battle dice from a Minefield that score a hit. If at least one re-roll is a Grenade, the kill is confirmed and the Tiger is eliminated; all other symbols are ignored.

**Q.** If a Tiger Tank tries to cross a Frozen River but rolls a Star, is the Tiger destroyed or do we re-roll each Star?

**A.** The rules for Frozen Rivers say that for each Star rolled, one figure is lost. A Tiger Tank unit only has one figure, no re-roll is required to eliminate the single figure Tiger Tank unit. Crossing a Frozen River with a Tiger Tank unit is indeed a risky move.

## SUPPLY TRUCKS



17

#1



- ★ 1-3 figures, per scenario
- ★ Treated as Infantry, for all purposes
- ★ Move 0-2, +2 hexes when on a road
- ★ Cannot battle
- ★ When adjacent to weakened friendly unit, may Re-supply it

**Q.** Does a Truck need to be ordered to re-supply a unit?

**A.** Yes. Only when a Supply Truck is ordered may it re-supply a weakened unit. A Supply Truck unit may never battle. Instead, it may re-supply another unit. The weakened unit that is being re-supplied does not have to be ordered.

**Q.** Can Supply Trucks be ordered with the **Behind Enemy Lines** card and re-supply in the middle of their move?

**A.** No. As it says in the detailed rules for Supply Trucks page - "**Behind Enemy Lines, Dig-in, Medics & Mechanics** - Supply Truck units may not be ordered using any of these Command cards". *Note:* Patrol Cars cannot be ordered with the **Behind Enemy Lines** card either, as outlined in the detailed rules page for that unit.

See the detailed Supply Trucks Rules at: [http://static.memoir44.com/lang/english/images/mm\\_op1\\_trucks\\_en.pdf](http://static.memoir44.com/lang/english/images/mm_op1_trucks_en.pdf)





## HALF-TRACKS



18

#4 MAP

- ✦ 1-3 figures, per scenario
- ✦ Treated as Armor, for all purposes
- ✦ Move 0-2 and battle 2, 2
- ✦ On successful Close Assault, may Take Ground but not Overrun
- ✦ When adjacent to weakened friendly unit, may Re-supply it in lieu of battling

**Q.** May Half-Tracks remove Wire and battle?

**A.** Yes, they behave like Armor for everything except what is written on the summary card (e.g. attack distance). So it may remove Wire and battle the same turn, but like Armor, it must stop on the hex.

## LONG-RANGE PATROL CARS



19

#4 MAP



## COMMAND CARS



20



- ✦ 1 figure
- ✦ Treated as Infantry, for all purposes
- ✦ Move 0-3, no battle
- ✦ Enemy re-rolls all Battle dice that score a hit
- ✦ If at least one re-roll is a Grenade, kill is confirmed; all other re-rolls are ignored
- ✦ Order 1 more unit than indicated by Section card when played in same section as Command Car
- ✦ When Command Car is ordered by a Recon 1, player may draw 1 Command card from the discard pile at the end of his turn, instead of drawing 2 from the draw pile

**Q.** When a Command Car is in a hex that belongs in two sections (on the red dotted line), can you order an extra unit in both of those sections when playing **Recon in Force** or **General Advance**, or do you have to choose one section?

**A.** When a section card is played in the same section as a Command Car, the player activates one more unit than indicated by his card. When the Command Car is on a hex that belongs in two sections, and a **Recon in Force** or **General Advance** is played, a player must choose which one section the one additional unit will be ordered in.

## BRANDENBURGERS



21

10 CB-1

- ✦ 3 figures + 1 enemy figure
- ✦ If hits are scored against Brandenburgers, opponent re-rolls a single die, looking for an Infantry symbol
- ✦ If re-roll fails, initial roll is ignored & Brandenburgers take no casualties
- ✦ If re-roll succeeds, enemy figure is removed & initial roll is tallied as normal
- ✦ When Brandenburgers are ordered to battle, remove the enemy figure from within
- ✦ Brandenburgers with no enemy figure act like Special Forces Infantry

**Q.** When a Brandenburgers enemy figure is removed, does a regular friendly figure take its place, or is the unit down by one figure?

**A.** The unit is down by one figure. The enemy figure is simply a marker.

**Q.** If a Brandenburger Ambushes an enemy unit, is its enemy figure removed (since Ambush isn't part of the combat phase)?

**A.** Yes. An Ambush would involve the unit revealing themselves as enemy.



**Q.** Can I use the *Medics & Mechanics* card to heal my Brandenburger unit up to four figures after I've removed the enemy figure?

**A.** No.

**Q.** Is there any way for me to get the enemy figure back into the Brandenburger unit?

**A.** No.



## TANK DESTROYERS



- 3 figures (German and Russians 4)
- Treated as Armor, for all purposes
- Hit on Star when attacked by unit other than Infantry
- Move 0-2 and battle 2,2,2,2
- Stars hit on Armor or Vehicle
- When it does not move, ignore all terrain battle restrictions
- On successful Close Assault, may Take Ground but not Overrun
- May retreat 1 to 2 hexes per flag

**Q:** Since Tank Destroyers can ignore terrain battle restrictions, can they battle out from a Trench even though Armor is not usually allowed to do so?

**A:** No. Like all other Armor units, Tank Destroyers may not battle when in a Trench.

**Q.** In playing Winter Wars scenarios with Reduced Visibility rules, do Tank Destroyers still get hit with Stars by non-Infantry units firing from a distance?

**A.** Yes, a Tank Destroyer unit follows the standard rules for scoring hits against it when playing Winter Wars scenarios with Reduced Visibility rules.

## SCREAMING MEEMIES (NEBELWERFERS)



- Move 1 or battle 3,3,2,2,1,1
- At player's choice, fire Incendiary or Smoke shells
- Incendiary shells - Flags cannot be ignored
- Smoke shells - Place Smoke Screen markers on up to 3 contiguously adjacent hexes within firing range, in lieu of battling
- Never benefit from terrain protection
- Ignore line of sight and terrain protections

**Q:** The rules say that German Nebelwerfers (Screaming Meemies) do not receive terrain protection when being targeted by enemy units. Does this mean that if they are in Sandbags, they don't get any benefits at all (including being able to ignore one Flag)?

**A:** The rule about Nebelwerfer not receiving terrain protection is talking about Battle Dice reductions; enemy units will always get to attack Nebelwerfer units at full dice. However, the Nebelwerfer may still ignore one Flag if they are in Sandbags or other terrain that protect from Flags.

**Q.** What is your favorite Memoir '44 scenario and why is it your favorite?

**A.** In the base game, Mont-Mouchet is lots of fun, in large part because of the asymmetry between the French FFI and German Elite Tank Units. I'd tie it with the pleasure of (literally) dropping the parachutists on Sainte Mère-Église though ;-)

» *Eric Hautemont* <CEO of Days of Wonder>



## HOBART'S FUNNIES



26



- ⊗ Replace 1 Tank figure w/ Churchill AVRE & accessory of your choice, before game start
- ⊗ Move and battle like standard Armor (Tank) unit
- ⊗ Assault Bridge - Place Bridge over river in lieu of battling
- ⊗ Bobbin - Ignore movement restrictions of Beach, Marsh & Wire; when moving onto or through Wire, remove it
- ⊗ Fascine - Ignore movement restrictions of Fords & Trenches; may battle from Trenches
- ⊗ Mine Digger - Must stop upon entering minefield; remove it without detonating, and battle as normal
- ⊗ Petard Mortar - Battle at +1d when Close Assaulting a Bunker; if Star is rolled, remove Bunker

**Q.** A Petard Mortar tank can attack an empty Bunker, as explained in the rules. If the Petard Mortar tank destroys an empty Bunker, can it then do an Armor Overrun?

**A.** Yes. Destruction of an adjacent, empty Bunker would be the same as a successful Close Assault.

**Q.** When a Bunker is destroyed by a Petard Mortar tank, is the unit inside the Bunker automatically destroyed?

**A.** No. The unit is not damaged when the Bunker is destroyed.

**Q.** When a Bunker is destroyed by a Petard Mortar tank and a Flag is also rolled, does the unit inside get to ignore the Flag?

**A.** No. After hits are taken, and in this case the Bunker is destroyed, retreats are resolved. Therefore in this case, the unit would not be able to ignore the Flag and would retreat normally.

**Q.** How does a Hobart's Funnies tank unit equipped with an Assault Bridge work?

**A.** A Hobart Funnies tank equipped with a Assault Bridge may move up to three hexes. If it is now in an adjacent hex to a River, in lieu of battling, it may place its Assault Bridge on an adjacent River hex. After placing its Assault Bridge the tank unit may move onto the Bridge. This could result in a total of four hexes of movement on the turn when a Bridge is placed.

**Q:** When a Hobart Funny tank unit with an Assault Bridge enters a Minefield or Wire hex that stops movement, may the Assault Bridge be placed and may the tank unit move onto the Bridge?

**A:** Because a Minefield or Wire hex does not prevent battling, you may still place your Bridge. However, because both of those hexes prevent further movement, you may not move your Armor onto the Bridge this turn.

**Q:** When a Hobart Funny tank unit with an Assault Bridge enters a hex that prevents battling (Forest, Village, etc.), may the Assault Bridge be placed?

**A:** No. When an Assault Bridge unit moves into terrain that prevents battling, it may not place a Bridge because placing the Bridge takes place in lieu of battling.





# V. AIR RULES



## GENERAL QUESTIONS

**Q.** The Air Pack has been out of print for a while. Will it be reprinted any time soon, or is there any way to find an affordable copy?  
**A.** Unfortunately the Air Pack will not be reprinted, but a PDF version of the Air Pack Rule book and scenarios is available on the Days of Wonder web site. You can follow this link to purchase your copy: <https://www.daysof wonder.com/en/buy/>

**Q.** Which Planes can you bring onto the board?

**A.** The Air Pack rule book and Airplane reference cards tell you which Planes are available to which nations, depending on the date of the scenario. Players can only bring on Planes that were available to their nation during that time of the war.



**Q.** If the Air Pack symbol is at the top of the page, but nothing is said in the Special Rules, do both players get one **Air Sortie** card (if they agree to use Air Rules)?

**A.** The Air Pack symbol may just indicate that some terrain from the Air Pack is being used. If the Special Rules don't say anything about the Air Rules, the scenario was not designed for the Air Rules and they were not used for play testing, so it may change the balance in an unexpected way. The goal is to have fun though, so if both players want to use the Air Rules, each player gets one **Air Sortie** card.

**Q.** When I draw an **Air Sortie** card, I understand that it is placed face up next to the cardholder and another card is drawn immediately. If an **Air Sortie** card is drawn after a **Recon 1** card is played, how does this work?

**A.** Same way, actually. When an **Air Sortie** card is drawn as one of your two cards, place it face up next to the cardholder and draw another card immediately. You then choose between these two cards. It is possible that more than one **Air Sortie** card could be drawn, and if this happens, follow the same rule and place it face up next to the cardholder and draw another card immediately until you have two non-**Air Sortie** cards to choose from. *Note:* The **Air Power** card is not placed face up because it is an **Air Sortie** equivalent and if drawn as one of your two cards, you will need to choose either the **Air Power** card or the other card to keep.

**Q.** When can I use the Air Rules with Official Memoir '44 scenarios?

**A.** It is always the choice of the players, but speaking about the Memoir scenarios as designed:

- » When the Special Rules state Air Rules are in effect, the scenario was designed and play tested using Air Rules. This does not mean players have to use Air Rules, but the scenario results may vary from the play tested results.
- » When the Special Rules state Air Rules are optional, it means that the scenario was play tested both ways, using Air Rules and without using Air Rules. The scenario can be played either way.
- » When the Special Rules state Air Rules are not in effect, the scenario was designed to not use Air Rules. Air Rules are not in effect because of historical data.
- » When the Special Rules do not comment about Air Rules, the scenario was designed to not use Air Rules. If players choose to use Air Rules there is no guarantee the scenario will play as the designer actually intended.
- » In the Winter Wars expansion none of the scenario designs are played using Air Rules.

**Q.** When using the new Breakthrough card deck, how many **Air Sortie** cards should I use?

**A.** Two **Air Sortie** cards should be used when the Air Rules are in effect.



## AIRPLANES IN OVERLORD MODE

**Q.** Is the Air Pack compatible with the Overlord mode of Memoir '44?

**A.** Yes. The rules for using Air Rules are available for download on the Memoir '44 Overlord Page: <http://www.memoir44.com/content/overlord/>. They accommodate both single and multiple copies of the Air Pack played in conjunction with Overlord scenarios. A reference page is available in the Rules & Goodies section of the web site and the FAQ page.

**Q.** When using Air Rules in an Overlord game, is the **Air Power** card played by the Commander-in-Chief or is it handed to a Field General to initiate an air action in his sector?

**A.** The Commander-in-Chief may never play **Air Power** or **Air Sortie** cards from his hand. Both cards must be given to Field Generals. *Note:* A Field General could receive a Section card to play with an **Air Sortie** card but must play **Air Power** alone.



