







Player Aid for *Memoir 44*




Standard Units

<p>INFANTRY</p> 	<ul style="list-style-type: none"> • 4 figures per unit • Requires line of sight to battle • Moves 0-1 spaces and can battle, or moves 2 spaces and can't battle • Retreats 1 space per Flag rolled • May not Fire if Close Assault is possible • May <i>Take Ground</i> (move into an abandoned space) on successful Close Assault • Blocks line of sight 	
<p>ARMOR</p> 	<ul style="list-style-type: none"> • 3 figures per unit • Requires line of sight to battle • Moves 0-3 spaces and can battle • Retreats 1 space per Flag rolled • May not Fire if Close Assault if possible • May <i>Take Ground</i> (move into an abandoned space) and <i>Overrun</i> (attack again) on successful Close Assault • Blocks line of sight 	
<p>ARTILLERY</p> 	<ul style="list-style-type: none"> • 2 figures per unit • Does not require line of sight to battle • Combat dice are not affected by any terrain • Moves 0 spaces and can battle, or moves 1 space and can't battle • Retreats 1 space per Flag rolled • May not retreat from a bunker. Handle Flags per normal rules when retreat is not possible • Blocks line of sight 	

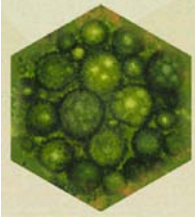
Turn Sequence

1. Play a Command Card.
2. **ORDER.** Announce all units you intend to order, within the limits of the Command Card just played.
3. **MOVE.** Move all ordered units, one at a time. Observe unit and terrain movement limitations.
4. **BATTLE.** Attack with one ordered unit at a time. Select an enemy target and
 - a. Check that target is within range and line of sight
 - b. Check for terrain effects
 - c. Resolve the battle
5. Draw a new Command Card

Special Units

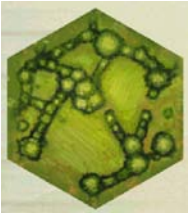
<p>FRENCH RÉSISTANCE</p> 	<p>As standard Infantry, except:</p> <ul style="list-style-type: none"> • 3 figures per unit • Not prevented from battling when moving into Forest, Hedgerows, or Town • Retreats 1-3 spaces per Flag rolled
<p>SPECIAL FORCES</p> 	<p>As standard Infantry, except:</p> <ul style="list-style-type: none"> • Move 0-2 spaces and can battle
<p>ELITE ARMOR</p> 	<p>As standard Armor, except:</p> <ul style="list-style-type: none"> • 4 figures per unit

Terrain and Obstacle Effects. Terrain and Obstacles in the target's space never block line of sight to that target. Terrain and Obstacles never affect Artillery. When an Obstacle is on a Terrain hex, dice reductions for the two are not cumulative; use only the larger dice reduction.



Forest (Terrain)

- **Movement:** A unit must stop its movement upon entering a Forest and may move no further that turn.
- **Battle:** A unit may not battle on the turn it enters a Forest.
 - ◆ **Infantry** battle a unit in Forest at -1 die.
 - ◆ **Armor** battle a unit in Forest at -2 dice.
- **Line of Sight:** A Forest blocks line of sight.



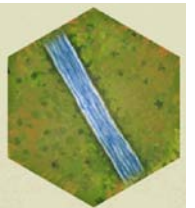
Hedgerows (Terrain)

- **Movement:** A unit moving into or out of a Hedgerow may move only 1 space.
- **Battle:** A unit may not battle on the turn it enters a Hedgerow.
 - ◆ **Infantry** battle a unit in Hedgerows at -1 die.
 - ◆ **Armor** battle a unit in Hedgerow at -2 dice.
- **Line of Sight:** Hedgerows block line of sight



Hill (Terrain)

- **Movement:** A Hill does not affect movement.
- **Battle:** A unit suffers no penalties when battling another unit on a contiguous Hill. In all other cases:
 - ◆ **Infantry** battle a unit on a Hill at -1 die.
 - ◆ **Armor** battle a unit on a Hill at -1 die.
- **Line of Sight:** A Hill blocks line of sight if it is between units that are not on contiguous Hill spaces. Units on a Hill have line of sight blocked by other Terrain as normal.



River (Terrain)

- **Movement:** A unit may enter a River space only at a Bridge.
- **Battle:** A unit on a River hex with a Bridge battles as normal.
- **Line of Sight:** Neither a River nor a Bridge blocks line of sight.



Town (Terrain)

- **Movement:** A unit must stop its movement upon entering a Town and may move no further that turn.
- **Battle:** A unit may not battle on the turn it enters a Town.
 - ◆ **Infantry** battle a unit in a Town at -1 die
 - ◆ **Armor** battle a unit in a Town at -2 dice. Armor in a Town battle all targets at -2 dice.
- **Line of Sight:** A Town blocks line of sight



Ocean (Terrain)

- **Movement:** A unit that moves onto an Ocean space may move a maximum of 1 space. A unit may not retreat into an Ocean space.
- **Battle:** A unit on an Ocean space may not battle.
- **Line of Sight:** An Ocean space does not block line of sight.



Beach (Terrain)

- **Movement:** A unit that moves onto a Beach space may move a maximum of 2 spaces.
- **Battle:** A unit on a Beach space battles as normal.
- **Line of Sight:** A Beach space does not block line of sight.



Bunkers (Obstacle)

- **Movement:** Only Infantry may enter a Bunker. Infantry may battle on the turn it enters the Bunker. Artillery may not leave a Bunker.
- **Battle:** Only the original owner may occupy a Bunker. The occupant may ignore the first Flag rolled against it.
 - ◆ **Infantry** battle a unit in a Bunker at -1 die.
 - ◆ **Armor** battle a unit in a Bunker at -2 dice.
- **Line of Sight:** A Bunker blocks line of sight

Hedgehog (Obstacle)

- **Movement:** Only Infantry may enter a Hedgehog.
- **Battle:** A unit on a Hedgehog may ignore the first Flag rolled against it.
- **Line of Sight:** A Hedgehog does not block line of sight.



Sandbags (Obstacle) (Sandbags surround the entire space they're on.)

- **Movement:** No movement restrictions. When a unit leaves the Sandbags, the Sandbags are removed.
- **Battle:** Infantry and Armor battle a unit in Sandbags at -1 die. A unit in Sandbags may ignore the first Flag rolled against it.
- **Line of Sight:** Sandbags do not block line of sight.



Wire (Obstacle)

- **Movement:** A unit that enters Wire must stop and may move no further that turn. Armor must remove Wire it lands on. Infantry that is eligible to battle may remove Wire instead of battling.
- **Battle:** Infantry in a Wire space battle at -1 die.
- **Line of Sight:** Wire does not block line of sight.

