

MEMOIR '44 PLAYER AID

INFANTRY



3 2 1

Move: May move 0-1 and battle -OR- move 2 and not battle

Battle: May **Take Ground** after successful Close Assault

ARMOR



3 3 3


Move: May move 0-3 and battle

Battle: May **Armor Overrun** after successful Close Assault

ARMOR - ELITE



ARTILLERY




3 3 2 2 1 1 1

Move: May move 1 -OR- battle

Battle: Ignore Line Of Sight - Ignore Terrain Dice reductions. May **NOT Take Ground**

SPECIAL FORCES




3 2 1

Move: May move 0-2 hexes and battle

Battle: May **Take Ground** after successful Close Assault

CAVALRY




2 1

Move: May move 0-3 hexes and battle

Battle: May **Armor Overrun** on successful Close Assault

FRENCH RESISTANCE



3 2 1

Move: May move 0-1 hexes and battle -OR- move 2 hexes and not battle

Battle: May **Take Ground** after successful Close Assault. May battle on Terrain entry. May retreat up to 3 hexes for each Flag rolled against them

SNIPER




No medal awarded if eliminated

1 1 1 1 1

Move: May move 0-2 hexes and battle

Battle: May battle on terrain entry. May not target Armor. No terrain reduction for target. Hits on symbol, Grenade & Star. Is only hit by Grenade (and star from Snipers and Planes). If Armor is adjacent, must move before firing. May retreat up to 3 hexes for each Flag rolled against

ENGINEERS




3 2 1

Move: May move 0-1 hexes and battle -OR- move 2 hexes and not battle

Battle: Close Assault ignores Terrain reductions. May battle on hex with Wire (at -1 still) and remove Wire on same turn. If eligible to battle from Minefield hex, must clear Mine instead of battling. If the Engineer unit cannot battle from Minefield hex, it detonates (see Minefield)


BIG GUNS



3 3 2 2 1 1 1 1

Battle: Place 3 'Crosshair' markers with unit - place a Crosshair marker on each target that is hit but not eliminated or forced to retreat. A Crosshair marker gains (+1) battle die in the next attack; additional dies are not cumulative. When a target moves or is eliminated, return the Crosshair marker to the Big Gun Battery

MOBILE ARTILLERY




3 3 2 2 1 1

Move: May move 0-1 and battle -OR- 2 and not battle

Battle: Ignore Line Of Sight - Ignore Terrain Dice reductions

FLAMETHROWERS



3 3 3

Move: May move 0-3 and battle

Battle: Max (-1) die reduction for Terrain. May **Armor Overrun** after successful Close Assault

FINNISH SKI TROOPS




3 2

Move: May move 0-3 hexes and battle. Terrain movement restrictions apply

Battle: May battle on Terrain entry. May retreat up to 3 hexes for each Flag rolled against

LANDING CRAFT (LC)




3 3 2 2 1 1 1 1

Move: Start on baseline ocean hexes. May move 0-2 hexes. Remove after landing on beach hex.

Battle: Unit in LC targeted as normal, may retreat in ocean but may not battle from LC or when landing; may not move on landing. LC is not a medal

DESTROYERS




3 3 2 2 1 1 1 1 1

Move: 0-2 hexes and battle. Never adjacent to Beaches

Battle: Destroyed after 3 Grenade hits. Ignore 1 Flag. Starts with 3 'Crosshair' markers - place a Crosshair marker on each target that is hit but not eliminated or forced to retreat. A Crosshair marker represents (+1) battle die in the next attack; not cumulative. When target moves or is eliminated, return Crosshair marker to ship

AIRCRAFT CARRIERS




No Attack; can launch Planes.

3 3 2 2 1 1 1 1 1

Move: May move 0-2 hexes. Never adjacent to Beaches.

Battle: Destroyed after 3 Grenade hits. May ignore 1 Flag. Airplanes can start and land on Aircraft Carriers

DEPLETED UNIT



Weakened or depleted units. Don't count as medals unless noted otherwise

Move: Normal as per unit.

Battle: Normal as per unit.

TIGER




3 3 3

Move: May move 0-3 and battle

Battle: Enemy re-rolls dice that hit. Any Grenade in re-roll destroys Tiger; all other rolls ignored. May **Armor Overrun**.