## AIR SORTIE



1

3, 4



- ✦ Triggered by Air Sortie or equivalent
- ✦ When played on Airplane already on battlefield, cancels need for Air Check
- ✦ Airborne Airplane must be ordered every turn or removed at no medal cost
- ✦ Airborne Airplane is ordered by: order from matching Section card, Direct from HQ, star rolled on Their Finest Hour or Air Power (and equivalent)
- ✦ When ordered, airborne Airplane must make successful Air Check

**Q.** When countering an opponent's **Air Sortie** played in conjunction with a Section card, the **Counter-Attack** only counters my opponent's Section card, not the **Air Sortie** he played along with it (Air Pack rules p. 4). But what if I have an **Air Sortie** card in front of me? May I play it along with my **Counter-Attack** to imitate the Section card just played?

**A.** Yes, you may.

**Q.** Usually the scenario indicates what to do with the **Air Sortie** cards, but if the Special Rules don't specify what Air Rules are in effect, what should players do?

**A.** First, the **Air Power** card should never be removed from the Command cards. If the Special Rules don't specify that Air Rules are in effect, then from a historical perspective, Air Rules should not be used and **Air Sortie** cards are not used, although the **Air Power** card is always used. However, players ALWAYS have the option of using Air Rules if both sides agree. If players agree to use the Air Rules but there is an absence of other instructions, each player gets one **Air Sortie** card.

**Q.** Can the **Air Sortie** card be played on its own, in lieu of the pre-programmed card when using Russian Command rules? i.e. the pre-programmed card remains in place this turn, as it does if a **Recon 1** card is played from the hand.

**A.** Yes. Note: **Air Sortie** equivalents (the **Air Power** card and **Recon 1** cards when Air Strikes are available) must be played from the Commissar Chip like normal cards.

**Q.** If we're playing with two Command Decks as suggested for the Breakthrough format, how many **Air Sortie** cards should we use in games with Air Rules (or Air Rules as optional)?

**A.** The number of **Air Sortie** cards we use in any scenario is a maximum of two. This is a good rule of thumb.

## PLANES ON GROUND/AIRCRAFT CARRIERS



2

9



- ✦ Take off using Air Sortie or 1 order, if using 1 order, do Air check upon take-off
- ✦ Attacked like other units, eliminated on 1 grenade rolled
- ✦ Cannot be targeted directly on Aircraft carrier; lost if ship is sunk
- ✦ Cannot use/be the subject of Ambush
- ✦ Block line of sight and prevent adjacent enemy from firing at more distant units

**Q.** When an Airplane is on the ground and is Strafing, is it still only hit on the Grenade symbol?

**A.** No. An Airplane Strafing while on the ground is hit on a Grenade, a Star or a Flag (overriding the rules that states that an Airplane on the ground is only hit on a Grenade; and an Airplane on the ground can't retreat, so a Flag becomes a hit).

**Q.** Do grounded Airplanes add to the Air Check value of an adjacent enemy airborne Aircraft receiving an order? If they do, is it one or two dice? How about multiple adjacent Ready-to-Take-Off markers? Would each marker add to the Air Check?

**A.** An Airplane on the ground, or Ready to Take Off markers, cannot conduct any Special Action except take off and therefore they do not add to the Air Check.

**Q.** Do Ready-To-Take-Off Markers and grounded Airplanes block Line Of Sight?

**A.** Yes

**Q.** Can an Airplane on the ground capture an objective hex?

**A.** Yes, but an Airplane could only capture an Airfield hex because those are the only hexes they are allowed to land on.



## AIRBORNE AIRPLANES



3  
9

- ✦ One airborne Airplane per side max, at all times
- ✦ May move up to 4 hexes and do a single Special Action each turn
- ✦ May fly over any hex but must end its move on a vacant hex with no unit
- ✦ Underlying ground units may not move onto or through an Airplane-occupied hex
- ✦ Do not block line of sight and do not prevent adjacent enemy ground units from firing at more distant units

**Q.** Can an Airplane fly through another Airplane's hex when flying?

**A.** Yes, as long as the Airplane ends its movement on an unoccupied hex, it may fly through other Airplanes, Ships or ground unit-occupied hexes during its movement.

**Q.** Can an airborne Airplane capture an objective hex?

**A.** No. *Note:* An Airplane on the ground can capture an objective hex, but only if the hex is an Airfield since an Airplane isn't allowed to land on any other hex.

## AIR CHECK



4  
8, 9

- ✦ Roll a number of dice equal to Air Check value of underlying terrain hex, +1d for each adjacent enemy ground unit/+2d for each adjacent enemy Airplane
- ✦ If at least 1 of his units is adjacent to Airplane, Opponent makes the Air Check roll
- ✦ If at least 1 grenade is rolled, Airplane is lost. Remove it from the board. Opponent gains a Medal only if one of his units was adjacent to Airplane at the time of the Air Check

**Q.** What is the Air Check value of clear (countryside, desert and winter) terrain?

**A.** Zero.

**Q.** Do Air Check values stemming from underlying terrain accumulate with obstacles?

**A.** No. Only the greater of these Air Check values apply. So a Sandbag position over clear countryside hex will have an Air Check value of one (for the Sandbag), while a Sandbag position over a Forest hex will have an Air Check value of two (due to the Forest). The Air Check value may still be increased by the presence of adjacent enemy units, however.

## GROUND INTERDICTION



5  
7

### Special Action

- ✦ Any ordered ground enemy unit that starts its turn adjacent to Airplane cannot move, but may still battle; does not count toward Air Check
- ✦ Any ordered ground enemy unit that moves onto hex adjacent to Airplane must stop and cannot battle this turn

**Q.** If my Airplane has used Ground Interdiction on a group of units and then one of my other units rolls a retreat Flag against one of them, does the Interdicted unit retreat or not? If the unit retreats, is it released from the Interdiction?

**A.** The Interdicted unit must retreat. The Bomb Crater Marker is not removed from the unit when it retreats. The unit may not move on its turn, though it may still battle, even though it is no longer adjacent to the Interdicting Plane.

**Q.** If an enemy unit is forced to retreat adjacent to my Airplane that is doing Ground Interdiction, is the new enemy unit under my Interdiction?

**A.** No.

**Q.** When an Airplane uses Ground Interdiction, are any enemy ground units that are adjacent to that Airplane able to be ordered with a **Firefight** card?

**A.** Yes, they can be ordered and they can battle. An airborne Airplane using Ground Interdiction does NOT prevent adjacent enemy units from battling. In addition an airborne Airplane does NOT block Line of Sight, or prevent the Ground Interdicted units from targeting more distant targets. [Air Pack Rules p. 9]



## GROUND SUPPORT



6

7



### Special Action

- ✦ Airplane negates terrain protection for all adjacent enemy units attacked by ground troops in Close Assault

**Q.** When an Airplane uses Ground Support to strip a unit of “terrain protection”, does this only apply to the Battle dice reduction or does it also apply to the ability to ignore a Flag?

**A.** Ground Support negates any and all terrain protection, both Battle dice reduction and the ability to ignore Flags.

**Q.** When an Airplane uses Ground Support to strip a unit of “terrain protection”, although this removes the ability to ignore a Flag that the terrain provides, if the unit (i.e. Japanese Infantry, Heroic Leader, Italian Artillery) has an intrinsic ability to also ignore the first Flag, is this ability lost as well?

**A.** The ability to ignore a Flag by Japanese Infantry, Heroic Leader, and Italian Artillery has nothing to do with terrain, therefore Ground Support does not remove their ability to ignore a Flag.

## KAMIKAZE



7

7



### Special Action

- ✦ Roll 2d against adjacent enemy ground or ship unit, ignoring terrain protection
- ✦ Any hit scored eliminates entire unit
- ✦ Airplane is lost and removed; gives a Medal to opponent if at least 1 grenade was rolled
- ✦ Flags and stars rolled are ignored

**Q.** If a Kamikaze attack rolls a Grenade, which brings both players to the Victory Medal objective, is the game a tie?

**A.** Yes, in this case it would be a tie.

## RECON



8

8



### Special Action

- ✦ If Airplane is adjacent to at least 1 enemy [ground] unit when you replenish your hand of Command cards, you may draw 2 Command cards instead of 1, choose 1 and discard the other.

**Q.** How many Command cards do I draw at the end of my turn when ordering my Storch with an **Air Sortie** card played alone and using the Storch Recon power?

**A.** None. A new Command card is not drawn to replace the **Air Sortie** card when played alone. If you want to benefit from the Storch's Recon power, you should order it using an applicable Command card - or an **Air Sortie** played along with a Section card.

**Q.** How many Command cards do I draw at the end of my turn when ordering my Storch with a **Recon 1** card and using the Storch Recon power?

**A.** Two cards, not three. The Recon power of the Storch is not cumulative with the Recon power of the Command card itself.

**Q.** The rule book states that Recon can only be used when your Plane is adjacent to enemy GROUND units. The summary card makes no distinction and appears to include enemy Airplanes as well. Which is correct?

**A.** The rule book is correct. Unfortunately, the word “ground” is indeed missing from the summary card (Air Rules - 8). **Note:** Enemy ships do not qualify for this purpose either, as they are not ground units.

**Q.** If a Plane uses the Recon action, does the player get to draw a Combat Card?

**A.** Yes.



**Q.** How often will the FAQ document be updated?

**A.** The frequency with which this document is updated will depend on how quickly new questions come up that require official clarification. With the creation of the FAQ Version 2.0, I should be able to update the document more easily so hopefully updates will be more regular. I'll be sure to alert everyone through the Memoir '44 forum when a new version is available.

» *Jesse Rasmussen* <FAQ Creator>



## STRAFING



10

6, 7 

### Special Action

- ✦ Roll 1d on enemy units in up to 3 contiguous adjacent hexes along flight path, ignoring terrain protection
- ✦ Unit's symbols, grenades, and stars rolled all score hits
- ✦ Flags cannot be ignored

**Q.** When an Airplane is ordered by a **Their Finest Hour** Command card, does it roll an additional die when Strafing?

**A.** Yes. The Airplane rolls one additional die in any Special Action that involves dice rolled (e.g. Strafing, Kamikaze Attack) when ordered by **Their Finest Hour**.



**Q.** When you play Overlord scenarios, what is your favorite role to play?

**A.** Well, I always play as Commander in Chief, but actually I have no choice, because my friends always say, "You're from Days of Wonder, so you know the game better than anyone else: you're going to be our CiC". :D

» *Antoine Prono* <Days of Wonder Editorial & Production Assistant>



# VI. AIRPLANES



## CURTISS P-40 WARHAWK

**1**

4, 5 AIR

## LOCKHEED P-38 LIGHTNING

**2**

4, 5 AIR

## VOUGHT F-4U CORSAIR

**3**

4, 5 AIR

## SUPERMARINE SPITFIRE

**4**

4, 5 AIR



**Q.** How do you know so much about World War II and all the different battles that took place?

**A.** I read a lot of books about WW2 and a lot of history magazines and I have a large bookcase (library) at home full of books about this topic, to the despair of my wife!

» Jacques David <Memoir '44 Player - France>

## FIESELER FI 156 STORCH

**5**

4, 5 AIR

- ✦ Recon
- ✦ Rescue

**Q.** How many Command cards do I draw at the end of my turn when ordering my Storch with an **Air Sortie** card played alone and using the Storch Recon power?

**A.** None. A new Command card is not drawn to replace the **Air Sortie** card when played alone. If you want to benefit from the Storch's Recon power, you should order it using an applicable Command card - or an **Air Sortie** played along with a Section card.

**Q.** How many Command cards do I draw at the end of my turn when ordering my Storch with a **Recon 1** card and using the Storch Recon power?

**A.** Two cards, not three. The Recon power of the Storch is not cumulative with the Recon power of the Command card itself.

## MESSERSCHMITT BF 109

**6**

4, 5 AIR

## MITSUBISHI A6M ZERO

**7**

4, 5 AIR





# YAKOVLEV YAK-1/7/9



8

**Yakovlev Yak-1** (Entire War), **Yakovlev Yak-9** (October 1942)

- ✦ Ground Support
- ✦ Strafing

4, 5

**Yakovlev Yak-7** (Entire War)

- ✦ Ground Interdiction
- ✦ Strafing

**Q.** Can the Russian player under Commissar rules play an **Air Sortie** card that is face up next to his card holder along with a pre-programmed Section Command card?

**A.** Yes.

**Q.** Can the Russian player under Commissar rules play a Section Command card from the hand along with a pre-programmed **Air Sortie** card?

**A.** No. Note that the **Air Sortie** card is never pre-programmed; it is always face up, and never counts toward the pre-programmed limit.

**Q.** Can the Russian player under Commissar rules play a Section Command card from the hand along with an **Air Sortie** card that is face up next to his card holder?

