II. TERRAIN

FAQ

BEACHES

1

- 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 2 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 2 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 2 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 2 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 countryside open terrain.

BUNKERS

2

- Infantry may move in and battle
- Impassable by Armor & Artillery
- 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. An Allied infantry unit can move onto the bunker hex, but they will not benefit from any terrain protection; it is like they 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 to make two hits.

Q. Does moving onto a bunker stop movement for an Infantry unit?
A. No. Tanks and Artillery, however, may not be moved onto a bunker hex.

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.
Q. What is your favorite theater of World War II?
A. North Africa, because I grew up in Ethiopia; my parents where missionaries there. I’m also fascinated by the battle in Italy and Crete for some reason.

» Jesse Rasmussen (Memoir ’44 Player - United States)

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.

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. Do hedgehogs block Landing Craft from moving onto the hex?
A. Yes.

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 are the only type of terrain, besides ergs & ridges, that doesn’t block line of sight when they are in a contiguous group. *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
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 can be found with movement and battle details on 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 1 hex in the Ocean.

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. 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.

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 1 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. 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 1 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. 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 the number of sandbags limits you to 12 sandbag pieces 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.

Q. When a unit does not benefit from any protection for its terrain, the sandbags reduce the number of Battle dice rolled by 1 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. 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 2 hex move. From a countryside hex, moving up the sea bluff hill hex is the same as moving up a normal hill.

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 seawall 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 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 (see below).

Q. Can a Flame Thrower Tank unit ever attack from one town hex into another town hex?
A. Yes, but only in the following special situation: Flame Thrower Tanks battle with 3 dice, +1 die when ordered by Their Finest Hour, Armor Assault and Close Combat = 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 1 max in Close Assault) so in the end, the attack would be with 1 Battle die.

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 2 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 units 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. 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.
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.

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. 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. 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:

- 41A [Stalingrad] Red Barricades Factory Complex - Russian lay Minefields
- 42A [Kursk] Ponyri - Russian lay Minefields
- 54A Peleliu Landings - Overlord - 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.

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. All terrain that block line of sight, even though they may be low elevation, prevent units from seeing more distant targets. **Note:** Unless noted otherwise in the scenario's special rules, Mountains are impassible 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 2 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. 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)

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.

Q. The description on p. 12 (Terrain 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.

Q. Is it possible to remove road blocks?
A. No. Road blocks cannot normally be removed, unless stated otherwise in a scenario’s special rules.
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:

- 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

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 1 additional hex; the BEL card does not change that.

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. Yes. Note: An Armor or Artillery unit does not have to stop its movement when moving onto a road crossing a railroad hex.
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, ie 1.

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, 1 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. Is this FAQ book current and official?
A. This document is official but may not include all of the most recent questions. Check the bottom left 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 online Card Compendium at www.memoir44.com because it can be updated more easily and may contain the answer to your question.
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. After reading the rule book and Summary Cards, I'm not clear on what the battle die reductions are.
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).
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.

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.

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 (ie 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.
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.

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**Questions and Answers:**

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)