

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.



Base
Game



Terrain
Pack



Eastern
Front



Desert/
Winter



Pacific
Theater



Air
Pack



Battle
Maps



Med.
Theater



Campaign
Book #1

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 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



I. GENERAL QUESTIONS



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.

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.



TAKE GROUND

- Q.** Can a unit Take Ground beyond its normal movement capacity (i.e. Infantry Special Forces unit moves 2, close assault, destroys enemy unit, Takes Ground; making a move of 3 hexes)?
- A.** Yes. Special movements like Take Ground and Armor Overrun take place during Step 4 - Battle, and are in addition to the units normal movement.
- Q.** Can an Armor unit move 3 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 5 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 2 hexes on the beach, have a successful close assault and Armor Overrun, to move 3 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 2 hexes on a beach and Take Ground for 1 extra hex of movement.
- Q.** May an Armor unit after a successful close assault on an enemy in a Forest, Town or Hedgerow, 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, 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, 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.
- 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, 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.

BREAKTHROUGH FORMAT

- Q.** The Breakthrough Kit suggests that I use two decks of Command cards for breakthrough battles. Does that mean I should use two sets of *Air Sortie* cards if they are available?
- A.** Yes. The two sets of *Air Sortie* cards (4 cards) and the two *Air Power* cards will result in more airplanes during scenarios.

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.

BAD HAND

- 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 thus you will not do anything but discard and draw another card.



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.

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)

★ 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. The way Richard Borg's group deals the cards, is by dealing out a number of card piles (4, maybe 5) 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.

LINE OF SIGHT

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

A. No.

★ RETREATING

Q. My opponent has rolled 2 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.

★ 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 is simply to have or occupy 1 more objective hex than your opponent. Sorry for any confusion caused by the "absolute majority" wording.

NIGHT VISIBILITY CHART

Q. The text at level 6 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 6 visibility is indeed unlimited.

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)