**A.** Yes, as long as the Section card being played from his hand is a **Recon 1** Command card.





# VII. NATIONS



## FRENCH RESISTANCE



1

12 M44

- ✦ 3 figures only
- ✦ Move 0-1 and battle, or move 2 no battle
- ✦ Fire at 3, 2, 1
- ✦ Move onto any terrain and may still battle, but must still obey terrain movement restrictions
- ✦ May Take Ground on successful Close Assault
- ✦ May retreat 1 to 3 hexes per flag

**Q.** On page 12 of the Memoir '44 rule book, it states that French Resistance forces “may disappear into the countryside, retreating up to 3 hexes instead of the standard 1 on any retreat Flag rolled.” In the diagram opposite these rules, it shows a French Resistance unit suffering two Flags, and retreating four hexes. Is this correct?

**A.** Resistance units may retreat 1, 2, or 3 hexes for each Flag rolled. In the example of two Flags, the allowable retreat would be a minimum of two hexes or a maximum of six hexes. The example shows the player’s choice of four hexes.

## RED ARMY (RKKA)



2

3, 4

### Russian Political Commissar

- ✦ A Command card cannot be played directly from hand. Instead, it must be placed under the Commissar chip in preparation for a future turn.
- ✦ Recon 1, Counter-attack and Ambush cards are exceptions; they may be played as normal
- ✦ Otherwise, the Command card already under the Commissar chip is the player’s Command card for the turn

**Q.** Can the Russian player under Commissar rules play an **Air Sortie** card that is face up next to his card holder along with a pre-programmed Section Command card?

**A.** Yes.

**Q.** Can the Russian player under Commissar rules play a Section Command card from the hand along with a pre-programmed **Air Sortie** card?

**A.** No. Note that the **Air Sortie** card is never pre-programmed; it is always face up, and never counts toward the pre-programmed limit.

**Q.** Can the Russian player under Commissar rules play a Section Command card from the hand along with an **Air Sortie** card that is face up next to his card holder?

**A.** Yes, as long as the Section card being played from his hand is a **Recon 1** Command card.

**Q.** Can the **Air Sortie** card be played on its own in lieu of the pre-programmed card? That is, does the pre-programmed card remains in place this turn, as it does if a **Recon 1** card is played from a persons hand?

**A.** Yes, but remember that the player will not draw a replacement card.

**Q.** If the Russian player moves first, how does the Russian Command rules work?

**A.** The Russian player plays one Command card from his hand and places one Command card under the Commissar Chip.



## IMPERIAL JAPANESE ARMY



3

7



### Yamato Damashi spirit

- ✦ Infantry must always ignore 1 flag
- ✦ When in terrain that ignores a flag, must ignore 2 flags instead
- ✦ When in caves, must ignore all flags

### Seishin Kyoiku doctrine

- ✦ Infantry at full strength in Close Assault battles are +1 die

### Banzai War cry

- ✦ Infantry may move 2 hexes to combat into Close Assault

**Q.** May Japanese Infantry ignore Flags from a **Barrage** or **Air Power** Command card?

**A.** No. Command cards that state “Flags may not be ignored” will still force Japanese Infantry units to retreat. This includes Strafing Airplanes.

**Q.** Do Japanese Snipers benefit from all the special Nations Rules that most Japanese units get?

**A.** Snipers do not benefit from Nation rules. Therefore a Japanese Sniper does not get an extra die when Close Assaulting an enemy unit. (Also, Yamato Damashi rule, Seishin Kyoiku rules or Banzai War Cry rule cannot be used by a Japanese Sniper).

**Q.** Do Japanese Engineers benefit from all of the Nation Rules that most Japanese units get?

**A.** Combat Engineers units are affected by Nation rules. Therefore Japanese Combat Engineers are able to move two hexes and Close Assault (Banzai) with +1 die when at full strength (Seishin Kyoiku).

**Q.** If a Japanese unit moves two hexes and does not have an adjacent enemy unit when the Battle Phase begins, may it battle if an enemy unit retreats into a hex adjacent to it?

**A.** Yes

## US MARINE CORPS



4

7



### Gung-Ho!

- ✦ Order 1 more unit than indicated on any Section card played
- ✦ All Tactic cards that activate 1 to 4 units activate 2 to 5 instead
- ✦ Marines counter-attack with +1 ordered unit against Japanese Command card. Opposite not true
- ✦ No effect on Air Power, Air Sortie, Artillery Bombard, Barrage, Close Assault, Infantry Assault, and Their Finest Hour.

**Q.** When playing with the Marine Corps Command Rules, does the Allied player get to heal two units with the **Medics & Mechanics** card?

**A.** Yes. The Allied player rolls dice for the first unit and then rolls dice for a second unit.

**Q.** When playing a card that says, “If you do not command any units of this type, issue an order to 1 unit of your choice”, can the US Marine player order two units?

**A.** Yes.

**Q.** When playing as the Allies in the Pacific theater, the Marine player gets to order two Infantry units with **Behind Enemy Lines**. What order do the two units move in?

**A.** The turn sequence as printed on page six of the Memoir '44 base rule book is still followed for both units.

1. Play a Command card – Allied player uses the **Behind Enemy Lines** card.
2. Order – Announce the two Marine Infantry units that are being ordered.
3. Move – Move the ordered units, one at a time.
4. Battle – Battle with the ordered units, one at a time. Because **Behind Enemy Lines** allows ordered units to move again, the two ordered units may move again, one at a time.
5. Draw a new Command card.

**Q.** If I choose to use the Combat Deck from the Sword of Stalingrad expansion in the Pacific Theater, would the US Marine player get to order one extra unit with the Combat Cards since that's their special National ability?

**A.** No. The Combat Cards are different than normal Command Cards and don't allow the US Marines to order an extra unit per card.



# BRITISH COMMONWEALTH FORCES



5

## Stiff Upper Lip

- ⊛ A BCF ground unit that survives an enemy's Close Assault combat without retreating and is down to a single figure may immediately battle that enemy back with 1d
- ⊛ A battleback ignores all terrain Battle dice reductions
- ⊛ A battleback may occur even if the Close Assault is part of an Armor Overrun
- ⊛ The unit cannot battle back during an Ambush

10

**Q.** Can a British Sniper use Stiff Upper Lip to Battle Back?

**A.** Snipers do not benefit from Nation rules. Therefore a British Sniper does not get to Battle Back.

## ITALIAN ROYAL ARMY



6

7



**Q.** What is your favorite Memoir '44 product?

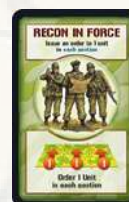
**A.** I enjoy the whole Memoir '44 system (which is why I'm willing to put in so much time working on things like this FAQ) but my favorite product would probably have to be the addition of the Breakthrough format. It allows us to dig so much deeper into the positioning of troops, setting up big assaults, and careful planning. It amazes me how Richard can come up with such fun new ideas to modify the Memoir system and keep things so interesting!

» *Jesse Rasmussen* <Memoir '44 Player - United States>





# VIII. COMMAND



## RECON 1



**Q.** If someone can use a **Recon 1** card as an **Air Power**, can the other player **Counter-Attack** the effect or just the card?

**A.** The rule is that a **Counter-Attack** is only allowed to counter the card. If, however, a player can use the card being countered for a different purpose (**Recon 1** used as an **Air Power** for example) he is still allowed to choose the special ability instead of using it as a **Recon 1**.

**Q.** If I can use the **Recon 1** card as an **Air Strike** or an **Air Power** card (under the Blitz Rules, for example), do I still get to draw the extra card?

**A.** No. You play it EXACTLY like an **Air Power** or **Air Strike**, so you do not get the two-card draw.



## ARMOR ASSAULT



**Q.** With the **Armor Assault** card (which gives Armor units one additional die when it Close Assaults), if an Armor unit successfully Overruns, leading to a second Close Assault, does the Armor unit still get the extra die in the Overrun attack?

**A.** Yes.

**Q.** With **Armor Assault**, do Armor units have an additional die during their Armor Overrun if attacking enemy units that are not adjacent?

**A.** No. To get the bonus they must attack adjacent units on the Armor Overrun.

**Q.** The **Armor Assault** card states that if you do not have a unit of a specific type, you may order a unit of your choice. Does it mean that I can order any unit and give it any order I want, or does it mean that I can choose any unit and apply the card's effect on it?

**A.** You may not apply the card's effect. The card simply allows you to order any other unit on the battlefield and nothing more.

## COUNTER-ATTACK



**Q.** When you **Counter-Attack** a **Recon 1** card, may you draw two cards?

**A.** Yes, as long as you Counter-Attacked the Recon function of the card. The entire effect is duplicated, including the draw two cards, discard one.

**Q.** When Counter-Attacking an opponent's **Air Sortie** played in conjunction with a Section card, the **Counter-Attack** only counters my opponent's Section card, not the **Air Sortie** he played along with it (Air Pack rules



p. 4). But what if I have an **Air Sortie** card in front of me: May I play it along with my **Counter-Attack** on the Section card just played?

**A.** Yes, you may.

**Q.** Can a player **Counter-Attack** an **Ambush** card?

**A.** No.

**Q.** Can you use a **Counter-Attack** card on a **Counter-Attack** card?

**A.** Yes.

**Q.** How can players remember what to **Counter-Attack**?

**A.** Players should remember: You ALWAYS Counter the card only. In effect, you are simply playing the same card as your opponent. (I actually have seen players take the card just played by the opponent and place the **Counter-Attack** on the discard pile, although Section cards order units in the same section as your opponent.) You can do anything you would normally be able to do with that card (e.g. use a **Recon 1** card as **Air Power** for the Axis player when Blitz Rules are in effect).

**Q.** When a **Counter-Attack** is played on a **Recon 1** card that initiated some special action, what action may I perform?

**A.** The best way to play a **Counter-Attack** is to take the card just played by your opponent from the discard pile and play it. Of course a right section becomes a left section and vice-versa.

So now after playing the **Counter-Attack** and you have the **Recon 1** card in hand, you can play it as a **Recon 1** card even if the opponent used it for something special, OR if **Air Strike** rules are in effect for your side, you may choose to use the **Recon 1** card as an **Air Strike**, OR if Blitz rules are in effect for your side, you may choose to use the **Recon 1** card as an **Air Power** card.



## INFANTRY ASSAULT



**Q.** If you use **Infantry Assault** in a section with no Infantry units, can it order one unit in that section?

**A.** No. The **Infantry Assault** card states, if you do not command any Infantry units, issue an order to one unit of your choice. If you command an Infantry unit in any section of the battlefield you may not choose to order one unit of your choice.

**Q.** The **Infantry Assault** card states that if you do not have a unit of a specific type, you may order a unit of your choice. Does it mean that I can order any unit and give it any order I want, or does it mean that I can choose any unit and apply the card's effect on it?

**A.** You may not apply the card's effect. The card simply allows you to order any other unit on the battlefield and nothing more.

**Q.** How should Infantry moving along Roads, and ordered with the **Infantry Assault** card be played?

**A.** If the Infantry unit starts on a Road and stays on the Road for the entire move, here's how it should be played:

### Examples:

- » Standard Infantry – 3 hexes and battle, 4 hexes no battle
- » Specialized Infantry (Elite, Rangers, Commandos) – 3 hexes and battle, 4 hexes no battle
- » French Resistance Infantry – 3 hexes and battle, 4 hexes no battle
- » Combat Engineers – 3 hexes and battle, 4 hexes no battle
- » Sniper – 3 hexes and battle, 4 hexes no battle
- » Cavalry – 4 hexes and battle
- » Ski Troops – 4 hexes and battle
- » Japanese Infantry – 3 hexes and battle, 4 hexes no battle
- » US Marine Infantry – 3 hexes and battle, 4 hexes no battle
- » Supply Trucks – 4 hexes, Trucks may not battle
- » Long Range Patrol Cars (Jeeps) – 4 hexes and battle
- » Command Cars – 4 hexes, Command Cars may not battle

**Note:** When ordering Cavalry or Ski Troops with an **Infantry Assault** card, they may move four hexes and battle. The **Infantry Assault** card does not limit their movement, though without a Road to travel on, the Cavalry and Ski Troops could only move 3 hexes and battle.



## MOVE OUT



**Q.** The **Move Out** card states that if you do not have a unit of a specific type, you may order a unit of your choice. Does it mean that I can order any unit and give it any order I want, or does it mean that I can choose any four units to order?

**A.** You may not apply the card's effect. The card simply allows you to order any single other unit on the battlefield and nothing more.

## AMBUSH



**Q.** Can a unit finish the attack after an **Ambush**, when a Flag is rolled during the **Ambush**?

**A.** Normally the answer is no, because when a unit moves out of the original hex on a retreat it may not finish the attack, even if it would move back towards its baseline and is still adjacent to the enemy unit that did the **Ambush**. However, if the unit being **Ambushed** must retreat but its retreat path is blocked, it must lose one figure for each retreat move it cannot complete and because the unit did not move from the hex it was in, it may attack normally.

**Q.** When I play the **Ambush** card, do I get to **Ambush** every Close Assault during that turn?

**A.** No. The **Ambush** card is only for a single attack, so hold the card until the attack you want to **Ambush** is declared.

