MEMOIR '44

The Imperial Japanese Army (PT 7) Infantry must always ignore the first flag (or second if the terrain is used to skip the first). Intact units (4 figures) have an extra die in close assault. Finally, any infantry can fight after moving 2 hexes if it moves into close assault with the enemy

Armor in North Africa (TP 3) On a succesful Close Assult combat, an ordered Armor unit may move into the vacated hex and may then move one additional hex; it may then battle again.

US Marine Corps (PT 7) The US player can activate an additional unit ton any Section card played. If the card is for several sections, the player chooses one. All 4 units activating Tactics cards allow to activate 5. Marines counter-attack with +1 ordered unit against Japanese Command cards.

Blitz Rules : The German player may play any Recon card as an Air Strike in the designated section. Allied armored units can only move 2 hexes.

terrains	line of sight	movement (🚶 🚚 🔫)			defence (🚶 🚚 🔫)			attack (🚶 🚚 🔫)			combat after movement		special rules
(PALM) FOREST	🚫	stop	stop	stop	-1	-2	-	-	-	-	M44 13	🚫	Idem for winter forest (EF 2)
RIVERS WATERWAYS	OK	🚫	🚫	🚫	-	-	-	-	-	-	M44 15	-	Idem for river mouth and river branch [PT 6]
TOWNS & VILLAGES	🚫	stop	stop	stop	-1	-2	-	-	-2	-	M44 14	🚫	Idem for winter villages (EF 2), desert villages (TP 3) and pacific villages (PT 5)
HILLS	🚫	OK	OK	OK	-1	-1	-	-	-	-	M44 14	OK	The protection applies only against units attacking from below. Line of sight is unobstructed between adjacent hills
BEACH	OK	2hex max	2hex max	1hex max	-	-	-	-	-	-	M44 15	OK	-
HEDGEROW	🚫	stop	stop	stop	-1	-2	-	-	-	-	M44 14	🚫	Unit must start from an adjacent hex to enter and stop when leaving
OCEANS	OK	1hex max	1hex max	1hex max	-	-	-	🚫	🚫	🚫	M44 15	🚫	Retreating onto Ocean is not allowed
TRENCHES	OK	stop	stop	🚫	-1	-1	-	-	🚫	-	EF 2 🔫 OK		Infantry may ignore 1 flag 🚩
CITY RUINS	🚫	stop	🚫	🚫	-1	-2	-	-	-	-	EF 2	🚫	Unit may ignore 1 flag 🚩
RAVINES	OK	OK	🚫	🚫	-	-	-	-	-	-	EF 3	OK	Unit may ignore 1 flag 🚩
FROZEN RIVERS	OK	OK	OK	OK	-	-	-	-	-	-	EF 3	OK	Moving or retreating onto frozen river, roll 2 dice; for each star rolled, lose 1 figure
FISH PONDS	OK	stop	stop	🚫	-	-	-	-	-	-	PT 6	🚫	Unit must stop when leaving. Armor leaving cannot battle. Armor Overrun is not allowed.
HOSPITAL	🚫	OK	OK	OK	-	-	-	-	-	-	PT 5	OK	With hospital recovery rules: unit can recover like Medics & Mechanics with 6 die. Unit may not move or battle.
HQS	🚫	OK	OK	OK	-	-	-	-	-	-	PT 5	OK	With Capture HQ, owner of HQ immediately loses 1 random command card. When reclaimed, replenish hand.
PIERS	OK	OK	OK	OK	-	-	-	-	-	-	PT 6	OK	Piers are inaccessible from Ocean.
		from land or beach only											
WADIS & GULLIES	OK	OK	OK	OK	-1*	-1*	-1	adj hex	adj hex	-	TP 3	OK	Armor and Infantry must be adjacent to attack a unit in a wadi
		following the wadi											
OASIS	🚫	stop	stop	stop	-1	-1	-	-	-	-	TP 3	OK	Unit may ignore 1 flag 🚩 With Recovery unit may recover as Medics&Mechanics. Unit may not move or battle.
CAVES - on hills - on mountains	🚫	OK	🚫	🚫	-2	-2	-	-	-	+1 hex for mountain	PT 4	OK	Japanase must ignore all flags, and can move from one cave to another at no cost. US can try to seal with Star.
		from hill if mountaiin											
JUNGLES	🚫	stop	stop	stop	-1	-2	-	-	-	-	PT 5	OK*	Unit moving into from adjacent hex is allowed to fight.

