

MEMOIR

'44

TOURNAMENT

2025



MONDAY
NIGHT
M'44

MASTER THE ART OF WAR
WHERE STRATEGY, TACTICS AND TRIUMPH AWAIT

DAYS OF
WONDER

HMGs
MIDWEST

The Finest Hour Open, a Memoir '44 tournament, is a premier event for competitive board game enthusiasts hosted by HMGS at the Little Wars Conference

MISSION STATEMENT

The mission of the Finest Hour Open is to honor the history of World War II and pay tribute to the men and women who risked and sacrificed their lives so the world could be a better place.

This event aims to bring together board gaming enthusiasts from around the globe to commemorate this legacy through the game of Memoir '44. In a spirit of camaraderie and respect, participants will engage in a friendly competition where cards, dice, and strategic thinking determine the winner.

Our goal is to create a welcoming and fun atmosphere that fosters connection, respect, and a shared appreciation for history, all while enjoying a game that brings history to life on the table.

THANK YOU

We want to thank everyone who contributed to creating the Memoir '44 tournament rules. We would especially like to thank the members and creators of the Belgium Open and Dutch Open for this rule set. We also want to thank the Belgium Open for the concept of activation tokens.

We would also like to thank Jon Garnett, Jon Manley, Jeroen Nieuwenhuis, and Sam Wilderspin for all of their support and assistance.

Huge thank you to Richard Borg and Days of Wonder for creating such a wonderful board game that gives players hours and hours of gaming fun.

Finally, we express our utmost appreciation to the HMGS board and all its members for supporting us with this event. Without their assistance and encouragement the dream of running this Memoir '44 tournament would not have been possible.

MONDAY NIGHT MEMOIR

Our Monday Night Memoir '44 team is a passionate group of players who gather every Monday night to engage in thrilling battles and strategic gameplay. Whether you're a seasoned veteran or new to the game, we invite you to join us for an evening of fun, camaraderie, and memorable Memoir '44 game experiences.





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



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ECOUVES FOREST

- ORIGINALLY PLAYED AT THE FRENCH OPEN, 2012



Setup order		
1		x21
2		x8
3		x3
4		x1

Historical Background

After the capture of Alençon on 12 August 1944 in the morning, the 2nd French Armored Division under General Leclerc continued its offensive toward Argentan. The French were informed that the 9th Panzer Division was in Ecouves forest....

Briefing

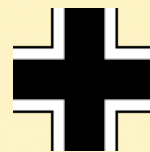
Axis player [Germany] : 5 command cards.
Allied player [France] : 6 command cards.
Allies move first.

Conditions of Victory

6 Medals
Écouché is a temporary medal objective for the Allied player.

Special Rules

Show with a badge the elite infantry and armor of both sides (Troops 2 - elite units). (note: All Allied infantry are Elite)



TERRAIN 3 FORESTS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight

2



13



TROOPS 2 SPECIALIZED UNITS

SPECIAL FORCES (including Elite, Rangers & Commandos)

- May move 2 and still battle

ELITE ARMOR

- Starts with 4 tanks per unit

12





TERRAIN 10 SANDBAGS



- If occupant leaves, remove sandbags
- Occupant may ignore 1 flag
- Do not block line of sight

1



16



*When on countryside or beach hex only

TROOPS 2 SPECIALIZED UNITS

SPECIAL FORCES (including Elite, Rangers & Commandos)

- May move 2 and still battle

ELITE ARMOR

- Starts with 4 tanks per unit

12





TERRAIN 14 TOWNS & VILLAGES




- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

3



14




TROOPS 1 STANDARD UNITS

INFANTRY

- Move 0-1 and battle, or move 2 no battle
- May *Take Ground* on successful Close Assault

ARMOR

- Move 0-3 and battle
- May *Overrun* on successful Close Assault

ARTILLERY

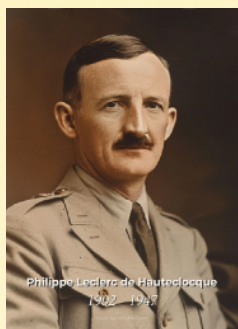
- Move 1 or battle
- Ignore line of sight and terrain protections

7









Philippe François Marie Leclerc de Hauteclocque was a Free-French general during World War II. He was among the first to defy the government's Armistice, making his way to Britain to join the Free French Forces (FFL) under General Charles de Gaulle.

