



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

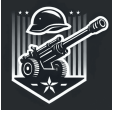
Memoir '44 is a celebrated board game that brings the pivotal battles of World War II to life. Since its inception, it has offered players a unique blend of historical accuracy and strategic gameplay. The game allows enthusiasts to relive significant military operations, fostering a deeper understanding 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.







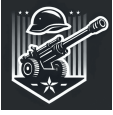
Box4

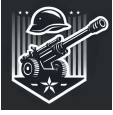


Box-Germans

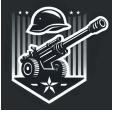


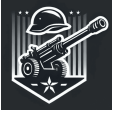
Box-Allies



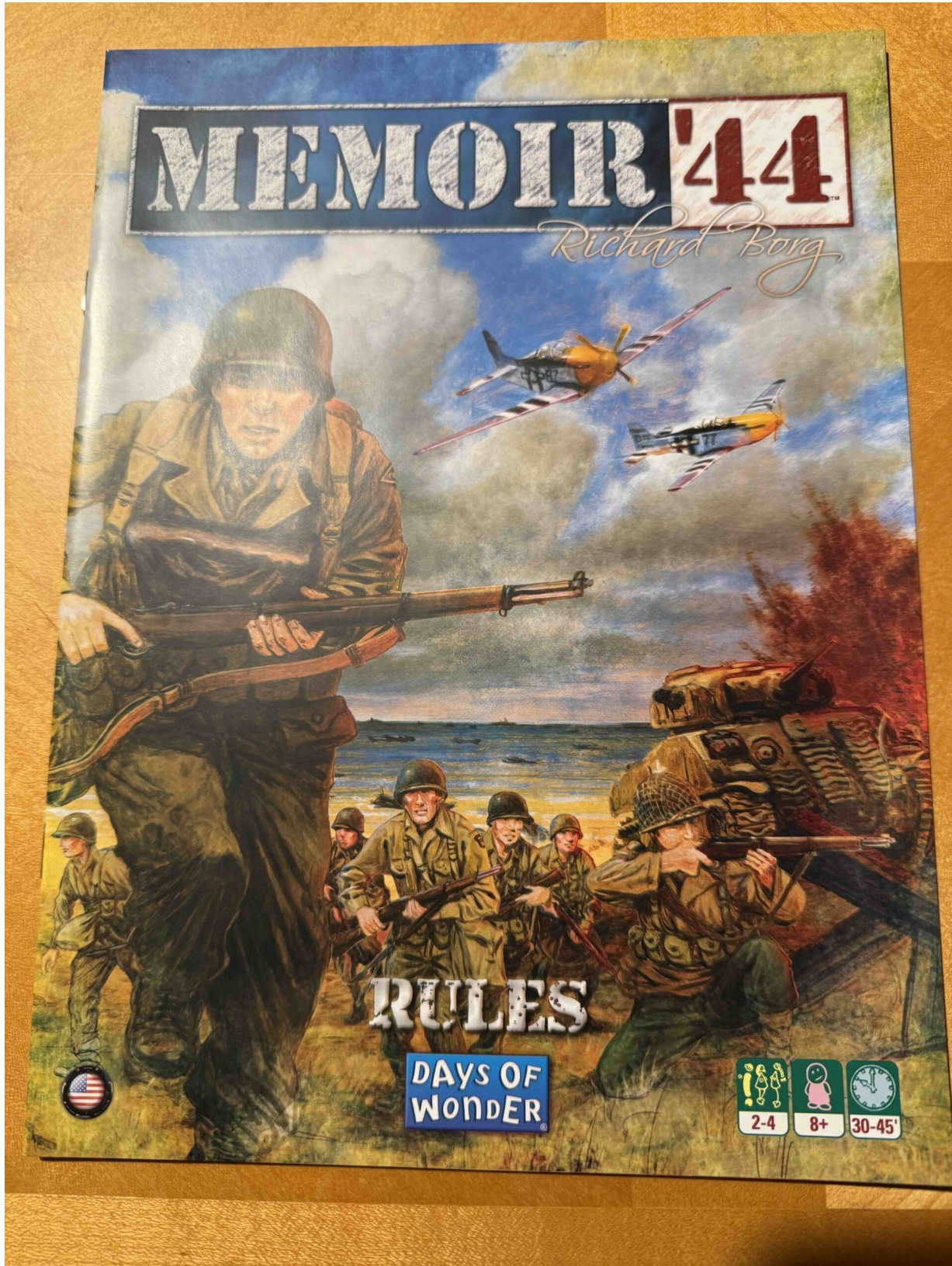


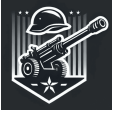
Holders-Dice-Tokens





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



WESTERN FRONT

9 PANZER LEHR AT HAUTS-VENTS

#25200 July 11, 1944

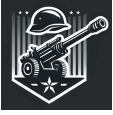
AXIS Germany MOVE 1st x5

ALLIES United States MOVE 2nd x5

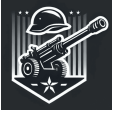
Hill 91 Hauts-Vents Le Rocher

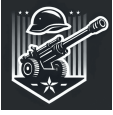
• Historical Background •

Task force X of Combat Command B, after failing to capture Hauts-Vents and Hill 91 on July 10th, pulled back most of its units to the rear to resupply during the night. Meanwhile, the infantry were ordered to fortify Le Rocher and take up defensive positions along the hedgerows. XIX Corps was well aware that the Panzer Lehr Division had moved into its zone on the evening of the 10th. The failure to capture Hauts-Vents and Hill 91 was going to place additional pressure on these forward infantry positions. At about midnight Panzer Lehr tanks, followed by infantry, were reported moving up through Hauts-Vents. As they approached, the Americans opened fire. Panzer Lehr was one of the best German units in action on the western front since the start of the war in 1944, with completely new equipment, but by July 10th the division had already been through a



Scenario-Penzer-Lehr-Hauts-Vents





Scenario-Hauts-Vents



WESTERN FRONT

10 COUNTERATTACK OF PANZER LEHR

#25201 July 11, 1944

AXIS
Germany

MOVE 2nd x4

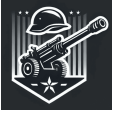
ALLIES
United States

MOVE 1st x6

Le Désert
La Caplainerie
La Charlemagnerie

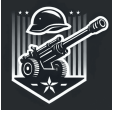
• Historical Background •