**Q.** Can a player **Counter-Attack** an **Ambush** card?

**A.** No.

**Q.** Does the **Ambush** card allow the **Ambushing** unit to advance if the target is forced to retreat or is eliminated?

**A.** No. Only when an ordered unit in Close Assault Combat eliminates the enemy unit or forces it to retreat, may it Take Ground. The key word here is ordered. Only the player taking his turn (ordering units) may Take Ground during his turn. The **Ambush** card is a reaction play when an opponent declares a Close Assault, and therefore the unit doing the **Ambush** may not Take Ground if the opposition is eliminated or retreats.

**Q.** If I play **Their Finest Hour** and during my turn my opponent plays **Ambush**, does he draw first from the Command Card pile before the cards are reshuffled or after they are reshuffled? There seems to be a difference between the text of the Overlord card deck and the Standard card deck, so which one is right?

**A.** Depends on if you are playing with a deck of Standard Command cards or a deck of Overlord Command cards. The timing on when to draw a replacement card after playing an **Ambush** card is not the same when using the Standard deck of Command cards as compared to the Overlord Command cards. For the correct play, follow the instructions on the specific **Ambush** card.

**Q.** I play **Behind Enemy Lines** and move a unit three hexes, then declare a Close Assault against an enemy unit. My opponent plays **Ambush** and forces my unit to retreat, which prevents me from attacking. Can my unit move the second three hexes?

**A.** Your unit still gets its second movement of up to three hexes, even though it did not attack.

## ARTILLERY BOMBARD



**Q.** The **Artillery Bombard** card states that if you do not have a unit of a specific type, you may order a unit of your choice. Does it mean that I can order any unit and give it any order I want, or does it mean that I can choose any unit and apply the card's effect on it?

**A.** You may not apply the card's effect. The card simply allows you to order any other unit on the battlefield and nothing more.

**Q.** For the purposes of the **Artillery Bombard** card, is a Destroyer considered Artillery?

**A.** No. **Note:** The only time a Destroyer could be ordered with this card is if you have no Artillery units and you use the "issue an order to 1 unit of your choice" feature. The Destroyer would not enjoy the card's effect.

**Q.** If I choose to move my Artillery with this card instead of battling, does it get to ignore terrain restrictions?

**A.** No.

**Q.** If I choose to fire my Artillery, can it attack one unit and change to a different target on its second attack?

**A.** Yes. Resolve one attack before making the second attack. It is also important to note that if multiple Artillery units are ordered by the **Artillery Bombard** card, both attacks from one unit must be completed before the next unit may battle.

**Q.** Can an Artillery unit ordered by an **Artillery Bombard** card move into a hex containing Wire?

**A.** Yes. An Artillery unit, like any other unit that enters a hex with Wire, must stop and may move no further on that turn.



- Q.** Does an Artillery unit ordered by an **Artillery Bombard** that is in a hex containing Wire have a die reduction when battling?
- A.** Yes. Like an Infantry unit, an Artillery unit on a hex with Wire will reduce the number of Battle dice it rolls by one.
- Q.** Does a Mobile Artillery unit that is ordered by an **Artillery Bombard** card get to both move and battle?
- A.** No, the unit follows the specific rules on the card; it may either move up to three hexes or battle twice, but not both.
- Q.** If I play **Artillery Bombard** and I am forced to retreat my Artillery during the first attack (because of Stiff Upper Lip, **Ambush**, or a similar card), do I lose my second attack as well?
- A.** If your Artillery has to retreat for any reason, it may no longer battle for the rest of that turn.



## BEHIND ENEMY LINES



- Q.** I've heard that there are two versions of **Behind Enemy Lines**. Which one is the correct wording?
- A.** The correct card is the one pictured here and can be found in the Official Cards Compendium at [www.memoir44.com](http://www.memoir44.com). Your card should read: "Issue an order to 1 INFANTRY unit. Unit may move up to three hexes. Unit may battle with one additional die, then move again up to three hexes. Terrain movement restrictions are ignored. Terrain battle restrictions still apply. If you do not command any Infantry units, issue an order to 1 unit of your choice." The correct card is also available as part of the "Sword of Stalingrad" Battle Map expansion.

- Q.** What does it cost to move onto a terrain hex that normally costs more than one hex of movement when a unit is ordered by **Behind Enemy Lines**?
- A.** Terrain features that cost more than one movement only cost one move when an Infantry unit is ordered with the **Behind Enemy Lines** card. An example of this is the Omaha Beach scenario, where moving up a bluff for an Infantry unit from the Beach is a two hex movement. Moving up or down the bluff when ordered with the **Behind Enemy Lines** card will only cost one move for the Infantry unit.
- Q.** The card states "terrain battle restrictions still apply". Does that mean that dice penalties still apply for battling into or out of terrain, or does it mean that the Infantry can't battle if it lands on terrain that prevents battling when it is first entered?
- A.** The Infantry unit cannot attack if it ends its first half of movement on a hex that prevents battling (Forest, Town, Hedgerow, etc). If the ordered Infantry can attack, Terrain battle restrictions for the target unit are still taken into account. If the attacking Infantry ends the first part of its move on Wire, it has a -1 attacking roll because the battle restriction still applies.
- Q.** If the Infantry attack is successful with **Behind Enemy Lines**, may it Take Ground before taking its second movement?
- A.** Yes, and then it can take its remaining three hexes of movement. This effectively could allow an Infantry unit to move seven total hexes.
- Q.** When using **Behind Enemy Lines**, does moving through a Cave hex count as one hex and allow the Japanese Infantry unit to move two more hexes before battling?
- A.** No. Moving from one Cave hex to another empty Cave hex is the unit's entire movement for the turn. The Japanese Infantry unit can still battle but may not move another three hexes.
- Q.** If an Engineer is ordered with **Behind Enemy Lines**, what is he allowed to do? Can he move three hexes into a Minefield, battle normally, Take Ground, then move three more hexes and end in another Minefield, all without blowing up any Mines?
- A.** The rules say, "An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling." Therefore if an Engineer unit is ordered by the **Behind Enemy Lines** card and ends its first part of the **Behind Enemy Lines** move on a Minefield hex, it must clear the Minefield instead of battling. Also because there was no battle, the unit may not Take Ground.
- Note:** an Engineer unit ordered by the **Behind Enemy Lines** card may move through a Minefield hex. The unit does not have to stop because the **Behind Enemy Lines** card allows the ordered unit to ignore terrain movement restrictions. A hex with a Minefield piece, like other man-made fixed obstacles, is considered terrain.





**Q.** When playing with the Marine Corps Command Rules, does the **Behind Enemy Lines** card order two Infantry units?

**A.** Yes. *Note:* The two Marine units are ordered one after the other, following the sequence on page six of the core rules. For more information on this situation, look under the **"US Marine Corps" on page 48.**

**A.** The following is a summary of Infantry movement when it is ordered by the **Behind Enemy Lines** card:

**Examples:**

- » Forests - unit that enters a Forest hex is not forced to stop.
- » Jungles - unit that enters a Jungle hex is not forced to stop.
- » Hedgerows - to enter a Hedgerow hex the unit does not have to start in an adjacent hex. Unit that enters a Hedgerow hex is not forced to stop and may move further than an adjacent hex.
- » Towns - unit that enters a Town hex is not forced to stop.
- » Landmarks - unit that enters a Landmarks hex is not forced to stop.
- » City Ruins - unit that enters a City Ruins hex is not forced to stop.
- » Oasis - unit that enters an Oasis hex is not forced to stop.
- » Oceans - a unit that moves onto an Ocean hex, movement is not restricted to one hex.
- » Beaches - a unit that moves onto a Beach hex, movement is not restricted to two hexes.
- » Trenches - unit that enters a Trench hex is not forced to stop.
- » Wire - unit that enters a hex with Wire is not forced to stop.
- » Minefields - unit that enters a hex with a Minefield is not forced to stop and the Mine does not detonate.
- » Marshes - unit that enters or exits a Marsh hex is not forced to stop.
- » Roads - a unit that starts on a Road hex and remains on a Road the whole turn may move one additional hex.
- » River - A River is impassable terrain. A unit ordered by the **Behind Enemy Lines** card may not move onto or cross a River terrain hex.
- » River Ford - unit that enters a River Ford hex is not forced to stop.
- » Flooded Fields - unit that enters or exits a Flooded Fields hex is not forced to stop.
- » Frozen River - unit that enters a Frozen River hex is not forced to stop and no dice are rolled.
- » Units - a unit ordered by the **Behind Enemy Lines** card may not move onto or through a hex occupied by a friendly or enemy unit.
- » Impassable Terrain - a unit ordered by the **Behind Enemy Lines** card may not move onto or through an impassable terrain hex.



**Q.** So basically, an Infantry unit is allowed to go anywhere it could legally go in six one-hex movements, but all at once?

**A.** Yes. *Note:* After moving three hexes, the unit may battle before moving the second three hexes, but doesn't have to.

**Q.** The **Behind Enemy Lines** card states that if you do not have a unit of a specific type, you may order a unit of your choice. Does it mean that I can order any unit and give it any order I want, or does it mean that I can choose any unit and apply the card's effect on it?

**A.** You may not apply the card's effect. The card simply allows you to order any other unit on the battlefield and nothing more.

**Q.** When ordered by the **Behind Enemy Lines** card, if an Infantry unit moves three hexes into a Jungle hex, may it battle?

**A.** No. Units must start in a hex adjacent to a Jungle hex to move onto the Jungle hex and still battle.

**Q.** Can an Infantry unit that has the ability to cross a River with a Collapsible Boat use their Boat with the **Behind Enemy Lines** card to cross the River?

**A.** Yes, however, once the unit crosses the River, immediately remove the unit's Battle Star token; the unit has abandoned its Boat, and may now no longer move onto a River hex.

**Q.** May a Sniper unit be ordered using a **Behind Enemy Lines** card.

**A.** Yes. Any Infantry unit can be ordered with **Behind Enemy Lines** unless the rules for the unit say differently.

**Q.** Can Supply Trucks be ordered with the **Behind Enemy Lines** card and re-supply in the middle of their move?

**A.** No. As it says in the detailed rules for Supply Trucks page - **"Behind Enemy Lines, Dig-in, Medics & Mechanics** - Supply Truck units may not be ordered using any of these Command cards". *Note:* Patrol Cars cannot be ordered with the **Behind Enemy Lines** card either, as outlined in the detailed rules page for that unit.

**Q.** If you order Cavalry with **Behind Enemy Lines** (since it's considered an Infantry Unit for all purposes), can it Overrun and battle with an extra die before it moves the second set of three hexes?

**A.** Yes. Cavalry ordered with **Behind Enemy Lines** may move three hexes, battle with an extra die, Overrun, battle with an extra die again, Take Ground if appropriate, and then move three hexes. In effect, the Cavalry could move a total of eight hexes when ordered with **Behind Enemy Lines**, if everything went right.



**Q.** If I order a Late War Mortar unit with **Behind Enemy Lines**, do I need Line of Sight on my enemy and do I only battle at [3-2-1], since I moved?

**A.** If the Late War Mortar unit moves at all (including with **Behind Enemy Lines**) it will battle at [3-2-1] +1 die for the card and it needs Line of Sight. If the Late War Mortar unit does not move it will battle at [3-2-1-1] +1 die for the card and it does not need Line of Sight.

**Q.** Can an Early War Special Weapon Asset (SWA) unit be ordered with **Behind Enemy Lines** to move up to three hexes and still attack?

**A.** No. If Early War SWA units move in any way, they may not battle. This limitation includes when they are ordered by the **Behind Enemy Lines** card or **Infantry Assault** card. *Note:* This answer is an update from previous FAQ documents and changes the answer from before.

**Q.** If I play **Behind Enemy Lines** on a unit that starts on a Road hex, I can move up to four Road hexes and then attack because of the +1 Road bonus. In my second phase of movement, can I use the +1 Road bonus again to move an additional four hexes if I still stay on the Road?

**A.** Yes.

**Q.** I play **Behind Enemy Lines** and move a unit three hexes, then declare a Close Assault against an enemy unit. My opponent plays **Ambush** and forces my unit to retreat, which prevents me from attacking. Can my unit move the second three hexes?

**A.** Your unit still gets its second movement of up to three hexes, even though it did not attack.

**Q.** After I play **Behind Enemy Lines**, what if my opponent plays the **Pull Back** Combat Card just before my attack?

**A.** Your unit cannot battle but still gets its second movement of up to three hexes even if it does not attack.

**Q.** What if I play **Behind Enemy Lines** and my opponent plays the **Out of Ammo** Combat Card just before my attack?

**A.** Your unit does not get its second movement of up to three hexes because it was forced to return to your baseline.



## CLOSE ASSAULT



**Q.** When the **Close Assault** card is played and an enemy unit retreats, which puts it next to a friendly unit that originally was not adjacent when the order was issued, can the newly adjacent unit battle?

