

MEMOIR '44 FAQ

Digging In

Q. When '**Digging In**' can the Sandbags be placed on a Bridge?

A. Yes

Q. Are there any restrictions to placing **Sandbags**?

A. No, sandbags may be placed on any land hex, including a hex with a bridge.

Sandbags on a bridge hex or on a hex with no other terrain feature will reduce the number of Battle dice rolled by 1 when attacked by Infantry or Armor.

Sandbags when on a hex with other terrain, will only allow a unit to ignore the first flag rolled against it. That is because battle dice terrain reductions in the same hex are not cumulative. Also note, that a unit may ignore the first flag rolled against it, each time it is being attacked.

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 can only place the sandbags, no movement or combat.

Q. On the 'Dig-In' card it states, place an "available" sandbag my color sandbag or 12 sandbags?

A. The statement means that the number of sandbag limits you to 12 sandbag pieces in the game. The color of the sandbag piece does not matter.

Q. If defense is not cumulative, what is the advantage of putting Sandbags on a Buildings terrain (like in Arnhem)?

A. It allows the unit to ignore the first flag, that's all.

Consider this other example: you have two adjacent hills terrains, and one of them has a unit with Sandbags. If this unit is attacked from below, the only benefit of the Sandbags is to ignore the first flag. If the unit is attacked from the other hill, then the Sandbags give 1 protection - there is no protection from a hill to another, so the Sandbags become useful in that case.

Q. The Dig in card says, issue orders to 4 infantry units. Improve position by adding sandbags. Does this mean to move and shoot like normal then add sandbags when those 4 units are done?

A. No, just add sandbags to 4 infantry units and turn over.
(Thanks Sarge 77)

French Resistance

Q. On page 12, it states that the French Resistance forces "may disappear into the countryside, retreating up to 3 hexes instead of the standard 1 on any retreat flag rolled." On the diagram opposite these rules, it shows a French Resistance unit suffering 2 flags, and retreating 4 hexes. Is this correct?

A. Resistance units may retreat 1, 2, or 3 hexes for each flag rolled. In the example of two flags, the minimum retreat would be 2 hexes or up to 6 hexes.

Ignore First Flag

Q. Bunkers state ignore the first flag, but Barrage cards state that flags may not be ignored. So if a unit in a bunker is hit by a barrage, does it have to retreat?

A. Yes

Flags also from Air Power may not be ignored.

Q. I understand that Artillery in a bunker will only take a loss on the 2nd flag since the first is ignored and they can't retreat from a bunker. But with a barrage, do they also take a hit on the 1st flag?

A. Yes

Q. For **artillery in bunkers**, flags are treated as a hit. Do they still ignore the first flag?

A. Yes, Bunkers (page 16)

Basically an artillery unit in a bunker may not retreat. Therefore it must lose one figure for each retreat move 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 make one hit, and three flags to make two hits.

Artillery

Q. Does artillery ignore terrain as well as fixed and removable obstacles?

A. Yes

See Bunkers / Sandbags (page 16) - Artillery battle dice are not reduced.

Q. Does an artillery unit in a bunker have a 360-degree fire arc?

A. Yes

Dice Conflicts

Q. How to solve dice conflicts?

A. In case of conflict between 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.

For instance:

- A sniper attacking another sniper hits it on a Grenade or a Star (overriding the defending sniper rule

that states he's only hit on a Grenade)

- A plane strafed while on the ground is hit on a Grenade, a Star or a Flag (overriding the rules that states that a plane on the ground is only hit on a Grenade; and a plane on the Ground can't retreat, so a Flag becomes a hit)

Line of Sight

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

A. No

Q. Does a bridge block Line of sight?

A. No

Hills - Line of Sight

Q. Can an Infantry or Armor unit on a hill hex see over a hex with terrain that blocks line of sight?

A. No

Terrain (towns, forest, hedgerows, bunkers) and units friend or enemy block line of sight.

