**Memoir '44 Player Aid**

**Terrain Pack**

- **HILLS**
  - Move: Units must stop. Battle: No battle on entry.
  - Battle: Dice reductions only apply to units attacking from lower terrain.

- **STEEP HILLS**
  - Move: Requires 2 hex move to get onto. 1 hex to move down.
  - Battle: Dice reductions only apply to units attacking from lower terrain.

- **CLIFFS & BLUFFS**
  - 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.

- **HEDGEROWS**
  - Move: Units must stop. Enter and exit from adjacent hex only.
  - Battle: No battle on entry.

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

- **OCEANS**
  - Move: All movement is limited to 1 hex. Cannot retreat onto.
  - Battle: Units cannot battle.

- **BEACHES**
  - Move: Maximum movement onto beaches is 2 hexes.

- **BUNKER**
  - Move: Infantry only.
  - Battle: Only original owner benefits from Defensive die reduction & Ignore 1 Flag.

- **WIRE**
  - Move: Unit must stop - Armor removes on entry.
  - Battle: Infantry battles out at -1 die. May remove wire or battle.

- **SANDBAGS**
  - Move: Remove when unit exits.
  - Battle: Ignore 1 Flag.

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

- **HEDGEHOGS**
  - Move: Infantry only.
  - Battle: Ignore 1 Flag.

- **RAILROAD TRACKS**
  - Move: Armor and Artillery must stop.
  - Battle: Armor may Take Ground and Overrun.

- **STATION**
  - Move: Unit must stop. Trains do not have to stop.
  - Battle: No battle on entry.

- **RAILROAD BRIDGES**

- **LOCOMOTIVE & WAGON**
  - Move: Up to 3 hexes on clear track. Retreat along track.

- **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**
  - 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](image)
- ![= Clear Line of Sight](image)
- ![= Armor Fires Out](image)
- ![= Battle Dice Reduction](image)
- ![= Scenario Specific Ref.](image)
- ![= Air Check](image)
### Memoir '44 Player Aid

#### AID KEY:
- **= Blocked Line of Sight**
- **= Clear Line of Sight**
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- **= Scenario Specific Ref.**
- **= Air Check**

---

**BARRACKS**
- **Move:** Units must stop
- **Battle:** No battle on entry

- **Move:** Infantry only
- **Battle:** Infantry may ignore 1 flag.

**CEMETERY**
- **Battle:** Unit may ignore 1 Flag

**DAMS**
- **Move:** Units must stop
- **Battle:** No battle on entry

**FACTORY**
- **Move:** Units must stop
- **Battle:** No battle on entry

**FORTRESS**
- **Move:** Units must stop
- **Battle:** No battle on entry

**LIGHTHOUSE**
- **Move:** Units must stop
- **Battle:** No battle on entry

**POW CAMP**
- **Move:** Units must stop
- **Battle:** No battle on entry. May ignore 1 Flag

**POWER PLANT**
- **Move:** Units must stop
- **Battle:** No battle on entry

**RADAR STATION**
- **Move:** Units must stop
- **Battle:** Ignore 1 Flag

**LAKES**
- **Move:** Impassable.
- **Battle:** No battle on entry.

**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

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**Palm Forest**
- **Move:** Units must stop
- **Battle:** No battle on entry

**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

**SUPPLY DEPOT**
- **Scenario Specific**
- **TP pg. 11 Supply:** If destroyed, reduce Armor movement by 1 hex

**POWNTOWN**
- **Move:** Pawns and spot for full detailing.

**MOUNTAINS**
- **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.

**SIGHTING ACROSS HILLS**
- **Move:** Units must stop
- **Battle:** No battle on entry

**LAKES**
- **Move:** Impassable.
- **Battle:** No battle on entry.

**Flooded Fields**
- **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

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**PONTOON BRIDGE**
- **Move:** Allows entry to River hexes
- **Construct:** Attack card allows construction in that section in place of ordering 3 units

**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

**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
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- **Move:** Units must stop.
- **Battle:** No battle on entry.

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

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**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

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- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**PONTOON BRIDGE**
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- **Move:** Unit must stop. Enemy must flip mine to reveal strength. If 0, remove. If other, see battle
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**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**PONTOON BRIDGE**
- **Move:** Allows entry to River hexes
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**MINEFIELDS**
- **Move:** Unit must stop. Enemy must flip mine to reveal strength. If 0, remove. If other, see battle
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**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

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- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**PONTOON BRIDGE**
- **Move:** Allows entry to River hexes
- **Construct:** Attack card allows construction in that section in place of ordering 3 units

**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

**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**PONTOON BRIDGE**
- **Move:** Allows entry to River hexes
- **Construct:** Attack card allows construction in that section in place of ordering 3 units

