



# • COMBAT CARDS •



The Combat cards introduced in this deck are designed to help spice up your Memoir '44 scenarios by introducing heroic street fighting and urban warfare where applicable.

Combat cards are not like standard Command cards; rather they are usually played side-by-side with, or in addition to any, Command card played during your or your opponent's turn; their play helps represent the intensity - and lethality - of street combat!

When Combat rules are in effect, shuffle the Combat deck and deal 2 cards to each player before the start of a standard battle. Or deal 1 card to each Field General, when playing in Overlord mode. Place the remaining Combat cards in a deck next to the deck of Command cards, within easy reach of the players.

## Combat Rules

Combat cards may be played during any turn, in addition to the play of a Command card, but must respect the following rules:

- ◆ Combat cards are usually played in conjunction with unit(s) ordered with a Command card, to enhance these units' actions. When that is not the case, a sentence at the bottom of the card spells out when the card is played.



< Play this card before ordering any units.



Play this card in reaction to your opponent's action. >

- ◆ Combat cards that increase the number of Battle dice rolled are cumulative in effect, when played on the same ordered unit(s).
- ◆ There is no limit to the number of Combat cards a player may hold or the number of Combat cards he may play during his, or an opponent's, turn.
- ◆ A player may only draw a new Combat card from the deck at the end of a turn in which he has played a **Recon** Command card - but not a **Recon in Force** or any other Command card!
- ◆ Once played, Combat cards are discarded next to the Combat card deck.
- ◆ If the Combat deck ever gets depleted, shuffle the Combat cards discarded to form a new draw pile.
- ◆ When a **Their Finest Hour** Command card is played, reshuffle the Combat card discards and draw pile together to form a new draw pile.

When a Combat card refers to **Buildings**, this is meant to include all towns, villages and any other man-made landmarks or urban constructs (train station, city ruins, etc).

When a Combat card refers to **Spare Figures**, these figures must come either from figures that were not initially deployed at the start of battle or from figures lost in fighting.

If a card refers to a **Full Strength** unit, then this card may not be played that way unless there are enough spare figures available to deploy the unit at full strength (ie with the same number of figures the unit would have had if deployed at the start of battle).

## Street Fight



When a Combat card features the **Street Fight** symbol, you may either play the card as written OR as a **Street Fight** action.

**Street Fight action:** One ordered unit in, or next to, a Building hex may Close Assault with 1 additional die.

The best option, if applicable, will usually be the one listed on the Combat card's text. But you do not have to play this option if you don't want to, even if you have the right units available for it. You may always choose to play the card as a Street Fight instead (assuming you fulfill the conditions for a **Street Fight**).

A few Combat cards are specifically tied to one side (Axis or Allied). When drawn by a Commander of the opposite camp, they may only be played as a **Street Fight**.

## ----- Reminder -----

### Overlord in the Eastern Front

The Soviet Commander-in-Chief cannot play Command cards, nor hand out orders to his Field Generals, directly from his hand. Instead, he must use Command cards placed under his Commissar chip prior to this turn.

At game start, the Soviet Commander-in-Chief must thus place up to 3 Command cards of his choice under his Commissar chip. These are the cards he must play or hand out during his next turn.

At the start of each turn, after taking the Command cards placed under his Commissar chip, the Soviet Commander-in-Chief must repeat this

process and place some new Command cards under the chip, in preparation for the next turn. In no case can he ever place or have more than 3 cards under his chip.

Unlike in a standard Eastern Front scenario, in Overlord mode, **Recon 1** cards cannot be played directly from a Soviet Commander-in-Chief's hand. Instead, they are placed under the Commissar chip.

The **Air Sortie** (if Air rules are in effect) and **Counter-Attack** cards are exceptions; they may be played as normal, **Air Sortie** card visible on the table, and **Counter-Attack** card directly from the Soviet Commander-in-Chief's hand, but only if playing these card(s) AND the Command cards already placed under the Commissar chip during the prior turn does not exceed the maximum of 3 Command cards played during a turn!

The **Ambush** card is an exception as well: it may be given to a Field General and played immediately even if there are already 3 cards under the commissar chip (since the **Ambush** card is not played during your turn).

**Air Sortie** equivalent cards, such as **Air Power** if Air rules are in effect, and **Counter-Attack** cards can also be placed and played from under the Commissar chip, if the Soviet Commander-in-Chief wishes to, but the limit of 3 Command cards placed under the chip and 3 Command cards maximum being played during the turn must still be respected.

All limitations regarding the play of Command cards by Field Generals (no more than 2 Section cards to a same Field General, no more Command card than a single Tactic card to a Field General, etc.) also remain in force at all time.