**A.** No. Only units adjacent to an enemy unit when the card is played are issued orders. If you have a lot of units being ordered with the **Close Assault** card, you may want to mark all the units you order prior to any attacks to avoid confusion.

**Q.** When playing the **Close Assault** card, can a unit designated to Close Assault still fire if the unit he was to Close Assault is no longer adjacent to him?

**A.** No. Ordered units may only Close Assault.

**Q.** After a successful Armor attack using the **Close Assault** card, that results in the destruction or retreat of the target, can the unit Armor Overrun with the extra die if it is still attacking an adjacent unit?

**A.** No. Units ONLY get the extra die for the initial attack. After eliminating a unit or forcing a retreat, Armor units can do a normal Armor Overrun (no extra die) or attack a distant unit if there are no adjacent targets.

**Q.** With the **Close Assault** card, if my ordered unit A was next to enemy B, and enemy C is forced to retreat next to my unit A, may my unit A attack enemy C?

**A.** Yes. The important point in this example is that unit A was already ordered by the **Close Assault** Command card and when unit A is going to battle it may choose enemy unit B or C to Close Assault.



## DIG-IN



**Q.** Are there any restrictions to placing Sandbags?

**A.** Sandbags may be placed on any countryside or terrain land hex, including a hex with a Bridge. *Note:* Sandbags may not be placed on Ocean hexes or Fords as they are not considered land hexes for this purpose.

**Examples:**

- » When a unit does not benefit from any protection for its terrain, the Sandbags reduce the number of Battle dice rolled by one when being attacked by Infantry or Armor.
- » If Sandbags are placed on a hex with other terrain, Battle dice terrain reductions and Sandbag Battle dice reduction are not cumulative.
- » Sandbags will allow a unit to ignore the first Flag rolled against it. *Note:* A unit may ignore the first Flag rolled each time it is attacked.

**Q.** Can a unit on a Frozen River place Sandbags if *Dig-In* is played on it?

**A.** No. Frozen Rivers are not considered land hexes for the purpose of *Dig-In*.

**Q.** On the *Dig-In* card, it says, "Issue an order to 4 Infantry units. The units improve their position by..." Since the card says the Infantry receive an order, does that mean they can move and fire in addition to placing Sandbags?

**A.** No. They may only place the Sandbags, no movement or combat.

**Q.** On the *Dig-In* card it states, place "available" Sandbags. Does it mean only my color or any color Sandbags?

**A.** The statement means that you are limited to the 12 Sandbag pieces in the game. The color of the Sandbag piece does not matter.

**Q.** If defense is not cumulative, what is the advantage of putting Sandbags on a terrain hex that already provides -1 Battle dice protection?

**A.** It allows the unit to ignore the first Flag.

**Q.** When a unit with Sandbags in its hex leaves (moves or retreats) or is destroyed, are the Sandbags removed?

**A.** Yes. The Sandbags are removed immediately after the unit leaves the hex for any reason.

**Q.** On the *Dig-In* card, it says, "Issue an order to 4 Infantry units. The units improve their position by..." Since the card says the Infantry receive an order, may they use that order to recover figures on an Oasis hex.

**A.** No. They may only place the Sandbags. This card is not a general order to be used as you see fit, but a specific order to do only what the card specifies.



## FIREFIGHT



**Q.** When playing the *Firefight* card, units get an additional die. Does this mean that Infantry can fire at [4, 3, 2, 1] or do they fire at [4, 3, 2]?

**A.** As the card states, roll one additional die. The firing range is not extended, and because you cannot Close Assault with the *Firefight* card, the Infantry would battle: [0, 3, 2].

**Q.** If a unit is ordered with *Firefight*, but the target unit is forced to retreat from a different attack and ends up adjacent to the unit before it was able to attack, is the unit still allowed to attack since it was ordered before they were adjacent?

**A.** No. A unit that is ordered using *Firefight* may never target an adjacent enemy unit. The player loses that order.

**Q.** Is it possible to assign a *Firefight* order to a unit which at the exact time of receiving the order is not capable of making an attack (within firing range of an opponent's unit)?

**A.** Yes, all the rule stipulates is that an ordered unit may not be adjacent to an enemy unit at the time of ordering. There is nothing wrong with ordering a unit, anticipating that a target may become available during the turn. *Note:* If an enemy unit retreats adjacent to a *Firefight* ordered unit that has not battled yet, then that unit may not battle.

**Q.** When an Airplane uses Ground Interdiction, are any enemy ground units that are adjacent to that Airplane able to be ordered with a *Firefight* card?

**A.** Yes, they can be ordered and they can battle. An airborne Airplane using Ground Interdiction does NOT prevent adjacent enemy units from battling. In addition an airborne Airplane does NOT block Line of Sight, or prevent the Ground Interdicted units from targeting more distant targets. [*Air Pack Rules p. 9*]



## MEDICS & MECHANICS



- Q.** When playing with the Marine Corps Command Rules, does the Allied player get to heal two units with the **Medics & Mechanics** card?
- A.** Yes. The Allied player rolls dice for the first unit and then rolls dice for a second unit. If one or both units are healed, they can be ordered normally.

## THEIR FINEST HOUR



- Q.** Does a Grenade roll mean that you can order Artillery, or is the only way to order Artillery to get a Star result?
- A.** Flag and Grenade rolls do not order any units when rolled for **Their Finest Hour**. A Star roll will order any unit and is the only way to order Artillery.
- Q.** After playing **Their Finest Hour** does the player draw before or after the deck and discard piles are shuffled together?
- A.** Shuffle the discards and deck together to form a new draw deck before drawing the new Command card.

**Q.** If I play **Their Finest Hour** and during my turn my opponent plays **Ambush**, does he draw first from the Command Card pile before the cards are reshuffled or after they are reshuffled? There seems to be a difference between the text of the Overlord card deck and the Standard card deck, so which one is right?

**A.** Depends on if you are playing with a deck of Standard Command cards or a deck of Overlord Command cards. For the correct play, follow the instructions on the specific **Ambush** card, depending on which deck you are playing with.

**Q.** When an Airplane is ordered by a **Their Finest Hour** Command card, does it roll an additional die in battle?

**A.** Yes. The Airplane rolls one additional die in any Special action that involves dice rolled (Strafing and Kamikaze Attack).

**Q.** Does Armor keep the additional die for an Armor Overrun attack?

**A.** Yes.



## AIR POWER



- Q.** If I am attacking four units that are adjacent (all Infantry) and roll four dice (Axis Air attack) and get four Infantry symbols, does that mean I have four hits per hex or four total hits to be used across the four hexes?
- A.** For **Air Power**, you would roll one die per hex, applying each result to that particular hex before rolling for the next hex. So if you rolled one Infantry symbol on each, you would remove one Infantry figure from each of the four Infantry units you targeted.

**Q.** Can a **Counter-Attack** card be played against an **Air Power** card?

**A.** Yes.

**Q.** Is the **Air Power** card played exactly like the **Air Sortie** card if I am using Air Rules?

**A.** No. The **Air Power** card is an **Air Sortie** equivalent, so when you draw the **Air Power** card, it is placed in your hand instead of next to your card holder.

**Q.** How many hexes can I target with the **Air Power** card?

**A.** You can target four or fewer. This means you can target 1, 2, 3, or 4 hexes.

## AIR SORTIE



**Note:** Questions about the **Air Sortie** card are answered in the Air Rules section of this FAQ. Check **"Air Sortie" on page 41.**



# IX. SPECIAL WEAPON ASSETS



## SPECIAL WEAPON ASSETS RULES



1

8



10



- ✦ SWA is placed with unit, removed when last figure is lost
- ✦ Unit with SWA is treated as Infantry, for all purposes
- ✦ Unit with SWA may not Take Ground
- ✦ SWA does not count as an additional Medal

**Q.** Can a Special Weapon Asset unit be ordered with **Infantry Assault** and move three hexes?

**A.** Yes. However, the normal SWA unit rules apply. An Early War SWA units cannot attack, even if they just move one hex. Late War SWA units lose their bonus since they moved.

**Q.** The Late War SWA units in the Winter Wars rule book don't say that they can't Take Ground like the original SWA units. Does this mean that the Late War units can Take Ground?

**A.** No. SWA units can never Take Ground. The Special Weapon Assets - Late War summary card [SWAs Card 4] clearly states that SWA Units cannot Take Ground but the Winter Wars rule book is missing this detail.

**Q.** Looking at the last point of the Summary Card, it looks like Late War Mortar units never needs Line of Sight. Is that correct, or does it need Line of Sight if it moves?

**A.** If a unit with a Late War Mortar moves, it attacks like a normal Infantry unit at [3-2-1] and it will need Line of Sight to its target. If the unit with a Late War Mortar does not move, it does not need Line of Sight and it may increase its firing range an additional hex [3-2-1-1].

**Q.** If I order a Late War Mortar unit with **Behind Enemy Lines**, do I need Line of Sight on my enemy and do I only battle at [3-2-1], since I moved?

**A.** Yes. If the Late War Mortar unit moves at all (including with **Behind Enemy Lines**) it will battle at [3-2-1] +1 die for the card and needs Line of Sight. If the Late War Mortar unit does not move it will battle at [3-2-1-1] +1 die for the card and does not need Line of Sight.

**Q.** Can an Early War Special Weapon Asset (SWA) unit be ordered with **Behind Enemy Lines** to move up to three hexes and still attack?

**A.** No. If Early War SWA units move in any way, they may not battle. This limitation includes when they are ordered by the **Behind Enemy Lines** card or **Infantry Assault** card. *Note:* This answer is an update from previous FAQ documents and changes the answer from before.

**Q.** Does a Japanese SWA Infantry unit benefit from all of the Imperial Japanese Army rules?

**A.** Japanese SWA units play in the following manner:

- » Yamato Damashi Spirit: A Japanese SWA Infantry unit will benefit from this ability.
- » Seishin Kyoiku Doctrine: A Japanese SWA Infantry unit will benefit from this ability.
- » Banzai War Cry: An early war SWA Japanese Infantry unit may never move and battle. Therefore, it will not benefit from the Banzai War Cry ability. A late war SWA Japanese Infantry unit battles like Infantry when it moves. Therefore, it will benefit from Banzai War Cry but may not use the SWA benefit since it moved.

*Note:* All SWA units benefit normally from the special abilities of its Nation as long as the ability does not affect the movement of the SWA unit.





# SPECIAL WEAPON ASSET UNITS

## ANTI-TANK GUN

**ANTI-TANK GUN** 2

8 **MT**

- Fires like the Infantry unit it equips.
- May only move on battle.
- "Stomach Issues"

## MORTAR

**MORTAR** 3

10 **CB-1**

- Fires like the Infantry unit it equips.
- May only move on battle.
- Ignores line of sight and line of sight protection.

## SWA LATE WAR

**SPECIAL WEAPON ASSETS** 4

9 **W**

- Both badges in place with unit, removed when last figure is lost.
- Unit with both badges is treated as Infantry, for all purposes.
- Unit with both badges may not take downward.
- If both figures are lost instead of being swapped, both figures do not count as an additional model.

## ANTI-TANK GUN LATE WAR

**ANTI-TANK GUN** 5

9 **W**

- Treated as Infantry, for all purposes.
- When it moves, battles like Infantry.
- In addition, when it does not move, swap out the Anti-Tank Gun or Vehicle.

## MORTAR LATE WAR

**MORTAR** 6

9 **W**

- Treated as Infantry, for all purposes.
- When it moves, battles like Infantry.
- In addition, when it does not move, swap out enemy to ignore line of sight and ignore line of sight protection.
- Ignores line of sight.

## MACHINE GUN LATE WAR

**MACHINE GUN** 7

9 **W**

- Treated as Infantry, for all purposes.
- When it moves, battles like Infantry.
- In addition, when it does not move, swap out the Infantry.

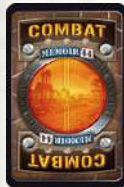




# X. COMBAT CARDS



## GENERAL QUESTIONS



**Note:** You can download the Detailed Rule sheet for Combat Cards here: [http://cdn1.daysofwonder.com/memoir44/en/img/mm\\_op3\\_rules\\_en.pdf](http://cdn1.daysofwonder.com/memoir44/en/img/mm_op3_rules_en.pdf)

**Q.** If a Plane uses the Recon action, does the player get to draw a Combat Card?  
**A.** Yes.

**Q.** When a Combat Card says “after battling”, can I only play this card on a unit that battled, or does it just mean that I play the card after the Battle Phase and I can play it on any unit that was ordered?

**A.** You can play any Combat Card on any unit that was issued an order this turn. The unit does not have to move or battle to receive a Combat Card, unless the card specifically says otherwise.

## PULL-BACK



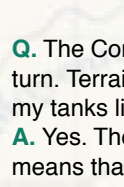
**Q.** The **Pull-Back** card states that, “You may retreat up to 3 hexes, through any ground units, and ignore terrain movement restrictions.” Since I am already bending the rules a bit to move through a hex occupied by ground units, am I also able to ignore the restriction of impassable terrain?