terrains	line of sight	movement (🚶 🚚 🔫)			defence (🚶 🚚 🔫)			attack (🚶 🚚 🔫)			combat after movement		special rules
RAILROAD	OK	OK	stop	stop	-	-	-	-	-	-	TP 5	OK	-
RAILROAD STATION	🚫	stop	stop	stop	-1	-2	-	-	-2	-	TP 5	🚫	See 'Trains' (TP 12)
ROADS	OK	+1 hex	+1 hex	+1 hex	-	-	-	-	-	-	TP 5	OK	The whole movement must be done on road to benefit from the additional hex
LAKE	OK	🚫	🚫	🚫	-	-	-	-	-	-	TP 6	-	Two or more contiguous adjacent Lake hexes block line of sight.
DAMS	🚫	OK	🚫	🚫	-	-	-	-	-	-	TP 9	OK	Unit may ignore 1 flag 🚩 See 'Sabotage' (TP 9)
AIRFIELDS	OK	OK	OK	OK	-	-	-	-	-	-	TP 9	OK	See 'Reinforcements' (TP 9) See 'Sabotage' (TP 7)
CEMETERY	OK	OK	OK	OK	-	-	-	-	-	-	TP 10	OK	Unit may ignore 1 flag 🚩
CHURCHES	🚫	stop	stop	stop	-1	-2	-	-	-2	-	TP 10	🚫	Unit may ignore 1 flag 🚩 See 'Forward Spotting Artillery' (TP 8)
FORTRESSES	🚫	OK	🚫	🚫	-1	-2	-	-	-	-	TP 10	OK	Occupant may ignore all flags See 'Freeing Prisoners' (TP 8)
LIGHTHOUSE	🚫	stop	stop	stop	-1	-2	-	-	-2	-	TP 10	🚫	See 'Forard Spotting Artillery' (TP 8)
RADAR STATION	🚫	stop	stop	stop	-1	-1	-	-	-	-	TP 11	OK	Unit may ignore 1 flag 🚩 The Air Power card must be announced one turn in advance.
SUPPLY DEPOT	🚫	OK	OK	OK	-	-	-	-	-	-	TP 11	OK	With Destroy Supplies, destruction reduces movement of all enemy armor units by 1 hex.
FORDABLE RIVER	OK	stop	stop	stop	-	-	-	-	-	-	PT 6	OK	Idem for fordable streams
BARRACKS	🚫	stop	stop	stop	-1	-2	-	-	-2	-	TP 10	🚫	Idem for prison camps (PT 5)
RAILROAD CROSSING	OK	+1 hex	+1 hex	+1 hex	-	-	-	-	-	-	PT 6	OK	All movement must be done on road to benefit the additional hex See 'Trains' (TP 12)
MARSHES RICE PADDIES	OK	stop	stop	🚫	-	-	-	-	-	-	TP 4 🔫 OK		Unit must stop when leaving. Armor leaving cannot battle. Armor Overrun is not allowed.
FLOODED FIELDS	OK	stop	stop	stop	-	-	-	-	-	-	TP 4 🔫 OK		Unit must start from an adjacent hex to enter and stop when leaving. Armor cannot battle when leaving.
HIGH GROUND	OK	OK	OK	OK	-	-	-	-	-	-	TP 4	OK	-
MOUNTAINS	🚫	OK	🚫	🚫	-2	-2	-	-	-	+1 hex	TP 5	OK	The protection applies only against units attacking from below. Line of sight is unobstructed between adjacent mountains.
		en passant par colline											

Mines (**TP 7**) When a unit enters a minefield it must stop. Enemy units must roll the number of dice indicated on the token. Each unit symbol or grenade scores a hit. The minefield is then still active, leave the token face up.

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Battle Stars : Sabotage [**TP 7**] Blowing up a bridge[**TP 8**] Collapsible Rafts & Boats[**TP 8**] Calling in Air Strike [**TP 8**] Forward Spotting Artillery [**TP 8**] Capturing Equipment[**TP 8**] Freeing Prisoners[**TP 8**] Heroic Leader [**TP 9**] Sabotaging a Dam [**TP 9**] Camouflage [**EF 5**] Destroyers [**PT 9**]

