

# MEMOIR '44 FAQ

## Expansions

### Engineers

**Q.** How does an Engineer unit play?

**A.** Engineer units rules are described on p.13 Terrain Pack or on p.6 Eastern Front.

But to help clear up some questions in regard to Engineer units... lets look at an Engineer unit in a little more detail!

The xxx Special Forces infantry are Engineer units. Place a Special Force badge (or Engineer badges if you have proper badges) in the same hex with these units to distinguish them from the other units.

- An ordered Special Force Engineer unit may move up to 1 hex and battle or 2 hexes and not battle (like a standard infantry unit).
- An ordered Special Force Engineer unit may target any enemy unit 3 or fewer hexes away. It rolls 3 dice in close assault (enemy in adjacent hex), 2 dice against a target at 2 hexes and 1 die against a target at 3 hexes.
- In Close Assault Combat, an Engineer unit ignores all terrain Battle dice reductions, i.e. their enemies are not protected by terrain they occupy.
- An Engineer unit that is on a hex with wire will reduce the number of Battle dice it rolls by 1 and may also remove the wire from a Wire hex on the same turn.

The Engineer unit must be able to battle to remove wire. It may not make a movement of 2 hexes and remove wire. (If the Engineer unit, however, is order by an Infantry Assault card, in this case it could move 2 hexes, battle and remove wire, but could not move 3 hexes and remove wire because it could not battle.)

- An Engineer unit that moves onto a Minefield hex and that is eligible to battle must clear the Minefield hex instead of battling. If the Engineer unit cannot clear the Minefield, it detonates. The Engineer unit must be able to battle to remove a Minefield. It may not make a movement of 2 hexes and remove a Minefield. (If the Engineer unit, however, is order by an Infantry Assault card, in this case it could move 2 hexes, battle and remove a Minefield, but could not move 3 hexes and remove a Minefield because it could not battle.)

I do not believe, it is stated in any official scenario or rule that an Engineer unit can move 2 and battle.

## **Artillery**

Q. The description on p. 12 (terrain expansion) says there are no infantry movement restrictions and armor must stop; it does not mention artillery. However, since artillery must stop when entering an open railroad, I'm guessing it must also stop on a railroad bridge, even though it's not specifically indicated?

A. An Artillery unit must stop when moving onto a railroad bridge Hex.

## **Behind Enemy Lines**

Q. Does infantry ordered with Behind Enemy Lines ignore mine fields (ie. not roll dice)?

A. Yes

Q. Does infantry ordered with Behind enemy lines ignore frozen river? (ie. not roll dice)?

A. Yes

## **BIG Guns**

Q. May big guns move?

A. Yes

When a big gun moves do any targeting cross-hair markers return to the gun?

A. Yes

Q. Can big guns shoot different targets without losing the "aim marker" on the previous ones?

A. Yes

As long as they have markers available.

## **Bridges**

Q. Do you have to be adjacent to the bridge or can you just blow it up from anywhere?

A. Blowing up a bridge is a card play that does not require a unit to be adjacent to the bridge.

Before we start blowing up to many bridges...

Please remember that the rules Battle Star tokens introduce (like blowing up a bridge) are not definitive, permanent rules, but rather scenario-specific additions, outlined in the Special Rules section of each scenario.

## **Overlord – Command cards and CIC**

Q. In Overlord the rules state that the CIC can issue anywhere from 1-3 cards to any of his field generals. Some of the cards, however can only be played by the CIC (Barrage for example) Does this mean that the CIC can distribute 3 of his cards as well as play a 'CIC only' card?

A. The Commander-in-Chief may only play a max of 3 Command cards on his turn. When a Commander-in-Chief is playing a Tactic card (Air Power or Barrage) it counts as 1 of his three cards. A Commander-in-Chief may not play more than one Tactic card on his turn.

Another note in regard to a Commander-in-Chief Tactic card play... To avoid confusion, a Commander-in-Chief must complete his battle (Air Power or Barrage) first before his Field General's units start to battle.

### **North African Desert**

Q. When the tank eventually claims ground the second time (attacked the enemy, make him retreat, claimed ground, re-attacked and new retreat) can it move two hexes again?