**A.** No, impassable terrain remains impassable (i.e. Rivers, Escarpments, Mountains with no adjacent Hills).

**Q.** After I play **Behind Enemy Lines**, what if my opponent plays the **Pull Back** Combat Card just before my attack?

**A.** Your unit cannot battle but still gets its second movement of up to three hexes even if it does not attack.

## ARMOR FORWARD



**Q.** The Combat Card **Armor Forward**, says: “Up to 3 ordered Armor units may ignore terrain movement restrictions this turn. Terrain battle restrictions still apply.” Does that mean I can ignore Minefields, Wire, and all other terrain and move my tanks like I was using **Behind Enemy Lines**?

**A.** Yes. The tanks are able to ignore all terrain movement restrictions when being ordered with this card. **Note:** This also means that the Minefields do not blow up when an Armor unit passes through the hex.

## FORTIFY



**Q.** **Fortify** says, “Place a spare Sandbag in 1 ordered unit’s hex after the unit has moved and battled.” Is this saying that Armor and Artillery can be fortified with Sandbags now?

**A.** Yes, any unit may fortify its position with this Combat Card.

**Q.** If an Airplane Strafed and landed on an Airfield, would the player use the **Fortify** Combat Card to place a Sandbag on the Plane?

**A.** No. **Fortify** can only be used for ground units.

## REINFORCEMENTS



**Q.** If I play **Reinforcements** along with another card, do I have to use one of my orders to bring the new unit on the board?

**A.** No. Reinforcement units are simply placed on a vacant baseline hex when the card is played.





## SNIPER



**Q.** Unlike some other cards, *Sniper* doesn't specify that the Sniper be made from a surplus unit. Does this mean the Sniper can be taken from casualty figures?

**A.** There currently are four Combat Cards that allow figures to be brought into or back into the battle. This is how they play:

» **Sniper** - A figure not deployed at the start of the battle or a figure lost during fighting may be used for the Sniper and added to the battle field.

» **Armor Factory** - Figures not deployed at the start of the battle or lost during fighting may be used for the Armor unit. If there are not enough figures to make a full strength unit, the unit may not be placed yet.

» **Reinforcements** - Figures not deployed at the start of the battle or lost during fighting may be used to muster a full strength reinforcement unit. If there are not enough figures to make a full strength unit, no Reinforcements can be placed yet.

» **Return to Duty** - If there are not enough lost Russian Infantry figures, the extra **Return to Duty** rolls are ignored.

**Q.** If I played the *Sniper* Combat Card and brought a Sniper into a scenario with Exit Markers, can I exit the Sniper off the board to gain a medal?

**A.** No. A Sniper never counts as a medal.



## FROZEN GROUND



**Q.** Does the Winter Combat Card *Frozen Ground* still add one hex of movement when Winter Weather rules are in effect?

**A.** Yes.



## STREET FIGHT



**Q.** When playing *Street Fighting*, the card says, "One ordered unit in, or next to, a building hex may Close Assault with 1 additional die." May the unit move before Close Assaulting?

**A.** Yes, an ordered unit may move prior to battling. As the Combat Card rules state - One ordered unit in or next to a building hex may Close Assault with one additional die. Don't forget that Combat Cards are played at various times during your turn.

## INFILTRATORS



**Note:** For additional information, see "[Behind Enemy Lines](#)" on page 53.

**Q.** Can I use *Infiltrators* in combination with *Behind Enemy Lines* to battle twice and move a single Infantry unit 12 hexes (or more with Take Ground)?

**A.** No. These cards do not stack.

**Q.** If you play *Infiltrators* (Combat Deck) or *Behind Enemy Lines*, then use the *Heat of Battle* to get an extra attack, does the additional die from *Infiltrators/Behind Enemy Lines* carry over?

**A.** Yes. *Heat of Battle* allows the unit, after a successful Close Assault, to Take Ground and battle again with the bonus.

## HEAT OF BATTLE



**Q.** Can a unit Take Ground after the *Heat of Battle* attack?

**A.** Yes, unless the terrain that was entered when the *Heat of Battle* card was played prevents the unit from moving further on the turn (Forest, buildings, etc.).

**Q.** Can you play more than one *Heat of Battle* card on a unit?

**A.** Yes. There is no limit to the number of Combat Cards you can play in a turn.

**Q.** Cavalry is considered an Infantry unit that can do Overrun attacks. So may a Cavalry unit Close Assault, Take Ground after the successful Close Assault and battle again, then play a *Heat of Battle* card and Take Ground and battle again?

**A.** Yes



## OUT OF AMMO



**Q.** Can **Out of Ammo** be played against someone who just played **Ambush**, to prevent them from attacking?

**A.** No. The **Out of Ammo** Combat card is played on an enemy unit when the opponent is taking his turn and may not be played against an 'interrupt card'.

**Q.** May the **Ambush** and **Ambuscade** card (or **Out of Ammo**), be played in succession against an enemy unit before it has a chance to attack?

**A.** No. Only one card may be played against a unit that has declared a Close Assault.

**Q.** What happens if I play **Out of Ammo** and there are no baseline hexes for my opponent to move his unit back to?

**A.** The unit is placed in an empty hex in the next forward row of hexes.

**Q.** What if I play **Behind Enemy Lines** and my opponent plays the **Out of Ammo** Combat Card just before my attack?

**A.** Your unit does not get its second movement of up to three hexes because it was forced to return to your baseline.

## BITTER RESISTANCE



**Q.** Can I use a **Bitter Resistance** card to keep from retreating when my opponent plays **Ambush**, so I can continue to battle after he rolls a retreat Flag?

**A.** Yes. In many cases Combat Cards make exceptions and will modify a rule. We play that **Bitter Resistance**, when played on a unit, allows the unit to ignore one Flag. **Note:** This card may also be used either alone or with other **Bitter Resistance** cards to ignore a Flag or Flags when attacked by an enemy **Air Power** or **Barrage**.

## REMAINING COMBAT CARDS





# XI. OVERLORD



## GENERAL QUESTIONS

**Q.** In Overlord, the rules state that the Commander-in-Chief (CIC) can issue anywhere from 1–3 cards to any of his Field Generals. Some of the cards, however, can only be played by the CIC himself (**Barrage** for example). Does this mean that the CIC can distribute three of his cards and also play a “CIC only” card like **Barrage**?

**A.** No. The Commander-in-Chief may only play a maximum of three Command cards on his turn. When a Commander-in-Chief is playing a Tactic card (**Air Power** or **Barrage**), it counts as one of his three cards. Another limitation is that a Commander-in-Chief may not play more than one Tactic card on his turn. To avoid confusion, a Commander-in-Chief must complete his Command card action (**Air Power** or **Barrage** attack) before any of his Field Generals start playing cards received this turn.

**Q.** When a **Recon 1** card is played in an Overlord game, you may draw three cards at the end of the turn instead of two cards. On the turn during which the **Recon 1** card is played, may other cards be played?

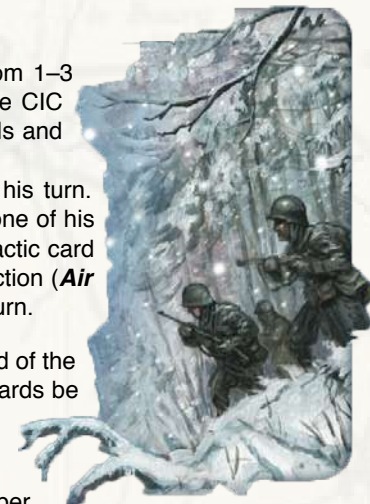
**A.** Yes. The CIC may play up to two other cards along with a **Recon 1**.

**Q.** Let’s say I’m playing an Overlord battle and I have two cards less than the maximum number I could hold (I have 10 cards but I could hold 12). If I play a **Recon 1** card, do I get to draw three cards and keep the best two (since I can only hold 12)?

**A.** No. In Overlord, the **Recon 1** card simply allows you to draw up to three cards to replenish your hand instead of the normal two. You may never draw more cards than you are allowed to hold by the scenario briefing. So in your example, you may only draw two cards because the number of drawn cards allowed by the use of **Recon 1** would push your hand past the limit of 12, which isn’t allowed at any time during Overlord battles.

**Q:** If the Commander-in-Chief plays the **Barrage** or **Air Power** card (or **Counter-Attacks** these cards) in one section, can the Field General for that section receive cards in the same turn?

**A:** Yes. The Field General may receive one Tactic card, two Section cards or he may roll for initiative. The Commander-in-Chief is still limited to three cards per turn, though.



## IMPERIAL JAPANESE IN OVERLORD



**Q.** Under the Imperial Japanese Army Command rules, in an Overlord scenario, if you roll a die to order a unit without playing a card and you roll a Flag, do you have to retreat a unit, or is that Flag ignored because Japanese Infantry never retreat?

**A.** The Japanese unit must retreat. Japanese Infantry only ignore Flags when they are being attacked.

## AIRPLANES IN OVERLORD

**Q.** Is the Air Pack compatible with the Overlord version of Memoir ‘44?

**A.** Yes. The rules are available for download on the Memoir ‘44 Overlord page: <http://www.memoir44.com/content/overlord/>. They accommodate both single and multiple copies of the Air Pack played in conjunction with Overlord scenarios. A reference page is also available under the Rules & Goodies section of the web site. *Note:* Check the **Overlord and Air Pack FAQ** for further questions.



## OVERLORD ON THE EASTERN FRONT

When Russian Command rules are in effect (Commissar rules) the Soviet Commander-in-Chief cannot normally play Command cards nor hand out orders to his Field Generals directly from his hand. Instead, he must use Command cards that were placed under his Commissar chip prior to this turn. The **Air Sortie** (if Air Rules are in effect), **Ambush** and **Counter-Attack** cards are exceptions; they may be played as normal. The **Air Sortie** card will be visible on the table, and the **Counter-Attack** card is played directly from the Soviet Commander-in-Chief’s hand, but only if playing these card(s) AND the Command cards already placed



under the Commissar chip during the prior turn do not exceed the maximum of three Command cards played during a turn! In addition, unlike in a standard Eastern Front scenario, in Overlord mode, **Recon 1** cards cannot be played directly from a Soviet Commander-in-Chief's hand. Instead, they are placed under the Commissar chip.

At game start, the Soviet Commander-in-Chief must thus place up to three Command cards of his choice under his Commissar chip. These are the cards he must play or hand out during his next turn. At the start of each turn, after taking the Command cards placed under his Commissar chip, the Soviet Commander-in-Chief must repeat this process and place some new Command cards under the chip, in preparation for the next turn. In no case can he ever place or have more than three cards under his chip.



A **Counter-Attack** may be played directly from the Soviet Commander-in-Chief hand along with one or two Command cards from under the Commissar chip. A **Counter-Attack** card played from the Soviet Commander-in-Chief's hand may be used to issue the same order just played by an opposing Field General or counter a card played by the opposing Commander-in-Chief. It is important to note that the **Counter-Attack** card may only be played from the hand along with one or two cards under the Commissar chip. If there are three Command cards under the Commissar chip the Soviet Commander-in-Chief may not play a **Counter-Attack** card from his hand because it would exceed the three card limit. Also note that all the Command cards under the Commissar chip must be played. The Soviet Commander-in-Chief may not choose to play only one card from under the Commissar chip and leave one card under the chip.

The Soviet Commander-in-Chief, in lieu of playing the Command cards already committed under the Commissar Chip, may choose to play up to three **Counter-Attack** Command cards from his hand. The Command cards under the Commissar chip are not used this turn and will remain under the token until the next turn.

**Counter-Attack** cards can also be placed and played from under the Commissar chip, if the Soviet Commander-in-Chief wishes to. The limit of three Command cards placed under the chip and three Command cards maximum being played during the turn must still be respected. When the Soviet Commander-in-Chief places a **Counter-Attack** card under the Commissar chip along with at least one other Command card, it may only be used to issue the same order just played by an opposing Field General. A **Counter-Attack** card that is under the Commissar Chip, along with at least one other Command card, may not be used to counter a Command card (**Their Finest Hour**, **Barrage**, **Air Power**, or a **Counter-Attack**) that was just played by the opposing Commander-in-Chief.

However, a lone **Counter-Attack** card under the Commissar chip may be used to either counter a single order from a Field General on the board or to counter the order of a Commander-in-Chief.

The **Ambush** card requires the Commander-in-Chief to keep a close watch on the battlefield. The card is given to a Field General from his hand, when his opponent declares a Close Assault combat. The Commander-in-Chief draws one replacement card after the **Ambush** is completed.

All limitations regarding the play of Command cards by Field Generals (no more than two Section cards to the same Field General, no more than a single Tactic card to a Field General, etc...) also remain in force at all times.

A Soviet Commander-in-Chief can never give out all the Command cards in his hand during a turn. He must always keep at least one in his hand, so that at the end of his turn, after drawing two new replacement cards, he has at least three cards in his hand.