terrains	line of sight	movement			defence			attack			combat after movement		special rules
BUNKERS	🚫	OK	🚫	🚫	-1	-2	-	-	-	-	M44 16	OK	Unit may ignore 1 flag — Only a defensive position for the original occupant.
HEDGEHOGS	OK	OK	🚫	🚫	-	-	-	-	-	-	M44 16	OK	Unit may ignore 1 flag
BARB WIRE	OK	stop stop stop			-	-	-	-1	-	-	M44 16	OK	Infantry can remove wire instead of battling. Armor crushes wire, except when retreating.
SANDBAGS	OK	OK OK OK			-1	-1	-	-	-	-	M44 16	OK	Unit may ignore 1 flag — If the unit leaves or is killed, the sandbags are removed.
FIELD BUNKERS	🚫	OK	🚫	🚫	-1	-2	-	-	-	-	TP 11	OK	Unit may ignore 1 flag

terrains	line of sight	movement			defence			attack			combat after movement		special rules
FORDS	OK	stop stop stop			-	-	-	-1	-1	-1	TP 11	OK	-
BRIDGES - pontoon - rope	OK	OK OK OK			-	-	-	-	-	-	M44 15	OK	If allowed by the scenario, a player may build a pontoon bridge by playing an attack card for that section.(TP 12)
ROAD BLOCKS	OK	stop	🚫	🚫	-1	-1	-	-	-	-	TP 12	OK	Unit may ignore 1 flag
RAILROAD BRIDGES	OK	OK stop stop			-	-	-	-	-	-	TP 12	OK	-
DRAGON'S TEETH	OK	stop	🚫	🚫	-	-	-	-	-	-	EF 5	OK	-

units	figurines	badges	movement	combat	retreat	special rules
INFANTRY		-	0 or 1 hex + combat / 2 hexes without combat	3 2 1	M44 7 — 1 hex	Can Take Ground after Close Assault if allowed
ARMOR		si équipés de lance-flammes : 🔥	0 to 3 hexes + combat	3 3 3	M44 8 — 1 hex	Armor Overrun possible after a succesful Close Assault. If succesful can then also Take Ground. For armor equipped with flamethrowers, the terrain reduction is limited to 1 die in Close Assault
ARTILLERY		-	0 hex + combat / 1 hex without combat	3 3 2 2 1 1	M44 8 — 1 hex	Artillery ignores line of sight and terrain protections.
SPECIAL FORCES		🛡🛡🛡🛡🛡	0 to 2 hexes + combat	3 2 1	M44 12 — 1 hex	Can Take Ground after Close Assault if allowed
ELITE ARMOR		🛡	0 to 3 hex + combat	3 3 3	M44 13 — 1 hex	Armor Overrun possible after a succesful Close Assault. If succesful can then also Take Ground.
BIG GUNS		🛡🛡	0 hex + combat / 1 hex without combat	3 3 2 2 1 1 1	TP 13 — 1 hex	Artillery ignores line of sight and terrain protections. Place cross-hair marker on target when hit is scored. Until it moves, or is destroyed, this unit takes fire +1 die. (non-cumulative). There are three markers available.
SNIPERS		🛡🛡	0 to 2 hexes + combat	1 1 1 1	EF 5 — 3 hex max	A sniper can attack when entering terrain. Ignores terrain reductions, but cannot attack armor.. Sniper scores a hit on unit symbol, grenade or star. Sniper is hit only with grenade. Does not count as a Victory Medal.
COMBAT ENGINEERS		🛡🛡🛡🛡🛡	0 to 1 hex + combat / 2 hexes without combat	3 2 1	TP 13 — 1 hex	Can Take Ground after Close Assault if allowed. Engineers ignore terrain reductions in Close Assault. In wire may battle out (-1) and remove wire. In minefield must remove mines instead of battling. If they cannot clear mines (because they can't battle), mines detonate.
RESISTANCE		🛡	0 to 1 hex + combat / 2 hexes without combat	3 2 1	M44 12 — 3 hex max	Can Take Ground after Close Assault if allowed, can attack when entering any terrain.
CAVALRY		🛡	0 to 3 hexes + combat	2 1	EF 6 — 1 hex	Can do the equivalent of an Armor Overrun after Close Assault
SKI TROOPS		🛡	0 to 3 hexes + combat	3 2	EF 6 — 3 hex max	Can Take Ground after Close Assault if allowed, can attack when entering any terrain.
MOBILE ARTILLERY		🛡	0 to 1 hex + combat / 2 hexes without combat	3 3 2 2 1	PT 11 — 1 hex	Mobile Artillery ignores line of sight and terrain protections.
DESTROYER	x3	🎯	0 to 2 hexes + combat	3 3 2 2 1 1 1	PT 9 — 1 hex	A Destroyer can never move onto a hex adjacent to a beach. Fires like Big Guns. Destroyer is only hit on Grenade, takes three hits to sink, counts as one Vicotry Medal.