Q. Can an Infantry or Armor unit on a hill hex, see over a hex with terrain that blocks line of sight if the target unit is also on a hill hex?

A. No

Also note per the rules (Page 14) a Hill hex will block line of sight for units trying to look over the Hill. In addition, when there are a group of hill hexes together, an enemy unit on a lower level will only have line of sight to the front (first rank) hill hexes. A unit on a hill in the second rank may not be seen. A unit on the second rank hill does not have line of sight over the front (first rank) onto hexes on the lower level.

The plateau explanation in the rules is there because hills are the only type of terrain that doesn't block Line of Sight when they are in a group or part of the same larger hill.

Note also review in the Scenarios from the Front section Hills (Examples of Line of Sight).

Taking Ground

Q. Does the '**Ambush**' card allow the unit to advance if the target is retreated or eliminated?

A. No, (page 11 Taking Ground)

When an **ordered** Infantry unit in Close Assault combat eliminates the enemy unit or forces it to retreat, it may Take Ground by advancing into the vacated hex. The key word here is **ordered**. Only the player taking his turn (ordered units) may take ground during his turn. The ambush card is a reaction play when an opponent declares a Close Assault, and therefore the unit may not take ground even if the opposition is eliminated or retreats.

Q. Can a unit take ground beyond its normal movement capacity (i.e. infantry special units move 2, close assault, have a successful close assault and take the ground, making a move of 3 spaces)?

A. Special movements (i.e. Taking Ground and Armor Overrun) take place during Step 4 - Battle and are in addition to the unit normal movement.

Q. Can an **armor** unit move 3, have a successful close assault, and take the ground (i.e. 4 hexes moved) have a successful Armor Overrun combat and move another hex, but not battle, for a total move of 5 hexes?

A. Yes

BUT the battle and movement restrictions for a Terrain hex when entered will still apply!

Q. If an **armor** unit moves two hexes on the **beach** and successfully Close Assaults can it take ground (moving a third hex)? Or would that violate the "only two hexes on beach" rule?

A. Beaches (Page 15) and on summary card.

"Battle: No combat restrictions. A unit may still Take Ground after a successful Close Assault Combat." The second sentence here answers the question.

Q. If an **armor** unit successfully Close Assaults a unit in Woods (or Hedgerows or Town) and Takes Ground, can it perform Overrun Combat, or does the terrain prevent it?

A. An armor unit that successfully Close Assaults a unit on a **Forest** or **Town** hex may Take Ground, but it may not battle, per terrain rules.

An armor unit that successfully Close Assaults a unit on a **Hedgerow** hex may Take Ground only if it started adjacent to the Hedgerow hex. If it did start adjacent, it may Take Ground but it may not battle per terrain rules.

An armor unit that successfully Close Assaults a unit on a **Wire** hex may Take Ground, and may battle, per terrain rules.

An armor unit that successfully Close Assaults a unit on a **Bunker** hex **may not** Take Ground per terrain rules, and therefore may not battle, per Taking Ground rules.

Another point about Taking Ground... At **Point-Du-Hoc**

An Infantry unit that successfully Close Assaults an enemy unit on a Cliff hex (hill hex), may Take Ground up the cliff.

Q. If an infantry unit moves onto **wire** (which stops movement) and Close Assaults an enemy unit causing it to retreat, can the infantry Take Ground, or does the wire prevent the movement?

A. Wire (Page 16)

Movement: A unit that enters a hex with wire must stop and **may move no further on that turn**. The last part of this sentence is the key and is the answer. Tanks and/or Infantry may move no further on that turn, so neither unit type could Take Ground.

Additional Airdrop - Sainte-Mere-Eglise

Q. Are all four Paratrooper figures dropped at the same time?

A. Yes

Put the Paratrooper figures in you hand. Position your hand about 12" above the board and just open your hand. I believe they should all fall out at about the same time ;-)

Q. If two figures drop into same hex are both are out of action?

A. Yes

If **any part** of the Paratrooper figure is off board and also on a hex on the board, the figure is out of action. If **any part** of the figure is on the same hex as a friendly or enemy figure and also on a hex with no other figure, the Paratrooper figure is out of action.