**Q.** If you had to give one piece of advice to new players who want to design their own battles, what would it be?  
**A.** Try to keep in the spirit of the game and keep it simple (it's sometimes hard, I know! LOL!). Pick something special about the battle you are authoring and work that in.

» *Malcolm Green* <Memoir '44 Player - Canada>

**Q.** What advice would you give to players who want to design high quality scenarios for Memoir '44?  
**A.** Historical or no, the scenario's rules must be simple to understand and easy to play. Think always about the players from both sides, they should have fun when playing. That's the most important.

» *Jacques David* <Memoir '44 Player - France>





# XII. SCENARIOS



## BATTLE OF ABBEVILLE

- Q.** In the Battle of Abbeville, the Allied Armor units on the baseline have French badges but the map does not indicate that there are four figures. Are they still Elite Tank units?
- A.** Yes. The yellow circle is missing in the printed version but the French Elite Tank units marked with a badge have four figures (like Armor Elite always do), even if the (4) in a yellow circle isn't present. The online version has been updated with the yellow circles.
- Q.** This scenario doesn't say anything about the Air Rules. Are they meant to be used?
- A.** Air Rules are optional in this battle (with one **Air Sortie** card given to each player at the start of the game, if the Air Rules are used).



**Q.** Will you be creating a Campaign Book FAQ soon?

**A.** The short answer is "No". I'm already busy trying to keep the FAQ updated, navigating computer problems, and other projects that I'm working on so for the foreseeable future I won't be creating a Campaign Book FAQ. However, if someone else is interested in tackling the project and wants some pointers, I would be happy to advise them.

» *Jesse Rasmussen* <Memoir '44 Player - United States>

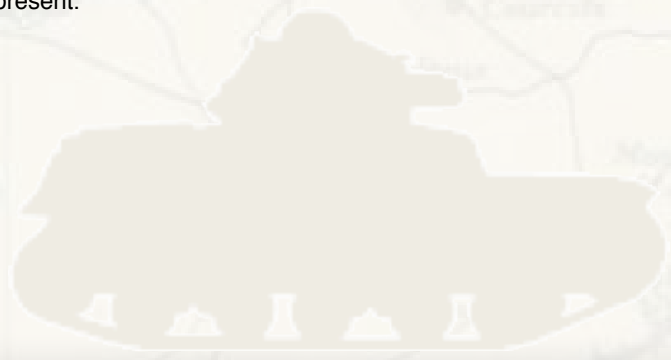
## BREAKOUT AT KLIN



- Q.** Am I short some terrain hexes (original base game version)?
- A.** The three Hill with Forest terrain hexes actually need to be Winter Forest terrain hexes. We apologize for any inconvenience this may have caused.
- Q.** I have heard there is a mistake with the Conditions of Victory for this scenario. Is that true?
- A.** Yes. The Conditions of Victory section should have been written as follows: The Towns of Golyadi (two hexes) and Nekrasino (two hexes) each count as one Victory Medal for the Axis player. Place one Objective Medal on each Town (in between the two hexes would be best). As long as both hexes of a Town are occupied by Axis units, the medal counts as one medal toward an Axis victory. If one or both units move off or one or both units are eliminated, it no longer counts.

## BREAKTHROUGH AT MORTAIN

- Q.** Both the Germans and American forces have Trucks in this scenario. How many figures should the Trucks have?
- A.** In the Mortain scenario there are three figures in each Truck unit even though there is no (3) in a yellow circle present.





## BREAKTHROUGH TO THE BEACH



8 

**Q.** Can the Axis Reinforcements be targeted, before they are ordered?

**A.** Yes. They are still units on the battlefield and are treated as normal except that they can't be ordered by the Axis player until he reaches five medals.

**Q.** Why are there no British Commonwealth Force rules in this scenario?

**A.** It became too confusing to remember between British and Allied units. However, if players own the Mediterranean expansion pack and wish to deploy British units as indicated on the map, then British Commonwealth Force rules can be used.

**Q.** Are Allied Reinforcements British or American?

**A.** It doesn't matter because the British Commonwealth rules aren't in effect. However, if players want to use British Commonwealth Force rules, the Reinforcements are British.

**Q.** The notes only mention four Special Forces British-units, but there are five on the map (one with a French badge). Is this French unit also a Special Forces or a misprint?

**A.** The French unit is also Special Forces.

**Q.** Can the French Special Forces also occupy the Pegasus Bridge to get the medal or only the three British Special Forces units (as written in notes)?

**A.** The French unit can also capture Pegasus Bridge for a medal.

**Q.** Do the Churchill AVRE tanks follow the standard Flamethrower rule? Do they have to remove Mines when entering a Minefield (like Combat Engineers) and can they still battle?

**A.** Per Jacques David's scenario specific rule - Churchill AVRE tanks behave like Combat Engineers when entering a Minefield. The rule therefore is: In a Minefield they must clear the Mines, instead of battling.

## CADETS OF SAUMUR

*Note:* Bridges (Terrain 9) are played normally in this scenario. The card printed on the map was accidentally changed.


**Q.** Does one of my units have to be adjacent to the River hex where I want to build a Pontoon Bridge?

**A.** No. Building a Pontoon Bridge is a card play and does not require any units to be present.

**Q.** The Special Rules say that I can build Pontoon Bridges and my opponent can blow up Bridges. Can my opponent blow up a Bridge I just built?

**A.** Yes.



#1 

## FIRST WAVE - OMAHA BEACH



23 

21 

**Q.** On Omaha Beach do Hills only count as Cliffs from Beach hexes or is it the direction you're coming from that matters? Are the Hills above the Beach line just normal Hills?

**A.** The Hills on Omaha Beach next to a Beach are Sea Bluffs. Moving up a Sea Bluff Hill hex from a Beach hex is a two hex move. From a countryside hex, moving up the Sea Bluff Hill hex is the same as moving up a normal Hill.

**Q.** The Bunkers on Omaha Beach are all sitting on Hills. Do terrain modifiers stack?

**A.** No, Battle dice terrain reductions in the same hex are not cumulative. The modifier is the highest only (so Bunker on a Hill offers same defense as Bunker on open terrain).

**Q.** In the Omaha Beach scenario, two Sandbag pieces act as a Sea Wall, a permanent improved position feature. Does this mean that they stay on the board and are not removed if occupied and then abandoned?

**A.** Yes. The Sea Wall is not removed and units may move through the Sea Wall hex as normal.

**Q.** May the Axis player use the Sea Wall as a defensive position?

**A.** No. The Sea Wall only protects the Allies.



**Q.** Can Allied Armor retreat from the top of the Cliff hexes back onto the Beach hexes?

**A.** Yes. Per Summary card Terrain 11 - Cliffs & Sea Bluffs, "Treat as normal Hill from both sides for retreat."

## HEDGEROW HELL

**Q.** The text says "Fordable Streams" but the reference card is #41 for Fords & Fordable Rivers. Which is the correct water feature?

**A.** None of the water courses in this area could we classify as large rivers, so the Special Rules as written - All the streams are fordable (Terrain 41 - Fords & Fordable Rivers) is the correct summary card for the Hedgerow Hell scenario.



#1  
MAP  
#1

## MANADO LANDINGS



30  
B-T

**Q.** In Manado Landings there are a number of Battle Star tokens in the set-up and spread out around the Airfield. However, their presence is not explained anywhere in the Special Rules. What are the tokens for?

**A.** A sentence is missing from the Special Rules section, sorry about that. The top of the second column should read, "Once in full daylight, as long as the Axis player has enough figures to form full Airborne units, he may attempt to Airdrop units on hexes marked with a battle Star each turn (**Actions 20 - Paradrop**). Each Paradrop requires an order (for example, with an **Attack** card, the Axis player may Airdrop three units, or move two ground units and Airdrop one unit, etc.). **Each time a unit successfully drops on one of these hexes, remove the corresponding Battle Star (to keep track of the total number of units dropped).**" The bold text was left out.

**Q.** When ordering a Paradrop in this scenario, which type of Command Card may I use as an order to drop a unit?

**A.** Any command card which could be used to order an Infantry unit in the section where the Paradrop Battle Stars reside can be used for the Paradrop.

**Q.** How do you perform the Paradrop function in Manado Landings?

**A.** For each unit ordered, a single Infantry figure (Paratrooper) must be dropped from directly above a hex with a Battle Star. If the drop is successful and that unit lands safely, regardless of where it lands on the board, then the Battle Star over which it was originally dropped is removed and the successful figure is given three other figures to create a full unit. If the fall was unsuccessful, the Battle Star remains and the unsuccessful figure is removed from the board to try again later. Then the next ordered Paratrooper is dropped. This continues until all orders for the Paradrop are complete. This means that the Axis player can eventually gain a unit for each Battle Star, though it may take a while.

**Q.** In the Manado Landings, it says, "If the [Paradrop] was unsuccessful, the Battle Star remains, and the unsuccessful figure is removed from the board to try again later." If the first attempt at a drop is unsuccessful, are you permitted to use another order to try that target again on the same turn? If so, then does an **Infantry Assault** or **Assault** section card give you unlimited tries until one succeeds?

**A.** No, you only get to try a Paradrop once per turn on each Star. It might improve the wording to say, "If the [Paradrop] was unsuccessful, the Battle Star remains, and the unsuccessful figure is removed from the board to try again on another turn."

**Q.** Can **On the Move** orders be used for the Paradrop action?

**A.** Yes

## THE MEAT GRINDER

**Q.** Am I short by an Engineer badge or a Flame Thrower badge for this battle?

**A.** Yes, you are short one Engineer badge. You will have enough Flame Thrower badges, but will have to substitute another badge to have enough Engineer badges. Sorry for the confusion.



24  
PT

79  
AIR



## MISPRINTS IN THE AIR PACK

**Q.** It looks like there's a problem with some of the Pacific Theater scenarios in the Air Pack. The water feature listed are Fordable Streams (Terrain 61), however, the manual for each of these scenarios state it should be Fords & Fordable Rivers (Terrain 41). Which rule is it?

**A.** All the water features in the following scenarios are Fordable Streams (Terrain 61 - Fordable Streams), not Fords & Fordable Rivers (Terrain 41):

- » 3 - Tenaru .....page 72
- » 5 - Matanikau River .....page 74
- » 7 - Clearing Matanikau River .....page 76
- » 8 - Guam Landings .....page 77
- » 9 - Japanese Counter-Attack .....page 78



## NIJMEGEN BRIDGES



**Note:** The Air Pack lists the Memoir scenario number as 16; the correct number is 35.

**Q.** In the Nijmegen Bridges scenario, can a Special Forces Infantry unit, moving along the River, directly capture the Bridge?

**A.** No. A unit may only enter a Bridge hex from a land hex, not directly from a Collapsible Raft & Boat. A unit could battle and eliminate an enemy unit on the Bridge but could not Take Ground onto the Bridge.



## NOVILLE TO FOY

**Q.** The rules say, "The three sets of Road hexes connecting Noville, Foy and Recogne are each worth a single Temporary Medal Objective for the Axis Player. If the Axis player occupies one or more hexes in any of these sets at the start of his turn, he scores one Temporary Medal. Only one medal is gained for each set, regardless of the number of Road hexes held there." Are the Road Branch hexes with a name part of a set?

**A.** No

## OPERATION EPSOM



**Q.** On the Operation Epsom map, there is a medal marker on the Town of Mouen, but there is nothing mentioned about it in the scenario rules. Does it count as a medal?

**A.** Yes. The Town of Mouen is a Turn Start Permanent Medal Objective worth one Medal for the Axis forces.

**Q.** Do you paint your miniatures for Memoir '44?

**A.** I do have most of my Memoir '44 game and expansions painted. But we play most all of our Memoir games with my collection of 20 mm WWII painted miniatures. The Memoir battlefield on which we game has 5-inch hexes and lots of 3D terrain. As Memoir players, you must remember that I do not have the same cool figures you will find in a Memoir expansion, so during our playtesting we have to use 20 mm armies and the 5-inch hex battlefield to thoroughly test all the expansion rules and scenarios.

» *Richard Borg* <Designer of Memoir '44>



## OPERATION LÜTTICH

**Q.** If the Allied player plays a **Recon 1** card as an **Air Strike**, does he also get to draw two command cards and pick one as stated in the special card text? Or is this game text ignored?

**A.** You play it EXACTLY like an **Air Power** card (Memoir scenario) or **Air Strike** (Air Pack scenario), so you do not get the two-card draw.

**Q.** Does the **Air Strike** special rule also apply to the **Recon In Force** card?

**A.** No. The **Recon In Force** card may not be used as an **Air Strike**.

**Q.** May the Axis player play a **Counter-Attack** card right after the Allied player plays a **Recon 1** card used as **Air Strike** and use the **Recon 1** card as an **Air Strike**?

**A.** No. The **Counter-Attack** may only be used as a **Recon 1** card by the Axis player because the scenario's Special Rules state that only the Allied player may use a **Recon 1** card as an **Air Strike**.