POTERIE RIDGE

- ORIGINALLY PLAYED AT THE CHATTANOOGA US OPEN, 2023



Setup order		
1		x19
2		x12
3		x4
4		x3
5		x1
6		x9
7		x2

Historical Background

After the capture of Hill 131 (Mont Etencin) on July 3, 1944, the paratroopers of the 325th Glider Infantry and 508th Parachute Infantry Regiments, 82nd Airborne Division, were ordered to capture La Poterie Ridge and Hill 95, the last heights before Mont Castre. On July 4, Independence Day in the United States, they launched their assault under the cover of an artillery barrage. The US artillery stopped firing while the paratroopers were still in the open field and the Germans opened fire with machine-guns and mortars. The paratroopers suffered heavy losses before reaching the ridge, but finally captured their objective during the night. It was the last fighting the 82nd saw in Normandy, as the division was replaced by the 8th Infantry Division on July 11. The 82nd would return to England to prepare for projected airborne operations.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Axis player [Germany] : 5 command cards.

Allied player [United States] : 6 command cards.

Allies move first.

Conditions of Victory

7 Medals

Poterie Ridge and Hill 95 are each a temporary medal objective for the Allied player.

Special Rules

- Use "Specialized Units" rules (Troops 2) for all Allied units. Badges are not required.
- Special Weapon Asset rules (SWAs 4) are in effect for the units equipped with mortar and machine-gun (SWAs 6 & 7).



TERRAIN 4 HEDGEROWS



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle that turn
- To enter or take ground, unit **must** start its move from adjacent hex
- When exiting, unit **must** stop on adjacent hex, may still **Take ground**
- Block line of sight

2 14

-1
-2

TERRAIN 19 CHURCHES



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle
- Armor battles out at -2 dice
- Unit may ignore 1 flag
- Block line of sight

2 10

-1
-2

TERRAIN 3 FORESTS



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle
- Block line of sight

2 13

-1
-2

TERRAIN 6 HILLS



- No movement restrictions
- Block line of sight (except from adjacent contiguous hills at same height)

1 10 14

-1*
-1*

* Only applies to units battling from below

TERRAIN 14 TOWNS & VILLAGES



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle
- Armor battles out at -2 dice
- Block line of sight

2 14

-1
-2

TERRAIN 10 SANDBAGS






- If occupant leaves, remove sandbags
- Occupant may ignore 1 flag
- Do not block line of sight

1 16

-1*
-1*

* When on countryside or beach hex only

SWAT 7 MACHINE GUN
LATE WAR 1942

- Treated as Infantry, for all purposes
- When it moves, battles like Infantry **3 2 1**
- In addition, when it does not move, Stars hit on Infantry

9

SWAT 6 MORTAR
LATE WAR 1942





- Treated as Infantry, for all purposes
- When it moves, battles like Infantry **3 2 1**
- In addition, when it does not move, increase range to **3 2 1 1** and ignore all terrain battle protections and line of sight

9

CLOSING THE FALAISE GAP

- ORIGINALLY PLAYED AT LONDON OPEN, 2022



Historical Background

By August 18th 1944, the Canadians had taken Turn and then St Lambert meaning the Falaise pocket was now encircled. This was tentative, however. Not only was the defensive line thin at these crucial crossing points, but the Americans and Poles were advancing in the same direction as the Axis towards Chambois. This was a desperate race for the Germans to escape annihilation and an overwhelming order for the Allies in charge of stopping them.