Q. What part of a Paratrooper figure determines which hex it is in?

A. When a figure that is on more than one hex, the Allied player may choose any of these hexes to place the figure and the rest of the unit. If however, part of the figure is in a hex and part off the board it is out of action.

Operation Lüttich Scenario

Q. If the Ally player plays a Recon card as an Air Power strike, does he also get to draw 2 command cards and pick 1 as stated in the special card text? Or is this game text ignored?

A. You play it EXACTLY like an Air Power card, so you do not get the 2 cards draw.

Q. Does this special rule also apply to the 'Recon In Force' card?

A. No

The Recon in Force card may not be used as an Air Power strike.

Q. May my opponent played a **counter attack** card right after my Recon card (used as air power card)?

A. Yes

The counter attack is an Air Power strike, not a Recon card.

St. Vith - Scenario

Q. In the St. Vith, Ardennes scenario, a special rule states that the hills toward St. Vith are impassable. On the map, this translates to the fact that units coming in from St. Vith can't climb the hills. What about units coming in toward St. Vith?

A. The hills are impassable both ways, coming from St. Vith and going toward St. Vith.

Days of Wonder Memoir '44 Scenario Editor

Q. Is it ok for the authors of scenarios created using the DoW 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.

A. Absolutely, this is fine. In as much as possible, we will try and be as open as possible 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

COMMAND CARDS

Armor Assault Card

Q. With the Armor Assault card (which gives Armor units 1 additional die in Close Assault), if an Armor unit successfully Overruns, leading to a second Close Assault, does the Armor unit still get the extra die in the Overrun attack?

A. Yes

Close Assault Card

Q. Close assault card is played, unit retreats, which puts it next to a unit that originally was not adjacent when order was issued. Can it battle?

A. No, only units adjacent when the order card is played are issued orders.

Q. When playing the close assault card-can a unit designated to close assault still fire if the unit he was to close assault is no longer adjacent to him?

A. No

Units ordered may only close assault.

Q. Close assault card is played, unit retreats, which puts it next to a unit that originally was not adjacent when order was issued. Can it battle?

A. No, only units adjacent when the order card is played are issued orders.

(Thanks Ubergeek)

Counter Attack Card

Q. When you counter-attack a Recon-card, may you draw two cards?

A. Yes

The entire effect of the card is duplicated, including the 2 cards draw, discard 1 at the end.

Their Finest Hour

Q. Their Finest Hour: Does grenade mean that you can order artillery, or is the only way to order artillery to get a star result?

A. The Star will order any unit and is the only way to order artillery.

Infantry Assault

Q. Infantry assault in a section with no infantry units can it order one unit?

A. No

The Infantry Assault card states, if you do not command any infantry units, issue an order to 1 unit of your choice. If you command an infantry unit in any section of the battlefield you may not choose to order 1 unit of your choice.

Armor Assault, Infantry Assault, etc.

Q. Some cards say that if you do not have a unit of a specific type, you may order a unit of your choice. Does it mean that I can order any unit and give it any order I want, or does it mean that I can choose any unit and apply the card's effect on it?

A. You may not apply the card effect. The card simply allows you to order a unit anywhere on the battlefield and nothing more.

Bad Hand

Q. When a player cannot play any of his Command Cards (because he does not have any units in the appropriate sections), does he discard a card and do not play at all at this turn?

A. 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 discarding a card, and draw another.

Firefight

Q. When playing the Firefight card, the units get an additional die. Does this means that infantry can fire at "4, 3, 2, 1" or do they fire at "4, 3, 2"?

A. The card states roll 1 additional die. The firing range is not extended, so it is the second option: "4, 3, 2" is correct.