BRANDENBURGERS COMMANDOS




3 2 1

Move: May move 0-2 hexes and battle.

Battle: If ordered to battle, remove Allied figure; becomes 3 figure unit. When hit, attacker re-rolls 1 die. Infantry rolled, all hits are counted. Any thing else rolled, no hits are counted.

MORTAR (SWA)



3 2 1

Move: May move 1-2 hexes -OR- battle

Battle: Battles like normal infantry except ignore terrain protections. Ignore Line Of Sight. May not **Take Ground**

MORTAR (SWA) (LATE WAR)




3 2 1

Move: May move 0-1 and battle -OR- move 2 and not battle

Battle: If unit did not move during turn, ignore terrain protections and attack an extra hex (3,2,1,1). Ignore Line Of Sight. May not **Take Ground**

ANTI-TANK GUN (SWA)




3 2 1

Move: May move 1-2 hexes -OR- battle

Battle: Battles like normal infantry except Star hits Armor. May not **Take Ground**

ANTI-TANK GUN (SWA) (LATE WAR)



3 2 1

Move: May move 0-1 and battle -OR- move 2 and not battle

Battle: Star hits Armor or vehicle if Anti-Tank unit did not move during turn. May not **Take Ground**

MACHINE GUN (SWA)



3 2 1

Move: May move 0-1 and battle -OR- move 2 and not battle

Battle: Star hits Infantry if Machine Gun unit did not move during turn. May not **Take Ground**

SUPPLY TRUCKS




3 2 1

Move: May move 0-2; +2 on Roads. Ordered as Infantry

Battle: May not battle. Hit like Infantry. May re-supply adjacent units 1/1. Healed units may not battle

HALF-TRACKS



2 2

Move: May move 0-2 and battle. Ordered as Armor

Battle: Hit like Armor. Instead of battling, may re-supply adjacent units 1/; healed units and Half-Track may not battle. May **Take Ground** but **NOT Armor Overrun**. Third eliminated Half-Track figure counts as medal

PATROL CARS



3 2 1

Move: May move 0-4 and battle. Ordered as Infantry

Battle: Hit like Infantry. Enemy re-rolls dice that hit. Each Grenade in re-roll eliminates figure; all other rolls ignored. May **Take Ground** but **NOT Armor Overrun**

HEAVY ANTI-TANK GUN (FLAK 88MM)




2 2 2 2

Move: May move 1 -OR- battle

Battle: Requires Line Of Sight - Ignore Terrain Dice reductions. Star hits Armor and vehicles.

TANK DESTROYER (TD)




2 2 2 2

Move: May move 0-2 and battle.

Battle: Star hits Armor and vehicles. Hit on Star from non-Infantry enemies. Ignore all Terrain Dice reductions if TD did not move during turn. May **Take Ground** but **NOT Armor Overrun**. May retreat up to 2 hexes for each Flag rolled against them.

POLISH DRAGOONS



3 2

Move: May move 0-3 hexes and battle

Battle: May **Armor Overrun** on successful Close Assault. May Ignore 1 Flag. May retreat up to 2 hexes per Flag

GERMAN OR RUSSIAN:

JUNGLE FIGHTERS



3 2 1

Move: May move 0-1 and battle -OR- move 2 and not battle. Ignore Jungle movement limitations

Battle: May **Take Ground** after successful Close Assault. No Battle reductions attacking into Jungle hex



Memoir '44 base game

M44

TOWNS -1 -2

Move: Units must stop.

Battle: No battle on entry.

2

FOREST -1 -2

Move: Units must stop.

Battle: No battle on entry.

2

HILLS -1 -1

Battle: Dice reductions only apply to units attacking from lower terrain

1 Units on same Hill feature

STEEP HILLS -1 -1

Move: Requires 2 hex move to get onto. 1 hex to move down

Battle: Dice reductions only apply to units attacking from lower terrain

1 Units on same Hill feature or height

CLIFFS & BLUFFS -1 -1

Move: Requires 2 hex move to get onto from Beaches. Infantry only.