An Axis Break back around areas held by Polish troops helped many escape but this was reinforced by the 19th. In St Lambert, the Canadian Major D Curry would earn a Victoria Cross for his heroic efforts to hold the line and stop the German escape. Advancing under dangerously close forward firing artillery from his own side and leading from the front, his long battle would be successful. The closing of the Falaise Gap essentially marked the end of the Normandy campaign after well over two months of bloody battles.

With imminent rapid advances across France, including the Liberation of Paris, just days later, it seemed it was all over for Germany. This, of course, would not be the case until well into 1945.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Briefing

Allied Player [Canada] : 5 command cards.

Axis Player [Germany] : 5 command cards.

Axis move first.

Conditions of Victory

7 Medals

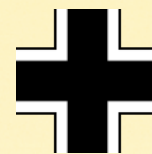
Exit Markers are in effect for the entire Allied baseline;
Any Axis unit that exits the board from the Allied Baseline counts as an Objective Medal

Special Rules

- Allied tanks with badges represent Fireflies. Treated as armor for all purposes. Plays like a standard armor unit with one addition: while the Firefly unit is at full strength (three figures) it fires with +1d against other armor units.
- Place a badge on the German Panzer Grenadier infantry units (Troops 2 - Specialized units)
- When the Allied player plays Air Power, roll one die not two. The Dives river is impassable except at the bridges and fords. (Terrain 41 - Fords)

Setup order

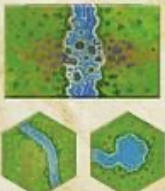
- 1 x13
- 2 x11
- 3 x9
- 4 x8
- 5 x7
- 6 x4
- 7 x3
- 8 x2
- 9 x2
- 10 x2
- 11 x2




Firefly tanks provided by:



TERRAIN 41 FORDS & FORDABLE RIVERS




- Unit entering Ford or Fordable River **must** stop and may move no further on that turn
- Unit in Ford or Fordable River battles out at -1 die
- Do not block line of sight




1 11, 22 20

TERRAIN 9 BRIDGES



- No movement restrictions. A Bridge along the path of a road does not restrict a unit's movement that starts its move on a road and stays on it. A bridge may be entered from any adjacent hex, except from a hex with water.
- No combat restrictions
- Do not block line of sight, unless stated otherwise in Special Rules



1 11 15 13

TERRAIN 61 FORDABLE STREAMS



- Unit entering Fordable Stream **must** stop
- Unit may still **Take Ground** and **Armor Overrun**
- No combat restrictions
- Do not block line of sight



1 6

TERRAIN 4 HEDGEROWS



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle that turn
- To enter or take ground, unit **must** start its move from adjacent hex
- When exiting, unit **must** stop on adjacent hex, may still **Take ground**
- Block line of sight



2 14

-1
-2

TERRAIN 42 ROADS



- Unit that starts its move on a Road and stays on it may move 1 additional hex
- No combat restrictions
- Do not block line of sight, except when over Hills



0 5, 6

TERRAIN 14 TOWNS & VILLAGES



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle
- Armor battles out at -2 dice
- Block line of sight



2 3 5 14

-1
-2

TERRAIN 3 FORESTS



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle
- Block line of sight



2 13

-1
-2

TROOPS FIREFLIES



- Fire at   
- Move 0-3 and battle
- May overrun on successful Close Assault
- Treat as Armor for all purpose
- Fires at Armour with +1d when Firefly unit is at 3 figures



ESCAUT / SCHELDE - RESISTANCE ON THE SCHELDT

- ORIGINALLY PLAYED AT THE BELGIUM OPEN, 2022



Historical Background

After the loss of the Ghent bridgehead, the Belgian troops were tasked with defending the line along the Upper Scheldt. They fulfilled this duty with honor and remarkable courage.

On May 20, 1940, German forces crossed the river and infiltrated the Scheldt loop between Gavere and Oudenaarde. The 10th Belgian Infantry Division counterattacked at Zingem, and with the support of precise artillery fire, they drove the enemy back to the eastern bank.