Behind Enemy Lines - Card

Q. May an infantry unit move three hexes on a beach when playing the 'behind enemy Lines' card?

A. Yes

To avoid endless debate about this card, the original intent of the card was that the infantry unit's movement would not be restricted by terrain but terrain battle restrictions would still apply. I failed to

word this clearly on the card. The card should of read that Terrain movement restrictions do not apply but battle restrictions do still apply.

Terrain features that cost more than 1 movement only cost 1 move when an infantry unit is ordered on the Behind Enemy Lines card. An example of this is for the Omaha Beach scenario where moving up a bluff for an infantry unit from the beach is a 2 hex movement. Moving up or down the bluff in this case will only cost 1 move for the infantry unit when ordered on the Behind Enemy Lines card.

Ambush

Q. Can a unit attack back after an ambush, when a flag is rolled during the ambush?

A. Normally the answer is NO, because when a unit moves out of the hex on a retreat it may not attack back, even if it would move back towards its baseline and is still adjacent to the enemy unit that did the ambush. However, if the unit being ambushed must retreat but its retreat path is blocked, it must lose one figure for each retreat move it cannot complete. And because the unit did not move from the hex it was in, it may attack back.

Armor Bonus Die

Q. If armor makes an attack which is given a bonus die (ie Their Finest Hour, Armored Assault, etc), at Close Assault range...then retreats/kills the unit it assaults and makes an Armored Overrun...does it keep the bonus die for the second attack?

A. Yes

Pegasus Bridge Axis Card Draw

Q. If the Axis player plays a Recon card on his first or second turns how many cards should he draw. After my first turn, I get to draw 2 cards to add to my hand. The Recon card shows that I get to pick 2 cards and discard 1 of them. This seems kind of confusing to me concerning the way this one is set up.

A. Here is how you should play it:

Draw 2 cards (for your Recon card), and keep one and discard the other, then draw a 'second' card.

Terrain

Omaha Beach

Q. The bunkers on Omaha Beach are all sitting on Hills. Do terrain modifiers stack? Meaning that tanks are at -4, and infantry -2 to shoot into the hex?

A. No, **battle dice terrain reductions in the same hex are not cumulative.** The modifier is the highest only (so bunker on a hill offers same defense as bunker on open terrain).

Sea Wall

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.

Wire

Q. Can an infantry unit battle on the same turn in which it enters wire?

A. The infantry unit must make a choice, going on to fight at -1 die, OR removing the wire and not battling this turn. When an infantry unit moves onto the wire hex by 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 it true for the **wire** too?

A. Yes, a retreat through wire is as for other normal terrain.

Q. May an armor unit that retreats onto a hex with wire remove the wire?

A. No

We look at the act of removing wire by an infantry or armor unit as an offence action. Therefore an armor unit retreating onto or through a hex with wire will not remove the wire.

Bunkers

Q. When the Special Rules say that "only the Axis can claim bunkers as a defensive position", does it mean that bunkers are impassable to Allies?

A. No, an Allied infantry unit can move on the bunker hex, but they will not benefit from any protection.

Battle from a terrain hex into a terrain hex

Q. My unit is located on forest hex, and is attacking an adjacent unit, which is also on a forest hex. Do the forest protect this unit, or is there no protection because both units are on forest hexes (like with hills)?

A. Each forest hex is considered separate, so the protection and other terrain effects always apply. The case of hills it is not related to adjacency, but to altitude.

Beach Movement

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 may only have a move of 2 hexes that turn. However, the unit may take ground and gain an additional hex of movement

If a unit moves onto a beach hex during any part of its movement phase (it does not matter if it's the first or the second hex), it may only move two hexes for its movement this turn.

- An armor unit moves ashore from the ocean. The first hex is a beach. The armor can only move one more hex.

- An armor unit moves from one beach hex to another. The next hex is open ground, but the unit must stop because it moved into a beach hex first.

- An armor unit moves across one open hex then onto a beach hex. It may proceed onto the beach hex then it must stop. The two hex limit applies once the unit enters the beach hex.