Battle: Dice reductions only apply to units attacking from lower terrain. *Cliffs* - cannot **Take Ground** from beach

1 Units on same Cliff and height

HEDGEROWS -1 -2

Move: Units must stop. Enter and exit from adjacent hex only

Battle: No battle on entry

2

RIVERS & WATERWAYS

Move: Impassible

1 TP pg. 8 **Boats:** Allows Infantry entry to River hex. Units must stop. May battle out at -1. May not retreat - Loses boats on exit

BRIDGES

Move: Allows entry to River hexes

Blowing Up Bridges

Option 1: Play Section card matching Bridges section without ordering units. Bridge is removed, card is not replaced.

Option 2: Play Section card matching Bridges section without ordering units. Roll 2 dice - a Star blows Bridge. Replace card normally.

1

OCEANS

Move: All movement is limited to 1 hex. Cannot retreat onto

Battle: Units cannot battle

2

BEACHES

Move: Maximum movement onto beaches is 2 hexes

0

SEA WALL -1 -1

Move: When units leave, do not remove sandbags

Battle: Ignore 1 Flag while behind Sea Wall

1

BUNKER -1 -2

Move: Infantry only

Battle: Only original owner benefits from Defensive die reduction & Ignore 1 Flag

2

WIRE

Move: Unit must stop - Armor removes on entry

Battle: Infantry battles out at -1 die. May remove wire or battle

1

SANDBAGS -1 -1

Move: Remove when unit exits

Battle: Ignore 1 Flag

1

HEDGEHOGS

Move: Infantry only

Battle: Ignore 1 Flag

1

Terrain Pack

TP

ROAD

Move: If a unit stays on the road for the entire move, it can move 1 additional hex.

0 **ON HILL** -1 -1

AIRFIELD

If Air Rules are in effect, planes can take off and land on Airfield hexes

TP pg.9: **Reinforcements:** If no units on Airfield hexes, use one order from **Direct from HQ** to place an Infantry unit on hex

0

RAILROAD TRACKS

Move: Armor and Artillery must stop

Battle: Armor may **Take Ground** and **Overrun**

1

STATION -1 -2

Move: Unit must stop. Trains do not have to stop

Battle: No battle on entry

2 -2

RAILROAD BRIDGES

Move: Allows entry to River hexes. Armor & Artillery must stop on entry. May still **Take Ground** and **Overrun**

1

LOCOMOTIVE & WAGON

Move: Up to 3 hexes on clear track. Retreat along track

Battle: Ignore 1 flag. Hit on Grenade. Wagon destroyed on 3rd hit, Locomotive on 4th.

SUPPLY TRAINS

Move: When Locomotive is at Station, units may de-train into hexes next to Train tiles; units may not battle on disembarking

Battle: Cannot battle from Train

ARMORED TRAINS

Carries 1 Artillery piece on Wagon

Move: Train can move up to 3 hexes and Artillery can still fire

Battle: Artillery fires as regular. Artillery is destroyed with Wagon (3 Grenade hits)



HEROIC LEADER A Battle Star token may represent the Heroic Leader. When in command of an Infantry unit, Heroic Leader allows the unit to ignore 1 Flag and inspires his men, giving them +1 Battle die when in combat. If the unit is eliminated, roll 2 Battle dice. If a Star is rolled, the Heroic Leader was killed, giving 1 Victory medal to his opponent. If no Star is rolled, he survived. Move the Battle Star token to the nearest friendly Infantry unit, which now enjoys the benefits.

AID KEY: = Blocked Line of Sight = Clear Line of Sight **-2** = Armor Fires Out -1 = Battle Dice Reduction = Scenario Specific Ref. = Air Check

BARRACKS -1 -2

Move: Units must stop

Battle: No battle on entry

2 -2

CEMETERIES

Battle: Unit may ignore 1 Flag

0

CHURCHES -1 -2

Move: Units must stop.

Battle: No battle on entry. Ignore 1 Flag

2 -2

TP Pg. 8 **Spotting** - Use **Recon 1** for Air Sorties or Air Power

DAMS

Move: Infantry only

Battle: Infantry may ignore 1 flag.

1

FACTORY -1 -2

Move: Units must stop

Battle: No battle on entry

2 -2

FORTRESS -1 -2

Move: Impassable to Armor & Artillery. Infantry may move in and battle on the same turn

Battle: Ignore all Flags.