The British Expeditionary Force (BEF) had taken up positions behind the Scheldt south of Oudenaarde, extending to the French border. The Allied plan was to destroy all bridges over the Scheldt, which both British and Belgian sappers successfully accomplished; none fell intact into German hands.

After their defeat at Zingem, the Wehrmacht regrouped on the rear slopes of the Koppenberg and launched a new offensive on May 21. Despite fierce resistance by British troops, German forces, supported by the Luftwaffe and the unusually low water level of the river, managed to secure a foothold on the west bank. This allowed them to advance toward the Lys, the Belgian Army's last stand, and the coast.

King Leopold III of Belgium signed the nation's capitulation on May 28, 1940.

The stage is set, the troops are in position, and the rest is history!

Briefing

Axis (Germany) : 6 command cards.

Allies (Belgium + BEF): 5 command cards.

Axis play first.

Conditions of Victory

6 Medals

Town of Zingem is a temporary medal for allies.

Any Axis units that leave the board between the Exit tokens are worth a medal.

The destruction of the 2 bridges earns a single permanent victory medal for the Allies.

Special Rules

- Bridge Destruction: Allied units adjacent to a bridge can attempt to destroy it instead of fighting by rolling 2 dice. If a Star is rolled, the bridge is destroyed and becomes a ford (Terrain 41). Mark destroyed bridges with the supplied small poker chips.

- The Scheldt River can only be crossed by Axis infantry equipped with canoes (marked with a Battle Star (Action 5)) or via destroyed bridges (counted as fords: Terrain

41) or regular bridges.

- Apply Blitz rules for the Axis player: (On Air Power card, 2 dice for the Axis and 1 die for the Allies)

- Apply BEF rules for British units

- Apply Elite unit rules to Axis infantry units (troops 2)

- Apply Machine Gun and Mortar (<1942) to units with the corresponding badge (unit may move or shoot)

** Machine Gun and Mortar are EARLY WAR



Setup order

- 1 x10
- 2 x8
- 3 x8
- 4 x7
- 5 x4
- 6 x2
- 7 x1
- 8 x8
- 9 x6
- 10 x1
- 11 x2

NATIONS 5 **BRITISH COMMONWEALTH FORCES (BCF)**

ALLIES

Stiff Upper Lip

- A BCF ground unit that survives an enemy's Close Assault combat without retreating and is down to a single figure may immediately battle that enemy back with 1d
- A battle back ignores all terrain battle dice reductions
- A battle back may occur even if the Close Assault is part of an Armor Overrun
- The unit cannot battle back during an Ambush

10

TERRAIN 45 **CITY RUINS**

- Infantry moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Impassable by Armor and Artillery
- Unit may ignore 1 flag
- Block line of sight

2

ACTIONS 2 **BLOWING UP BRIDGES**

- Allies can blow up bridges.
- The unit must be adjacent and roll 2 dice instead of fighting.
- If a star is rolled the bridge is destroyed and becomes a ford (terrain 41).
- Any unit on a bridge when destroyed counts as a medal

*Use token to mark destroyed bridges.

8

TERRAIN 14 **TOWNS & VILLAGES**

- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2

ACTIONS 5 **COLLAPSIBLE RAFTS & BOATS**

- Available to Infantry only
- Unit in boat may move on Rivers & Waterways, but must stop and may move no further on that turn
- Unit battles out at -1 die
- Unit does not retreat, instead loses 1 figure for each flag
- When unit disembarks, boat may no longer be used

8

TERRAIN 3 **FORESTS**

- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight

2

ACTIONS 15 **BLITZ RULES**

SPECIAL RULE FOR ESCAUT/SCHELEDE MAP

- Axis may play a *Recon 1* card as an *Air Power* card (*Air Sortie* if ☁) in same section
- Axis roll 2 battle dice per hex.
- Allied Armor move 2 hexes max and Axis Armor move 3 hexes
- Axis does NOT pick up two Command Cards for the Recon One card played because Axis is changing the card into a Air Power card!

