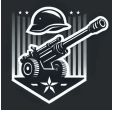


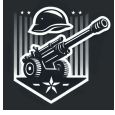


Discover the New Era of Memoir '44

Experience the 2025 Refresh Today

Immerse yourself in the enhanced world of Memoir '44, where history meets strategy in a refreshed gaming experience.





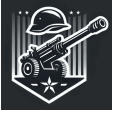
The Legacy of Memoir '44

Memoir '44 is a celebrated board game that brings the pivotal battles of World War II to life. Since its inception, it has offered players a unique blend of historical accuracy and strategic gameplay. The game allows enthusiasts to relive significant military operations, fostering a deeper understanding of the tactics and challenges faced by commanders during the war. Its educational value and engaging mechanics have made it a staple among WWII gaming aficionados.

Memoir '44 was originally released in **2004** by Days of Wonder, timed to commemorate the **60th anniversary of the D-Day landings**.

It launched as a board game recreating key battles of World War II, starting with the Normandy campaign, and has since grown into a system with many expansions covering the Eastern Front, Mediterranean, Pacific, and more.





Box4



Box-Germans



Box-Allies



Holders-Dice-Tokens



Tokens



Rules



Scenarios

What's New in the 2025 Refresh?

Explore the exciting updates and enhancements in the latest version of Memoir '44.



New Rules

1. Terrain Height

Terrain is now identified as at Level 0, 1, or 2. If units are “higher” than another one, they can shoot over them.

2. Air Superiority

In the previous edition of the game, the Allies always had air superiority. Thus when they received the Air Power card, Allies would always roll two dice per hex, while the Axis always rolled one die per hex. But now there is a chart to indicate, based on the year and the theatre of war, who has superiority. Sometimes it is Allies; sometimes Axis; sometimes neither.



3. Team Play with 3 or 4 Players

4. Special Rules for Young Generals



New Historical Scenarios

Dive into newly added scenarios that expand the historical scope, offering fresh challenges and strategic opportunities. There are five new scenarios! And they are arranged into a Campaign mode.



Improved Visuals

Enjoy updated graphics and components that bring the battlefield to life with greater detail and realism.

1. New Card Stylistics

The graphics more clearly illustrate troop movements and rules.

2. Decorative Storage Boxes for the Troops

The boxes are decorative, and have special compartments for each type of figure.

Five New Scenarios



Scenario-Penzer-Lehr-Hauts-Vents



Scenario-Hauts-Vents



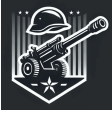
Scenario-CounterAttack-Panzer-Lehr



Scenario-Belle-Lande



Scenario-BattleGroup-Heintz



TERRAIN HEIGHT

Terrain may have different heights (0, 1, or 2) in *Memoir '44*, depending on their type. All terrain has a height of 0, unless specified otherwise.

In this game box, only the hills and their variations (height: 1) are elevated.

Elevated terrain affects the movement and line of sight rules.

NOTE ABOUT MEMOIR '44 EXPANSIONS' TERRAIN

The rule about terrain height is a bit different than in the previous edition of *Memoir '44*. If you play with expansions, remember this:

- escarpments, ergs & ridges, and every terrain having "hill" in their name (road over hill, hill with forest, etc.) have a height of 1.
- mountains and every terrain having "mountain" in their name have a height of 2.

TERRAIN HEIGHT AND MOVEMENT

A unit can move up onto a higher terrain, or down onto a lower terrain, only if the hex it comes from and its destination have a maximum height difference of 1.

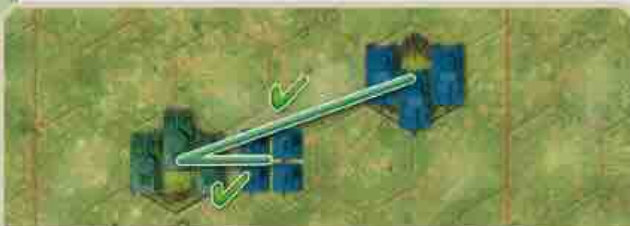
For example, a unit can move from grassland (0) to a hill (1), and from a hill (1) to a mountain (2), but cannot move up from grassland (0) to a mountain (2).

TERRAIN HEIGHT AND LINE OF SIGHT

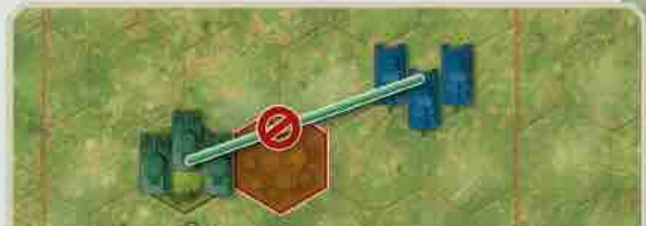
Terrain and units only block line of sight when they are at the same level of elevation, or higher, as one of the two units involved in the attack.



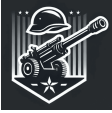
Example 1: Both armor units are on a hill and thus, are at a height of 1. The town normally blocks line of sight but its height is 0. These two units ignore all the obstructions that are at a lower level than them and therefore have line of sight between each other.



Example 2: Just like the town in example 1, the Axis infantry unit is at a height of 0 and does not block line of sight between the two armor units that are on hills and at a height of 1. Therefore, in this situation, the two Axis units could both attack the Allied armor. The Allied unit, however, could only attack the Axis infantry unit because of the close combat rules.



Example 3: The two armor units are on different heights: 1 for the Allied armor, 0 for the Axis armor. The obstruction that blocks line of sight between them is at the elevation of one of the units involved (height 0). The forest, therefore, blocks their line of sight.



AIR SUPERIORITY

All the scenarios in the scenario book take place on the Western front in 1944. At that time, the Allied air superiority was unchallenged. To reflect this, when playing the *"Air Power"* tactic card in these scenarios, the Allied player will roll 2 dice on each hex and the Axis player will only roll 1 die on each hex, which is noted on the *"Air Power"* command card.

The expansions for *Memoir '44* take players across the globe to fight in other theaters throughout World War II. Check the following Air Superiority table to determine who dominated the skies for the scenario you are playing. Unless told otherwise by the scenario special rules, follow the chart below to determine how many dice to roll when playing the *"Air Power"* card. "Axis" means the Axis player rolls 2 attack dice on each hex and the Allied player rolls 1. "-" means each player rolls 1 die on each hex, and "Allies" means there is no change to the card.



FRONT	1939	1940	1941	1942	1943	1944	1945
WESTERN FRONT	Axis	Axis	Axis	Axis	Axis	Allies	Allies
EASTERN FRONT	Axis	Axis	Axis	Axis	-	-	-
PACIFIC THEATER	Axis	Axis	Axis	Axis	-	Allies	Allies
MEDITERRANEAN THEATER	-	Axis	Axis	-	-	Allies	Allies

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