2

LIGHTHOUSE -1 -2

Move: Units must stop

Battle: No battle on entry

2 -2

TP pg. 8 - Use **Recon 1** for Air Strike or Air Power

POWER PLANT -1 -2

Move: Units must stop

Battle: No battle on entry

2 -2

TP pg. 7 **Sabotage** - Unit on hex rolls 2 dice. Stars hit. Becomes medal

MOUNTAINS -2 -2

Move: Infantry only - must be from adjacent hill

Battle: No dice reductions if on same ridge. Artillery fires 7 hexes from top - 3,3,2,2,1,1,1.

2

SUPPLY DEPOT

Scenario Specific

TP pg. 11 **Supply:** If Destroyed, reduce Armor movement by 1 hex

2

POW CAMP -1 -2

Move: Units must stop

Battle: No battle on entry. May ignore 1 Flag

2 -2

TP pg. 8 **Prisoners** - When Infantry on hex, place marker with unit. If unit destroyed, prisoner is lost

RADAR STATION -1 -2

Move: Units must stop

Battle: Ignore 1 Flag

1 -2

TP pg. 11 **Radar:** One turn advanced notice on Air Power and Air Sortie or equivalent

LAKES

Move: Impassable.

1

Sighting across 2 or more adjacent

MARSHES

Move: Units must stop. Exit adjacent. Impassable to Artillery

Battle: Armor may not battle on entry or exit - May **Take Ground** into, but no **Armor Overrun**

1

HIGH GROUND

Move: Refer to Flooded Fields below.

0

FLOODED FIELDS

In Flooded field scenarios, any hex that is open Countryside is considered a Flooded Field Hex. High Ground, Hills, Town Hexes, Roads, and Railroads are considered dry ground for game purposes.

1

Move: All units must stop - may only enter and exit adjacent

Battle: Armor may not battle on entry or exit - May **Take Ground** into, but no **Armor Overrun**

ROAD BLOCK -1 -1

Move: Infantry only - Unit must stop

Battle: Ignore 1 Flag

1

FORDS & FORDABLE RIVERS

Move: Allows entry to river hexes. Units must stop

Battle: Battle out at -1 die

1

PONTOON BRIDGE

Move: Allows entry to River hexes

Construct: **Attack** card allows construction in that section in place of ordering 3 units

1

MINEFIELDS

Move: Unit must stop. Enemy must flip mine to reveal strength. If 0, remove. If other, see battle

Battle: Roll dice equal to value of mine; unit symbol and grenade score hits, ignore all other symbols. Retreating does not trigger mines

1

TOWNS -1 -2

Move: Units must stop.

Battle: No battle on entry.

2 -2

OASIS -1 -1

Move: Unit must stop

Battle: Ignore 1 flag.

1

TP pg. 3 **Recover:** An ordered Infantry unit on hex recovers figures as per **Medics and Mechanics**

PALM FOREST -1 -2

Move: Units must stop

Battle: No battle on entry

2

WADIS & GULLIES -1 -1 -1

Move: Enter through open end only; sides impassable

Battle: Infantry and Armor attack from adjacent only.

1

Units in Wadis =

NORTH AFRICAN DESERT RULES Armor Overrun rules are amended as follows: On a successful Close Assault, an ordered Armor unit may move into the vacated hex and may then move 1 additional hex; it may then battle again.

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Eastern Front

FIELD BUNKERS -1 -2

Move: Infantry only. Infantry may enter Bunker and battle

Battle: Either side may benefit from Defensive die reductions & Ignore 1 Flag

2

DRAGON'S TEETH

Move: Infantry only - Units must stop

Battle: No restrictions

1

WINTER VILLAGE -1 -2

Move: Units must stop

Battle: No battle on entry

2

CITY RUINS -1 -2

Move: Units must stop. Impassable to Armor and Artillery

Battle: No battle on entry. Ignore 1 Flag

2

FOREST -1 -2

Move: Units must stop

Battle: No battle on entry

2

RAVINE

Move: Infantry only

Battle: Ignore 1 Flag

= Units in Ravine

1

MARSHES

Move: Must stop - Exit adjacent - No Artillery

Battle: Armor may not battle on entry or exit - May **Take Ground** into, but no **Armor Overrun**

1

FROZEN RIVER

Move: Advancing or Retreating units roll 2 dice. Lose 1 figure for each Star rolled

1

FACTORY -1 -2

Move: Units must stop

Battle: No battle on entry

2

TRENCHES -1 -1

Move: Unit must stop. Impassable to Artillery

Battle: Infantry may ignore 1 Flag. Armor may not battle while on hex

1

CAMOUFLAGE

A Camouflaged unit may only be targeted in Close Assault.