SWAG 3 **MORTAR**

EARLY WAR

- Fires like the Infantry unit it equips
- May only move *or* battle
- Ignores line of sight and terrain protections

10

TERRAIN 61 **FORDABLE STREAMS**

- Unit entering Fordable Stream *must* stop
- Unit may still *Take Ground* and *Armor Overrun*
- No combat restrictions
- Do not block line of sight

1

SWAG 3 **MORTAR**

EARLY WAR

- Fires like the Infantry unit it equips
- May only move *or* battle
- Ignores line of sight and terrain protections

10

BATTLE OF THE WESTERPLATTE - GERMAN INVASION OF POLAND

- ORIGINALLY PLAYED AT MELLE (BELGIUM) 2017



Historical Background

On September 1, 1939, at 0448 local time, Germany began its invasion of Poland, starting World War II. The Schleswig-Holstein suddenly opened broadside salvo fire on the Polish garrison of the Polish Military Transit Depot on the peninsula of the Westerplatte, in the harbour of the Free City of Danzig. Eight minutes later, a crack marines storm unit from the Schleswig-Holstein advanced in three platoons while the Wehrmacht's Pioneers blew up the railroad gate going on the land-bridge, expecting an easy victory over the surprised Poles. However, the attackers suddenly came into a well-prepared ambush. German soldiers found themselves caught in a kill zone of Polish crossfire from concealed firing points while barbed wire entanglements effectively blocked quick movements.

The Poles held out for seven days in the face of a heavy attack although they were only supposed to hold out for twelve hours. The defense of the Westerplatte served as an inspiration for the Polish Army and today is still regarded as a symbol of resistance to the invasion. The site is one of Poland's official national Historic Monuments and tracked by the National Heritage Board of Poland.

The stage is set, the battle lines are drawn, and you are in command. As they say "The rest is history"....

Briefing

Allied player [Poland] : 5 command cards.

Axis player [Germany] : 6 command cards.

Axis player moves first.

Conditions of Victory

- 6 Medals
- Allies gain one permanent objective medal if they eliminate the destroyer.
- Axis gain permanent objective medal the moment they occupy the supply depot in the center of the map. (NOTE: Units do not need to remain in supply depot to keep permanent medal.)

Special Rules

- * Air Power is removed from the deck before start of play.
- * All Axis infantry units are Elite Infantry (Troops 2 - Specialized units). Badges are not required.
- * The destroyer Schleswig-Holstein is anchored down and can not move. All other destroyer rules apply (Troops 12 - Destroyers).
- * All river hexes are considered fordable (Terrain 61 - Fordable Streams).

* Lake hexes are impassable.

* Mortars are Early War.



Setup order

- 1 x13
- 2 x10
- 3 x10
- 4 x8
- 5 x6
- 6 x6
- 7 x5
- 8 x4
- 9 x3
- 10 x3
- 11 x3
- 12 x3
- 13 x2
- 14 x2
- 15 x2
- 16 x1
- 17 x1
- 18 x1
- 19 x1
- 20 x1
- 21 x1
- 22 x1
- 23 x8
- 24 x2
- 25 x1
- 26 x1

TERRAIN 21 FACTORY COMPLEX




- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Blocks line of sight

2 10 3

-1
-2

TERRAIN 39 RAILROAD STATION



- Unit moving in *must* stop and may move no further on that turn
- A Train moving into a Railroad Station does not have to stop
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Blocks line of sight

2 5 10

-1
-2

TROOPS 12 DESTROYERS




X3

- Move 0-2 Ocean hexes and battle
- Fire at: 3 3 2 2 1 1 1 1
- Cannot move adjacent to Beach
- Hit by grenades only - Takes 3 hits to sink
- May ignore 1 flag, takes hit if cannot retreat
- Place cross-hair marker on hex of target when hit is scored
- Until moved or destroyed, zeroed-in units take fire at +1 in future rounds
- Cross-hair markers are not cumulative