their greatest effort during the Battle of the Hedgerows, threw elements of Panzer Lehr into action, not only in this area, but also west of the Vire. Beginning around midnight, the 39th Infantry reported German movement west of Le Désert. In the early morning hours of July 11th, the threat materialized. Wehrmacht columns struck the 47th and the 39th infantry and carried some German elements as far as 2,000 yards behind the American lines. The enemy drive destroyed communications, but as soon as the extent of penetration was known, the 9th



Scenario-CounterAttack-Panzer-Lehr





Scenario-Belle-Lande



WORLD WAR II
WESTERN FRONT

7 BATTLEGROUP HEINTZ AT HAUTS-VENTS

July 10, 1944

AXIS Germany MOVE 2nd x5

ALLIES United States MOVE 1st x4

Setup order

1	12x
2	x
3	9x
4	
5	7x
6	
7	2x

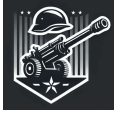
Hill 91
Hauts-Vents
Le Rocher
Task Force X
120th infantry

Historical Background

the "Battle of the Hedgerows", capturing the strategic Coutances-Saint-Lô road was one of the main objectives for US forces and on July 7th, XIX Corps launched an offensive on the west side of the Vire river. On the morning of the 10th, Combat Group B of 3rd Armor Division was split into three task forces (X, Y, and Z) and drove toward Hauts-Vents and the important river at Pont-Hébert.

Task Force X was tasked with taking Hauts-Vents, an elevated hamlet at the crossroads and of strategic importance. With most of their support delayed because of ammunition shortages and snarled traffic, the available tanks and Infantry began their advance. Charging through open terrain to avoid getting bogged down in hedgerows, they faced intense small-arms fire from German defenders, slowing them down. As they battled forward, American forces soon came under heavy artillery fire. Task Force X, after capturing Hauts-Vents and Hill 91, were forced to take cover and halt any further advance.

Task Force X were the beleaguered elements of Battlegroup Heintz, which had taken over 30% casualties in just three days. This allowed time for the armored reinforcements of Panzer Lehr to move up into position.



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

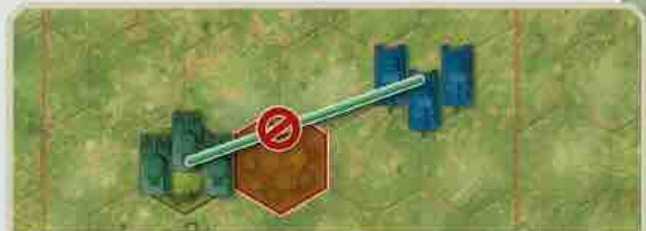
Terrain and units only block line of sight when they are at the same level of elevation, or higher, as one of the two units involved in the attack.



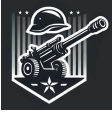
Example 1: Both armor units are on a hill and thus, are at a height of 1. The town normally blocks line of sight but its height is 0. These two units ignore all the obstructions that are at a lower level than them and therefore have line of sight between each other.



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