A unit loses its Camouflage if it battles or moves. Remove the token. Unit returns to normal.

RUSSIAN COMMAND RULES

The Russian player must place a Command Card under the Commissar Chip. This is the card he will play next turn.

In lieu of playing the Command Card already committed under the Commissar Chip, the Russian player may choose to play from his hand, **Recon 1** or **Counter-Attack**. The Command Card stays under the Commissar Chip until it is used next turn.

The Russian player may also play **Ambush** from his hand as per the standard rules

BLITZKRIEG

Move: Allied Armor can only move up to 2 hexes and battle

Battle: Axis player can make Air Strikes with **Recon 1** cards; play as **Air Sortie** for that section if Air Rules in effect. At least one targeted unit must be in the section ordered; planes must enter battlefield in section ordered

Pacific Theater

JUNGLE -1 -2

Move: Unit must stop

Battle: No battle on entry unless moving from adjacent hex. May **Take Ground** and **Armor Overrun** into hex

2

FORDABLE STREAMS

Move: Units must stop. Can **Take Ground** and **Armor Overrun**

Battle: No combat restrictions

1

RICE PADDIES

Move: Unit must stop. Exit adjacent. Impassable to Artillery

Battle: Armor cannot battle on entry or exit. Armor may only **Take Ground** into hex

1

FISH PONDS

Move: Unit must stop. Exit adjacent. Impassable to Artillery

Battle: Infantry and Armor cannot battle on entry. Only Infantry may battle on exit. Armor may only **Take Ground** into hex

1

PIER

Move: Units may only enter from Land or Beach hex, not Ocean

2

HILL CAVES -1 -1

-2 -2 vs. Japanese in caves

Move: Infantry only. Japanese can move to empty caves as full turn and still battle

Battle: Japanese - must ignore all Flags. Allied - may seal caves by rolling Star in Close Assault, if adjacent hexes empty

2

MOUNTAIN CAVES -2 -2

Move: Infantry only - must be from adjacent hill. Japanese can move to empty caves as full turn and still battle

Battle: Japanese - must ignore all Flags. Allied - may seal caves by rolling Star in Close Assault, if adjacent hexes empty

2

ROPE BRIDGE

Move: Allows entry to River hexes

1

LABOR CAMP -1 -2

Move: Units must stop

Battle: No battle on entry.

2

HOSPITAL

PT pg. 5 **Healing:** An Infantry unit on Hospital hex may recover figures unless there is adjacent enemy unit. Same as **Medics & Mechanics** but roll 6 dice. May not move or battle same turn they are healed

1

HQ & SUPPLY TENTS

PT pg. 5 **Supply:** If the enemy captures your HQ & Supply hex, they choose 1 card at random from your hand to discard. Play with 1 less card until you recapture hex. Then draw card to replenish your hand

1

AID KEY: = Blocked Line of Sight = Clear Line of Sight **-2** = Armor Fires Out -1 = Battle Dice Reduction = Scenario Specific Ref. = Air Check

US MARINE CORPS



Gung-Ho!

Order 1 more unit than indicated on any Section card played. All Tactic cards that activate 1-4 units, now activate 2-5 units.

Marines counter-attack with +1 ordered unit against Japanese Command cards. Opposite not true.

No effect on *Air Power*, *Air Sortie*, *Artillery Bombard*, *Barrage*, *Close Assault*, *Infantry Assault* and *Their Finest Hour*.

IMPERIAL JAPANESE ARMY



Yamato Damashi Spirit - Infantry must ignore 1 Flag. If terrain protects from 1 flag, Infantry must ignore 2 flags. When in caves, ignore all flags.

Seishin Kyoiku Doctrine - Infantry with 4 figures, in Close Assault battle with +1 die.

Banzai War Cry - Infantry may move 2 hexes to combat into Close Assault.