9

TERRAIN 38 RAILROAD TRACKS



- No movement restrictions for infantry
- Armor and Artillery moving onto *must* stop
- Road crossing a railroad plays as standard road
- No combat restrictions
- Armor may *Take Ground and Overrun*
- Do not block line of sight

1 5 10

TERRAIN 22 FIELD BUNKERS



- Infantry may move in *and* battle
- Impassable by Armor & Artillery
- Protect any occupant
- Occupant may ignore 1 flag
- Armor & Artillery in field bunker may not retreat, must take loss instead
- Bunkers have 360° arc of fire
- Block line of sight

11 5 9

-1
-2

SWAS 3 MORTAR


EARLY WAR



- Fires like the Infantry unit it equips
- May only move *or* battle
- Ignores line of sight and terrain protections

10

TERRAIN 2 BUNKERS



- Infantry may move in *and* battle
- Impassable by Armor & Artillery
- Original owner's units may ignore 1 flag
- Artillery in bunker may not retreat, must take loss instead
- Bunkers have 360° arc of fire
- Block line of sight

2 16

-1
-2

* Protects original owner's units only

REMOVED AIR POWER CARD FROM DECK BEFORE PLAY BEGINS.



ADDITIONAL CARDS FOR THIS SCENARIO ON NEXT PAGE →

TROOPS 2 SPECIALIZED UNITS

SPECIAL FORCES (including Elite, Rangers & Commandos)
 • May move 2 *and* still battle

ELITE ARMOR
 • Starts with 4 tanks per unit

TERRAIN 1 BEACHES

Maximum movement *onto* beaches is 2 hexes
 No combat restrictions
Taking Ground and *Armor Overrun* remain possible
 Do not block line of sight

TERRAIN 15 WIRE

Unit moving in *must* stop and may move no further on that turn
 In wire, infantry battles out at -1 die
 Infantry may remove wire instead of battling
 Armor removes wire and may still battle
 Does not block line of sight

TERRAIN 68 COASTLINES

Maximum movement *onto* coastlines is 2 hexes
 No combat restrictions
Taking Ground and *Armor Overrun* remain possible
 Do not block line of sight
 A Hill that is next to a Coastline hex is considered a Cliff, while a Hill that is next to a Beach is considered a Bluff.

TERRAIN 10 SANDBAGS

If occupant leaves, remove sandbags
 Occupant may ignore 1 flag
 Do not block line of sight

*When on countryside or beach hex only

TERRAIN 61 FORDABLE STREAMS

Unit entering Fordable Stream *must* stop
 Unit may still *Take Ground* and *Armor Overrun*
 No combat restrictions
 Do not block line of sight

TERRAIN 42 ROADS

Unit that starts its move on a Road and stays on it may move 1 additional hex
 No combat restrictions
 Do not block line of sight, except when over Hills

TERRAIN 26 LAKE

Impassable
 Two or more contiguous adjacent Lake hexes block line of sight

TERRAN 19 CHURCHES



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Unit may ignore 1 flag
- Block line of sight

2 10

-1
-2

TERRAN 43 SUPPLY DEPOTS



- No movement restrictions
- No combat restrictions
- Block line of sight

2 11

TERRAN 14 TOWNS & VILLAGES



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

3 2 5 14

-1
-2

TERRAN 3 FORESTS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight

2 13

-1
-2

TERRAN 17 BARRACKS



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight

2 10

-1
-2



Schleswig-Holstein fired the first cannon shots of World War II when she bombarded the Polish base at Danzig's Westerplatte in the early morning hours of September 1, 1939.

REICHSWALD - THE SIEGFRIED LINE

- ORIGINALLY PLAYED AT THE DUTCH OPEN 2022



Historical Background

9th February 1945: The Reichswald is the 5-mile gap between the Maas and Rhine and the natural advance route from the German-Dutch border to the Ruhr. After amassing troops to get a numerical advantage near Groesbeek, the allies advanced towards Kleve. The German Reichswald defenses were thin, about 11,000 men. One of the defending battalions was a seriously ill outfit, made up of men with various stomach ailments, another was made up of deaf men. The Germans however were holding the Siegfried Line, providing them with plenty of defensive barriers. They had flooded the area north and south of the Reichswald narrowing the gap even more. They also had paratroopers in reserve, tough, well-trained men full of fight. More bad news fell on the advancing allies in the form of a cold penetrating rain that would fall for 5-6 days adding to the floods. The stage is set, the battle lines are drawn, and you are in command. Can you change history?