A. No

It may only move (take ground) into the vacated hex.

### **Scenario 35 [Market Garden] Nijmegen Bridges**

Q. Can the special unit, moving through the river, directly conquer the bridge? Or it must exit the river and then moving on the bridge via land?

A. The infantry unit may not directly move onto the railroad bridge from a river hex.

### **Scenario 40 Breakout at Klin**

Q. Am I short some terrain hexes?

A. The three Hill with Forest terrain hexes actually need to be Winter Forest terrain hexes. We apologies for any inconvenience this may have caused.

### **Scenario 45 [Barbarossa] River Bug**

Q. Is it safe to assume that the Russians control the supply train?

A. Yes

The locomotive and car, are each loaded with one Russian infantry unit.

Q. I've been wondering this for a while now, can the Russian tanks in the bunkers in the River Bug scenario move out of them? Or are they treated like artillery in bunker?

A. The Russian tanks in the field bunkers may not move and they are treated like artillery in a bunker.

Q. In our game of the 'River Bug' scenario, the first move of the Russian player, the train was moved 2 hexes forward creating a 4 hex chain with the 2 infantry units, (those on the rail-line and those next to the woods).

The confusion stems from the fact that hitting the train causes the wagon to be destroyed after 3 hits, and the locomotive after 4 hits, resulting in just one medal although it carries 2 infantry units.

A. You have it correct... the locomotive and car may each be attacked with an Air Power card. Three hits on a train destroys the car and on the 4th hit the

locomotive is removed and placed on an empty Victory Medal stand space. Note that when a train pulls into a station after the car is destroyed will only unload one infantry unit.

### **Snipers**

Q. It says that snipers always shoot with 1 die, very nice to move into a town and still be able to shoot or to shoot infantry in a town. BUT, if cards like, let's say, Their Finest Hour are played, giving a +1 die to those units, does it also apply for the sniper? Not realistic though?

A. Command Cards that order an infantry unit to battle with 1 additional die will apply to a sniper figure as well.

Their Finest Hour

Firefight

Close Assault

Behind Enemy Lines

Q. Are snipers still only vulnerable to the grenade symbol when an air attack is played?

A. A grenade and a star will score a hit on a sniper when being attacked with an Air Power Command card.

Q. Are snipers still only vulnerable to the grenade symbol when attacked by another sniper?

A. A grenade and a star will score a hit on a sniper when being attacked by another sniper.

### **Locomotive and wagon**

Q. Could some-one confirm whether these two tiles, when used, are counted as one unit or two?

A. The two tiles together are just one unit, but because the train is a real long one ;o) it is a viable targeted in either hex. When a hit is scored on either hex, place one Battle Star on the locomotive.

Q. Do the Locomotive and Wagon block LOS?

A. Yes

In addition:

- o Only the side in control of the train may move it.
- o Units may not move onto or through a hex with the locomotive or wagon.
- o If the locomotive or wagon is removed and there is a unit riding on the locomotive or wagon the unit is lost but it does not count as a victory medal.

### **Armored train**

Q. Does armored train lose its ability to combat when it takes third damage point? Rules book mentions that the wagon piece is removed when the train takes 3rd damage.. so I just thought that maybe the train loses it's cannon (positioned in the wagon) and can't combat anymore..?

A. Since the wagon that carries the artillery piece is removed, the train does lose its ability to fight after being hit 3 times. If the train is hit again, locomotive is destroyed entirely and becomes a victory medal for your opponent.

### **Power plant**

Q. Does the Power Plant block LOS? Are there any Move restrictions? Battle?

A. By default, it has the same effect as a Town & Village hex (M44 p.14).

Also see the specific scenario rules for Power Plants.

### **POW Camp**

Q. Does the POW Camp block LOS? Are there any Move restrictions? Battle?

A. By default, it has the same effect as a Town & Village hex (M44 p.14).

Also see the specific scenario rules for Power Plants.

### **Road on Hill**

Q. Does the Road on Hill afford the same protection as being on a normal hill?

A. Yes