Rules

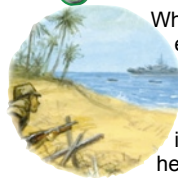


NIGHT ATTACKS



Each turn the Allied player rolls 4 dice. Each Star increases visibility. When full daylight is reached, set chart aside; normal visibility resumes.

CAPTURING EQUIPMENT



When Capturing Equipment rules are in effect, a Battle Star represents equipment. To pick it up, the capturing unit must end on the specified hex. If a unit with equipment is eliminated, the equipment is left in the hex where the unit was killed.

REINFORCEMENTS

Refer to **Airfields** in the Terrain Pack section

BLOWING UP BRIDGES

Refer to **Bridges** in the Base Game section



FORWARD SPOTTING

When Forward Spotting Artillery rules are in effect, a player occupying specific hexes can use his Artillery units like Big Guns.

COLLAPSIBLE RAFTS & BOATS

Infantry only. Units may enter Rivers & Waterways but must stop. Battle out at -1 while in boats. Units cannot retreat; lose 1 figure if Flag rolled. Boat lost when units disembark.

DESTROY SUPPLIES

Refer to **Supply Depot** in the Terrain Pack section



ERGS & RIDGES



Move: Units must stop.

Battle: Dice reductions only apply to units attacking from lower terrain



Units on same Hill feature



COASTLINES

Move: All movement is limited to 1 hex unless on a Landing Craft. Cannot retreat onto

Battle: Units cannot battle

ESCARPMENTS



Move: Impassable to all ground units.



BRITISH COMMONWEALTH FORCES



Stiff Upper Lip

A British Commonwealth Force (BCF) ground unit that survives a Close Assault attack and is down to 1 figure may battle-back with 1 die. The battle-back roll ignores all Terrain Battle dice reductions. A BCF cannot battle-back after *Ambush*.

ITALIAN ROYAL ARMY



Motorized Divisions

Italian ground units may retreat 1, 2, or 3 hexes when a Flag is rolled against them.

Artillery Bravery

All Italian Artillery units may ignore 1 flag rolled against them.

CLEARING ROAD BLOCKS



An engineer that moves onto a Road Block and can still battle, may remove it instead of battling.



RESERVE TOKENS



These tokens make up a players **Strategic Reserve Pool** and are used to bring reserves onto the board during a campaign.

SMOKE SCREEN



Only if LOS crosses Smoke Screen Units in Smoke can see out and be seen.

When indicated, place tokens on any three adjacent continuous hexes. Lasts 2 turns:

- 1) Smoke Side Up, turn over after turn
 - 2) Sun Side Up, remove after turn
- No **Movement** or **Battle** restrictions.

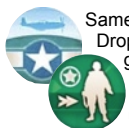
ABATIS



Move: Infantry only - Units must stop and move no further that turn

Battle: Infantry battles out at -1 die. May remove Abatis or battle

PARADROP



Same rules as Sainte-Mère Église.

Drop designated number of figures onto the board from about 1 foot (base game lid on edge). If any figure lands on impassable terrain, is touching an occupied hex, or is off the board in any way, the figure is removed at no medal cost. If a figure lands safely, add three more figures to make a full unit. New units may not battle or move the turn they land.

ARMOR BREAKTHROUGH



When the Armor Breakthrough rule is in effect:

Once during a specified scenario, a player may deploy new Armor Units onto the board. The new units must enter the opponent's baseline unless stated otherwise. The turn they enter, Armor units may not move. They may battle and **Take Ground**, but not **Armor Overrun**. Units retreat as normal, toward the controlling player's baseline.

AID KEY: = Blocked Line of Sight

= Clear Line of Sight

-2 = Armor Fires Out

-1 = Battle Dice Reduction

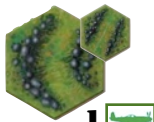
= Scenario Specific Ref.

= Air Check

Battle Maps



BALKAS -1 -1 -1



Move: Moving in or exiting must stop and move no further; can move directly to a bridge but must stop.

Battle: All units battle out at -1 die.

1 Units in Balkas =



Winter Wars



CASTLE

-1 -2

WINTER WEATHER



Move: Units must stop.

Battle: No battle on entry.

2

-2



- ★ Armor and Vehicles are limited to 2 hexes of movement. Roads still apply normally.
- ★ **Armor Overrun** and **Taking Ground** apply normally.
- ★ Both Axis and Allied forces roll 1 die for **Air Power** card.