Briefing

Allied player [United States] : take 5 Command cards

Axis player [Germany] : take 5 Command cards

Allies play first

Conditions of Victory

6 Medals

The Town of Kleve is a temporary medal for both Axis and Allies

The Town of Goch is a temporary medals for the Allies only

Special Rules

- Machine Gun (late war) (SWA 7 & SWA 4).

- Bunkers (Terrain 2) the axis player is the original owner of the bunkers, it gives no defensive bonus to the Allied units))

- Since there is no Flooded Field tile hex in the online version the Flooded Fields are represented by Marsh tiles.

- Collapsible Rafts & Boats (Actions 5), the Allied infantry units indicated with a Battle STAR have the ability to use this rule

- Dutch Open specific rules: The armor units marked with a Battle STAR are dozer tanks. A dozer tank may enter a hex with dragon's teeth. When it enters such a hex, it must stop and may move no further on that turn. It must

remove the obstacle and may still battle.

One Axis infantry (middle row, third line from Axis baseline) starts with 3 figures, It represents seriously ill infantry, If medics help them they can be restored to 4 figures.



















Neither side has air superiority. Both players roll one die per target on air power.



Sherman Dozer tanks provided by:



Setup order

- 1  x18
- 2  x17
- 3  x7
- 4  x6
- 5  x6
- 6  x6
- 7  x4
- 8  x3
- 9  x3
- 10  x2
- 11  x2
- 12  x1
- 13  x1
- 14  x1
- 15  x2
- 16  x4
- 17  x2
- 18  x1

TERRAIN 48 **HILLS WITH FORESTS**



- Unit moving in **must** stop and may move no further on that turn
- Unit moving in **cannot** battle
- Block line of sight

2

TROOPS 4 **COMBAT ENGINEERS**



- 4 figures
- Ignore all terrain Battle dice reductions in Close Assault
- In wire, may battle out at -1 die **and** still remove the wire
- In minefield, **must** clear the mines, instead of battling
- If ordered on **Infantry Assault**, may move 2 hexes and remove wire or clear mines

13 6 10


TERRAIN 46 **DRAGON'S TEETH**



- Infantry moving in **must** stop and may move no further on that turn
- Impassable by Armor and Artillery
- No combat restrictions
- Do not block line of sight
- Use provided destroyed dragon teeth if dozer tank plows over dragon teeth

1


ACTIONS 5 **COLLAPSIBLE RAFTS & BOATS**



- Available to Infantry only
- Unit in boat may move on Rivers & Waterways, but must stop and may move no further on that turn
- Unit battles out at -1 die
- Unit does not retreat, instead loses 1 figure for each flag
- When unit disembarks, boat may no longer be used

8




TERRAIN 28 **MARSHES**



- Infantry or Armor moving in **must** stop and may move no further on that turn
- Infantry or Armor moving out may only move onto an adjacent hex
- Impassable by Artillery
- Infantry moving in or out does not have any combat restrictions
- Armor moving in/out **cannot** battle
- Armor that makes successful combat against unit on a Marsh may **Take Ground**, but not **Armor Overrun**
- Do not block line of sight

1

SWAL 7 **MACHINE GUN** **LATE WAR 1942**

- Treated as Infantry, for all purposes
- When it moves, battles like Infantry
- In addition, when it does not move, Stars hit on Infantry

3 2 1

9

TERRAIN 2 **BUNKERS**



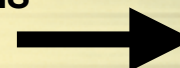

- Infantry may move in **and** battle
- Impassable by Armor & Artillery
- Original owner's units may ignore 1 flag
- Artillery in bunker may not retreat, must take loss instead
- Bunkers have 360° arc of fire
- Block line of sight