## OPERATION MARKET GARDEN



**Note:** The Sandbags are missing from the Towns that are occupied by the Germans at the start of the scenario. Before beginning play, place a Sandbag obstacle on each of the seven Town hexes occupied by a German Infantry or Artillery unit.

**Q.** How do the cards work for this scenario?

**A.** Neither side can ever have more than 13 cards in their hand and the Allies can not drop below two cards. The maximum number of cards cannot be increased and the minimum is not decreased. When an Allied unit is eliminated,

the Axis player immediately removes a card from the Allied Commander-in-Chief's hand (unless that would drop them below the minimum of two cards) and the Axis Commander-in-Chief immediately draws a card from the draw pile (unless that would push them over the maximum of 13 cards).

**Q.** How far can Armor units travel in this battle?

**A.** In this battle, Armor can only move two hexes (whether they battle or not) unless they are on a Road. If they are on a Road for the entire move, they can move four hexes and still battle.

**Q.** There is some confusion about how to determine uncontested control of the Bridges in this scenario. When does a player have uncontested control of a Bridge?

**A.** In the Market Garden scenario a Bridge is under uncontested control when a unit is on the Bridge (or in an adjacent hex) and there is no enemy unit on the same Bridge (or in any adjacent hex). Basically you must be on or near the Bridge and your enemy cannot be; both of these conditions must be true or the Bridge is contested.

## PEGASUS BRIDGE

**Q.** If the Axis player plays a **Recon 1** card on his first or second turn how many cards should he draw?

**A.** The Axis player should draw two cards (for your **Recon 1** card), keep one and discard the other, and then draw a 'second' card.







## PELELIU LANDINGS OVERLORD



**Q.** On p. 22 of the Pacific Theater Rules booklet it shows four (4) HQ and Supply Tents used in the set-up. On the Official Scenario Listing online <http://www.daysofwonder.com/memoir44/en/editor/view/?id=1517> it shows four (4) Pacific Villages being used in the set-up. Which of these terrain tiles are the correct ones to use?

**A.** The four (4) Pacific Villages should be used in the set-up.

## POINTE-DU-HOC

**Q.** May an Infantry unit Take Ground up the Cliffs at Pointe-Du-Hoc, after a successful Close Assault?

**A.** An Infantry unit that successfully Close Assaults an enemy unit that is on the Cliffs at Pointe-Du-Hoc, from the Beach hexes below, CANNOT Take Ground (unlike in the original base game version of the same scenario). This helps make the job of the Rangers quite a bit tougher as they try to move up the Cliffs, and conform to the Cliffs & Sea Bluffs summary card introduced in the Air Pack.



## RAID ON BARCE



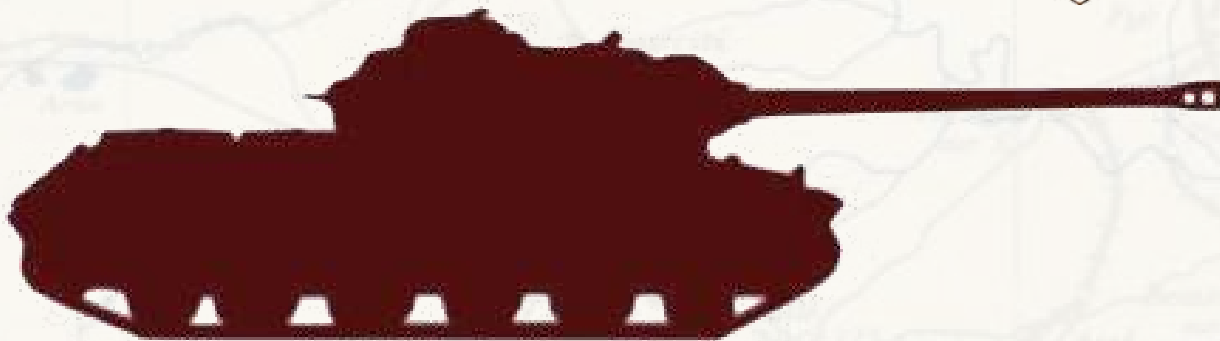
**Q.** May I retreat my Long Range Patrol Car through a Town in the Raid on Barce scenario?

**A.** No, Town hexes are considered impassable terrain for Long Range Patrol Cars and Armor in the Raid on Barce scenario.

## RED BARRICADES FACTORY

**Q.** The Conditions of Victory section is a little unclear (original Eastern Front version).

**A.** The text should read that the hexes with both an Axis and Allied medal count as a medal for the side that occupies the hex. In addition, the four contiguous Ruins and Factory hexes at the Red Barricades Factory complex form a Temporary Majority Medal Objective worth two medals for whoever controls it.





## RESISTANCE AT MARVIE



**Q.** In the scenario Resistance at Marvie a temporary majority medal is gained for controlling four Town hexes. However, one Town hex is further away from the others and a Church hex is close by. Which hexes count for the medal?

**A.** The Church is indeed part of the four hexes that make up the Town of Marvie. The appropriate hexes are highlighted blue in this map example to the left.



## RIVER BUG

**Q.** Is it safe to assume that the Russians control the Supply Train?

**A.** Yes. The Russians control the Train. The Locomotive and Wagon are each loaded with one Russian Infantry unit.

**Q.** Can the Russian Armor in the Bunkers in the River Bug scenario move out of them, or are they treated like Artillery in Bunker?

**A.** The Russian Armor in the Field Bunkers may not move out of the Bunker. The Armor units in the Bunkers may ignore the first Flag. If forced to retreat, it cannot, and the unit must lose a figure for each retreat it cannot complete.



**Q.** In our game of the River Bug scenario, on the first move of the Russian player, the Train was moved two hexes forward creating a four hex chain with the two Infantry units, (those on the rail-line and those next to the Woods). Can the two Infantry and each section of the Train be attacked?

**A.** Yes. The Locomotive hex and Wagon hex may each be targeted with an **Air Power** card.

### Examples:

» After three hits are scored on a Train, the Wagon is destroyed and the 4th hit destroys the Locomotive, which is then placed on an empty Victory Medal stand space.

» If the Wagon is removed and there was a unit riding on it, the unit is lost but does not count as a victory medal. If the Locomotive is removed and there was a unit riding on it, the unit is lost but does not count as a victory medal. Only the Locomotive will count as a medal.

**Note:** If the Train pulls into the station and the Wagon was destroyed, only one Infantry unit will unload from the Locomotive; the other unit was lost with the Wagon at no medal cost.

## SAINTE-MÈRE-EGLISE



**Q.** Are all four Paratrooper figures dropped at the same time?

**A.** Yes. Put the Paratrooper figures in your hand. Position your hand about 12" above the board and just open your hand. You should try to have them all fall out at about the same time.

**Q.** If two figures drop into the same hex are both out of action?

**A.** Yes. If any part of the figure is on the same hex as a friendly or enemy figure and also on a hex with no other figure, the Paratrooper figure is out of action.

**Q.** What part of a Paratrooper figure determines which hex it is in?

**A.** When a figure is on more than one hex, the player that had the Paratroop may choose any of these hexes to place the figure and the rest of the unit. If however, part of the figure is in a hex and part is off the board (or in the same hex as any other unit), it is out of action and removed from the board at no medal cost.



## SAVERNE GAP, VOSGES

Note: The Air Pack lists the Memoir scenario number as 35; the correct number is 16.

Note: The Memoir scenario lists the date as September 19-21, 1944; the correct date is November 19-21, 1944.



## SCHWAMMENAUEL DAM



**Q.** When a Dam is Sabotaged in this scenario, is the unit on the Dam eliminated?

**A.** No. Sabotaging either Dam does not mean the Dam is blown up. The Sabotaged Dam terrain hex is not removed and the unit on the Dam is not eliminated.

**Q.** Are dice rolled each turn, after the Axis player Command card is played, regardless of the sector? For example, if you were playing a center section card, would dice still be rolled for Dam Sabotage?

**A.** Yes. You roll to Sabotage as long as one of the Dams is occupied by an Axis unit.

**Q.** If both Dams are occupied, and two Stars are rolled, does each Dam get one Star token, or does one Dam get both?

**A.** Each Dam gets one token. If only one Dam is occupied and two Stars are rolled, the 2nd Star rolled has no effect. (Terrain Pack p. 9)

**Q.** Is it possible for the Axis to Sabotage both Dams?

**A.** Yes, if the Axis player occupies both Dam hexes and rolls four Stars for each Dam over a number of turns.



## SEA OF AZOV

**Q.** The Special Rules say that the Axis player can bring up to four Armor units onto the Allied baseline on his first turn. If I play **Assault** in the center would I get to bring in four Armor units and still order all of my other units in the center?

**A.** Actually the Special Rules state that the Axis player, after his first turn, may on any ONE following turn, order 1 to 4 Armor units to enter the battlefield from the Russian baseline. The turn you choose to bring on these units and the Command card that is being played will play a big part in regard to the number of Armor units that can enter. For example, if you played an **Assault** card in the center you would be able to bring four Armor units onto the board and still order your other center units.



## ST. VITH



**Q.** In the St. Vith, Ardennes scenario, a special rule states that the Hills toward St. Vith are impassable. On the map, this translates to the fact that units moving out from St. Vith can't climb the Hills. What about units coming in toward St. Vith?

**A.** The Mountains in the Air Pack version are impassable both ways, moving from St. Vith and going toward St. Vith (unlike in the original base game version of the same scenario where the Hills were only impassable along the hex sides that faced St. Vith).



## THE SURRENDER OF ELSTER'S COLUMN

**Q.** The Special Rules say, "The Allied player alone is able to conduct Air Strikes (**Actions 3 - Air Strikes**). The **Air Power** card cannot be played by the Allied player. If he draws it or receives it at game start, he must immediately discard it and draw a new one. Allies can use Air Strikes but no **Air Power** card..." These two rules seem to contradict themselves, so how should we play it?

**A.** The rules should say, "**Air Power** card cannot be played by the Axis player."



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## SWORD BEACH (BREAKTHROUGH)



6

**Q.** The Special Rules say that British Commonwealth Forces command rules are in effect, for British units (Nation 5 - British Commonwealth Forces). This rule is only in the online scenario, not in the printed book, so which is correct?

**A.** They are both correct. In the printed book, the scenario was set up so players who do not own the Mediterranean expansion pack could enjoy this Breakthrough battle using only the base game. The online version allows players to use British Commonwealth Forces command rules if they so choose.



## SWORD OF STALINGRAD

**Q.** The card printed on this map for Railroad Bridges (Terrain 37) says that units can only enter from adjacent track hexes, which is different than the normal Terrain Card. Is this a special rule for this scenario?

**A.** No. The first statement on the card, "Railroad Bridges may only be entered or exited from adjacent track hexes", does not apply to Sword of Stalingrad, nor is it a special rule for this scenario. In fact, the design of the scenario allows units to move from any adjacent hex onto a Railroad Bridge, even from a Balka (Terrain 65 - Balkas), where it says, "Unit may move out of a Balka directly onto a Bridge and vice versa, but must stop when doing so."



#3

**Q.** If I choose to use the Combat Deck from the Sword of Stalingrad expansion in the Pacific Theater, would the US Marine player get to order one extra unit with the Combat Cards since that's their special national ability?

**A.** No. The Combat Cards are different than normal Command Cards and don't allow the US Marines to order an extra unit per card.



## THE TATSINKAYA RAID



**Q.** In The Tatsinkaya Raid the Conditions of Victory text seems to imply that the Russians must occupy the Airfield in order to win. (I understand it's a Permanent Objective - but the winning conditions say "10 medals, including the Airfield for the Allies). Is this correct?

**A.** Sort of. To win, the Russian player needs 10 medals including the permanent medal of the Airfield. This does not mean that the Russian player needs to have a unit on the Airfield hex at the end of the game, as long as he captured it sometime during the battle (since a Permanent Objective medal cannot be lost once the conditions are met).



## WAKE ISLAND

**Q.** Is the Allied Aircraft really a Corsair?

**A.** No. The Corsair was not available at this time in the war. The correct Airplane is the P40 or the P38.



# MEMOIR '44

**Q.** Who is responsible for this massive FAQ?

**A.** Although I created the FAQ, the community has helped in several ways. Stig Morten «ad79» Breiland, Steven «PanzerRunes» Erikson, Sam «sam1812» E. and Geoff «gheintze» Heintzelman helped with editing at different points. Jim «stevens» McCann deserves a special thanks for his continual and dedicated help with the FAQ both on the forums and with this booklet. Also, a special thanks to James Hebert for his help as I learned to use InDesign.

Of course none of this would have been possible without Richard Borg taking so much time answering the plethora of questions we come up with, or without Days of Wonder encouraging and supporting this project. So really, this FAQ is brought to you by the entire Memoir '44 community!

» *Jesse Rasmussen* <FAQ Creator>



**DAYS OF  
WONDER**

The Official FAQ was created by  
Jesse «rasmussen81» Rasmussen.

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