REDUCED VISIBILITY



- ★ Dice symbols rolled that match target, only hit in Close Assault
- ★ Grenades and Flags apply normally
- ★ Stars still score hits for units and cards that allow this
- ★ **Barrage** works normally, with target symbols scoring hits

TEMPORARY MEDAL OBJECTIVE



The Victory Medal is only held as long as a unit remains in the hex. If the unit vacates the hex for any reason (moves, forced to retreat, or is eliminated), the medal is immediately placed back on the objective hex.

TEMPORARY MAJORITY MEDAL OBJECTIVE



The Victory Medal for this group of objective hexes goes to the player who has an absolute majority of the hexes. The medal is held as long as the side retains absolute majority. The medal is immediately lost when a side no longer has absolute majority.

TEMPORARY MAJORITY MEDAL OBJECTIVE (TURN START)



The Victory Medal for this group of objective hexes goes to the player who has an absolute majority of the hexes at the start of his turn. The medal is held throughout the turn, as long as the player has absolute majority at the start of a turn. The medal is lost when a side no longer has absolute majority at the start of a turn.

PERMANENT MEDAL OBJECTIVE



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

PERMANENT MEDAL OBJECTIVE (TURN START)



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

LAST TO OCCUPY MEDAL OBJECTIVE



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

SOLE CONTROL MEDAL OBJECTIVE



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

SUDDEN DEATH OBJECTIVE



As soon as the designated side fulfills the Sudden Death conditions set forth in the scenario, the game is immediately over and the player wins the game.

MEMOIR '44

Campaign Book #2



VETERAN STAR



Veteran Stars represent the combat experience of your unit (s). If you obtain a Veteran Star during the campaign, you may assign it to any of your units at the beginning of a scenario, after the Reserve Roll.

A Veteran unit rolls one additional die in Close Assault. A Veteran unit counts as a single Medal, like any other unit, when eliminated. Each side may only have a single Veteran unit per scenario.

POSITION CONTROL



When Position control rules are in effect, a player that eliminates an enemy unit in close assault may choose to discard the medal obtained for eliminating that unit and **Take Ground** instead. Such a move is only permitted if the enemy unit was on an objective medal and if taking this objective ends the game. It remains impossible to gain more medals than the Victory Conditions specify. Yet, such a move may be very useful when playing a Campaign, as objective medals count towards the objective track.



AID KEY: = Blocked Line of Sight

= Clear Line of Sight

-2 = Armor Fires Out

-1 = Battle Dice Reduction

= Scenario Specific Ref.

= Air Check

Custom Rules and Ideas:





AIRPLANES:
Move: All planes may fly 1-4 hexes. Must end movement on an unoccupied hex. If plane is not ordered and moved, it exits the board with no Air Check roll.
Battle: Refer to individual plane abilities. See Air Rules below

CURTISS P-40 WARHAWK



Battle: Ground Interdiction -OR- Strafing

 <NORTH AFRICA> 1942 >

 <ALL THEATERS> <ENTIRE WAR>

 <EASTERN FRONT> 1942 >


SUPERMARINE SPITFIRE




Battle: Ground Interdiction -OR- Strafing


 <ALL THEATERS> <ENTIRE WAR>

VOUGHT F4U CORSAIR




Battle: Ground Support -OR- Strafing. Aircraft Carrier capable (free action)


 <PACIFIC THEATER> GROUND-BASED JAN. 1943 > CARRIER-BASED SEPT. 1943 >


 <PACIFIC THEATER> CARRIER-BASED JUNE 1943 >


YAKOVLEV YAK-1/7/9




Battle: Ground Support -OR- Strafing

 EASTERN FRONT


 YAK-9 OCTOBER 1942 >

 YAK-1 / YAK-7 <ENTIRE WAR>

LOCKHEED P-38 LIGHTNING



Battle: Ground Support -OR- Strafing

 <ALL THEATERS> <ENTIRE WAR>

MITSUBISHI A6M ZERO



Battle: Kamikaze -OR- Strafing. Aircraft Carrier Capable (free action)

 PACIFIC THEATER <ENTIRE WAR>

FIESLER FI-156 STORCH



Battle: Recon -OR- Rescue

 <ALL THEATERS> <ENTIRE WAR>

MESSERSCHMITT BF-109

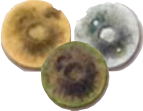


Battle: Ground Interdiction -OR- Strafing

 <ALL THEATERS> <ENTIRE WAR>




BOMB CRATERS




Used as markers during Ground Interdiction. Place in the hex with enemy units who no longer count for the Air Check roll during this turn.