2

* Protects original owner's units only



ADDITIONAL CARDS FOR THIS SCENARIO ON NEXT PAGE



TERRAIN 6 HILLS



- No movement restrictions
- Block line of sight (except from adjacent contiguous hills at same height)




1  10  14 

* Only applies to units battling from below


-1  -1  



TERRAIN 14 TOWNS & VILLAGES



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Block line of sight



2  3  5  14 

-1  -2  

TERRAIN 3 FORESTS




- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Block line of sight




2  13 




-1  -2  



TERRAIN 9 BRIDGES



- No movement restrictions. A Bridge along the path of a road does not restrict a unit's movement that starts its move on a road and stays on it. A bridge may be entered from any adjacent hex, except from a hex with water.
- No combat restrictions
- Do not block line of sight, unless stated otherwise in Special Rules



1  11  15 

-1  

TERRAIN 42 ROADS



- Unit that starts its move on a Road and stays on it may move 1 additional hex
- No combat restrictions
- Do not block line of sight, except when over Hills



0  5, 6 


-1  -2  

TERRAIN 15 WIRE



- Unit moving in *must* stop and may move no further on that turn
- In wire, infantry battles out at -1 die
- Infantry may remove wire instead of battling
- Armor removes wire and may still battle
- Does not block line of sight



1  16 

-1  

TERRAIN 19 CHURCHES



- Unit moving in *must* stop and may move no further on that turn
- Unit moving in *cannot* battle
- Armor battles out at -2 dice
- Unit may ignore 1 flag
- Block line of sight



2  10 

-1  -2  



Version 4.0 created 2025
Maps and booklet created to
promote and celebrate
Memoir '44 only.

SCHEDULE OF EVENTS

FINEST HOUR OPEN TOURNAMENT

Briefings and matches will have start times posted for all to see. Please be on time as we will have a tight schedule. If a player is more than 5 minutes late for a game, they will forfeit the game. If 45 minutes late, they will forfeit the match, and the other player will be declared the winner (see scoring; forfeit).

SATURDAY:

	MINUTES
8:00-8:30 am: Check-in	(30')
8:30-9:05 am: Welcome/Overview/Briefing for Scenario 1	(35')
9:15-10:00 am: Scenario 1 Game 1	(45')
10:10-10:55 am: Scenario 1 Game 2	(45')
10:55 am-11:40 pm: Lunch	(45')
11:40-11:55 pm: Briefing for Scenario 2	(15')
12:05-12:50 pm: Scenario 2 Game 1	(45')
1:00-1:45 pm: Scenario 2 Game 2	(45')
1:50-2:05 pm: Briefing Scenario 3	(15')
2:15-3:00 pm: Scenario 3 Game 1	(45')
3:10-3:55 pm: Scenario 3 Game 2	(45')

SUNDAY:

8:00-8:30 am: Standings/Briefing for Scenario 4	(30')
8:40-9:25 am: Scenario 4 Game 1	(45')
9:35-10:20 am: Scenario 4 Game 2	(45')
10:30-10:45 am Briefing Scenario 5	(15')
10:55 am-11:40 pm: Scenario 5 Game 1	(45')
11:40 am-12:25 pm: Lunch	(45')
12:35-1:20 pm: Scenario 5 Game 2	(45')
1:25-1:40 pm: Briefing Scenario 6	(15')
1:50-2:35 pm: Scenario 6 Game 1	(45')
2:45-3:30 pm: Scenario 6 Game 2	(45')
3:30-4:00 pm: Final briefing and Awards Ceremony	(30')

- A copy of Finest Hour Open rules and regulations are available upon request.
- All rulings will be made in conjunction with the rules of the game and the official FAQ. Rulings by the rules officials are final.



**For more information on
Monday Night Memoir '44 group, please
visit our website by using this QR code.**



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MEMOIR '44