**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

**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

**OASIS**
- **Move:** Unit must stop
- **Battle:** Ignore 1 flag.

**ROAD BLOCK**
- **Move:** Infantry only - Unit must stop
- **Battle:** Ignore 1 Flag

**FORDS & FORDABLE RIVERS**
- **Move:** Allows entry to river hexes. Units must stop
- **Battle:** Battle out at -1 die

**PONTOON BRIDGE**
- **Move:** Allows entry to River hexes
- **Construct:** Attack card allows construction in that section in place of ordering 3 units

**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

**TOWNS**
- **Move:** Units must stop.
- **Battle:** No battle on entry.

---

**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.

---

**AID KEY:**
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- **= Armor Fires Out**
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- **= Air Check**

---

**MEMOIR '44 PLAYER AID**

Version 1.1  November 2011
**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.

---

**WINTER VILLAGE**

- **Move:** Units must stop
- **Battle:** No battle on entry

---

**WINTER RIVER**

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

---

**FIELD BUNKERS**

- **Move:** Infantry only. Infantry may enter Bunker and battle
- **Battle:** Either side may benefit from Defensive die reductions & Ignore 1 Flag

---

**RAVINE**

- **Move:** Infantry only
- **Battle:** Ignore 1 Flag

---

**BATTLE**

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

---

**FORCIBLE STREAMS**

- **Move:** Units must stop. Can Take Ground and Armor Overrun
- **Battle:** No combat restrictions

---

**JUNGLE**

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

---

**FROZEN RIVER**

- **Move:** Units must stop
- **Battle:** No battle on entry

---

**FACTORY**

- **Move:** Units must stop
- **Battle:** No battle on entry

---

**MASSIVE HILLS**

- **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

---

**HILL 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

---

**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

---

**CAMOUFLAGE**

- **Scenario Specific Ref.**

---

**FISH PONDS**

- **Move:** Unit must stop
- **Battle:** Armor cannot battle on entry or exit. Armor may only Take Ground into hex

---

**HILL FIELDS**

- **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

---

**CANTONMENTS & BARRACKS**

- **Move:** Units must stop
- **Battle:** No battle on entry

---

**FROZEN RIVER**

- **Move:** Units must stop
- **Battle:** No battle on entry

---

**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

---

**LABOR CAMP**

- **Move:** Units must stop
- **Battle:** No battle on entry

---

**MEDICAL SUPPLIES**

- **PT pg. 5 Supply:** If the enemy captures your HQ & Supplies 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

---

**HO & SUPPLY TENTS**

- **Move:** Allows entry to River hexes

---

**AID KEY:**

- = Blocked Line of Sight

- = Clear Line of Sight

- = Armor Fires Out

- = Battle Dice Reduction

- = Scenario Specific Ref.

- = Air Check
MEMOIR '44 PLAYER AID

Rules

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

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

FORWARD SPOTTING

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

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.

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.

US MARINE CORPS

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.

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:

1 = Battle Dice Reduction
2 = Armor Fires Out
3 = Scenario Specific Ref.
4 = Air Check
5 = Clear Line of Sight
6 = Blocked Line of Sight

References:

Refer to Airfields in the Terrain Pack section
Refer to Scars in the Base Game section
Refer to Bridges in the Base Game section
Refer to Backsides in the Base Game section

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Campaign Book #1

Units on same Hill feature

-1 = Dice reductions only apply to units attacking from lower terrain

Smoke Screen

Units in Smoke can see out and be seen.

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

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

Smoke Screen

Units in Smoke can see out and be seen.

Collapsing 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

_Campaign Book #1_
**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 (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 when the appropriate side occupies 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.

**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:
**Memoir '44 Player Aid**

**Version 1.1 - November 2011**

**Memoir '44 Player Aid**

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**Air Pack**

**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.

**Mitsubishi AGM Zero**

**Battle:** Kamikaze - OR- Strafing, Aircraft Carrier capable (free action)

**Vought F4U Corsair**

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

**Messerschmitt BF-109**

**Battle:** Recon - OR- Rescue

---

**Ground Interdiction**

**Special Action:** Adjacent enemy ground units cannot move during their turn and do not add to Air Check roll.

**Kamikaze**

**Special Action:** Airplane dives onto an adjacent enemy ground unit or ship. Roll 2 dice and ignore terrain die 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.

**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.

**Curtiss P-40 Warhawk**

**Battle:** Ground Interdiction - OR- Strafing

**Supermarine Spitfire**

**Battle:** Ground Interdiction - OR- Strafing

**Lockheed P-38 Lightning**

**Battle:** Ground Support - OR- Strafing

---

**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.

**Aid Key:**
- = Blocked Line of Sight
- = Clear Line of Sight
- = Scenario Specific Ref.
- = Air Rules
- = Airplane Special Actions

---

**Air Sortie**

**Triggers 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.

**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.

**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.

**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.

**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.