EXIT MARKERS



Used in some scenarios to designate specific hexes -or a range of hexes- through which a unit may exit the board and claim a Victory Medal.

DESTROYED BRIDGES





Place on top of bridges that have been destroyed. Refer to **Bridges** in the base game section to see how to Blow Up Bridges.

Does not allow units to enter River hexes



AIR POWER/AIR SORTIE TOKENS

  If you play with Air rules: the Air Power / Air Sortie token must be considered as an Air Sortie card (Air rules p.3) for all purposes.

- It does not count towards the player's total set of Command cards received at game's start,
- It is not replaced with a new card when played,
- It may be played in conjunction with a Section card.

If you do not play with Air rules: the Air Power / Air Sortie token must be played as an Air Power card. A player may decide to use it instead of playing a Command card. Of course, he does not draw a new card after this action.

Unused Air Power/Air Sortie tokens are lost after each scenario.

AIR SORTIE

Triggered by **Air Sortie** or equivalent. Negates Air Check roll for planes already in the air. If airplane ordered using matching Section Card, **Direct from HQ**, or a Star rolled on **Their Finest Hour**, it must make successful Air Check.

Airplane must be ordered every turn or is removed at no medal cost.


AIR CHECK

Roll a number of battle dice equal to:

- Air Check value of underlying terrain
- +1 die for each adjacent enemy ground unit
- +2 dice for each adjacent enemy Airplane


If any enemy units are adjacent, opponent rolls. If any Grenades are rolled, Airplane is lost. It becomes a Medal if enemy units were adjacent.

AIRPLANES ON GROUND

 **Move:** May take off using Air Sortie or 1 order from appropriate section card. Do Air Check unless **Air Sortie** or equivalent is used

Battle: Eliminated with 1 Grenade rolled. Cannot battle while on ground. Prevents adjacent enemies from attacking more distant units

AIRPLANES IN THE AIR

 Only 1 airborne Airplane per side max, at all times

Move: May move 1-4 hexes and do a Special Action. May fly over any hex but must end movement in a vacant hex with no unit. Ground units may not move under airplanes.

Battle: Ground units may shoot at more distant targets.

GROUND INTERDICTION

Special Action: Adjacent enemy ground units cannot move during their turn and do not add to Air Check roll. Enemy units that move adjacent must stop, cannot battle, but add to Air Check roll.

GROUND SUPPORT

Special Action: Negates terrain and flag protection for all adjacent enemy units when being attacked in Close Assault this turn by ground units.

RECON

Special Action: If Airplane is adjacent to any enemy ground unit when you replenish your hand, you may draw 2 Command cards; choose 1 and discard the other.

KAMIKAZE


Special Action: Airplane dives onto an adjacent enemy ground unit or ship. Roll 2 dice and ignore terrain dice reductions. Any hit eliminates the whole unit; Flags and Stars are ignored. Plane is removed from board; if any Grenade was rolled, plane becomes a medal for opponent.

RESCUE

Special Action: Airplane may be used to remove 1 adjacent friendly Infantry unit (with 1 figure remaining) off the board at no Medal cost.

Airplane's Air Sortie is over and is also removed from the board at no Medal cost.

CARPET BOMBING

 **Special Action:** After moving the plane, roll 2d on all adjacent ground units, enemy and friendly, ignoring terrain protection of all hexes. Unit symbols and Grenades rolled apply as normal. Stars rolled also cause hits, and Flags rolled cannot be ignored.



STRAFING

Special Action: Roll 1 die against enemy units for up to 3 adjacent hexes. Ignore Terrain die reductions. Finish movement before battling. Unit Symbols, Grenades and Stars are hits. Flags cannot be ignored

AID KEY:  = Blocked Line of Sight  = Clear Line of Sight  = Scenario Specific Ref.  = Air Rules  = Airplane Special Actions

