



MEMOIR '44

WINTER WARS



THE ARDENNES OFFENSIVE

DAYS OF
WONDER

Richard Borg



FOREWORD

As would befit your ration pack if you were about to embark on one of the coldest and most bitter fights of the war, after 5 long years of weary battles, we have packed this expansion with every thing you could ever need to combat in a snow-covered environment.

But judge for yourself, soldier! Inside this pack you will find:

- ◆ 4 punchboards worth of snow-covered terrains of all types
- ◆ 20 Winter Combat cards, similar in concept to the Urban Combat cards introduced in Battle Map Volume 3 - Sword of Stalingrad
- ◆ 80 new Command cards, designed specifically for Breakthrough battles
- ◆ New Winter Combat rules
- ◆ New Troops, including the all new Tank Destroyer and Heavy Anti-Tank Gun units and Late War model versions of an Anti-Tank Gun, Mortar and Machine Gun

These will all be critical to fighting (and winning!) the ten scenarios this booklet contains, all focused on those crucial 2 weeks of Christmas 1944 in the Ardennes. The first six scenarios included are all standard scenarios, playable with a single base game and this expansion alone (though a Winter/Desert board will add a nice cosmetic touch to your battlefield). The four scenarios that follow are gigantic Breakthrough renditions of the Battle of the Bulge. These will require a single copy of the already released *Eastern Front* expansion, and the Breakthrough kit of board maps, in addition to the aforementioned expansion.

We hope you enjoy it all as much as we did and wish you all a wonderful, if hard-fought, Christmas 1944!

Have fun and enjoy!

Richard Borg
and the Command Staff
at Days of Wonder

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I. NEW TERRAIN TILES



Castle

◆ **Movement:** A unit that enters a Castle hex must stop and may move no further on that turn.

◆ **Battle:** A unit may not battle the turn it moves onto a Castle hex.

When battling an enemy unit that is on a Castle hex, infantry reduce the number of Battle dice rolled by 1, Armor reduce the number of Battle dice rolled by 2 and Artillery Battle dice are not reduced. Armor unit on a Castle hex will reduce the number of Battle dice it rolls by 2.

◆ **Line of Sight:** A Castle blocks line of sight.

◆ **Air check:** 2



Frozen River



These hexes are similar to the Frozen River hexes first introduced in the Eastern Front expansion. The river is frozen and may be crossed. The ice, however, in some parts is not thick, nor safe. Whenever a unit moves or retreats onto a Frozen River hex, roll two battle dice. For each Star rolled, 1 figure is lost. There are no other movement or battle restrictions.



Winter Church



This Winter Church is similar to the Church hex first introduced in the Terrain Pack expansion. Its snow-covered appearance is purely cosmetic. A Winter Church has the same effect as a Town and Village hex. In addition, a unit on a Church hex may ignore the first flag rolled against it.

Winter Forest

Winter Hill - Winter Village



These terrains have the same effects as the Forest, Hill and Town & Village hexes introduced in the base game. Their snow-covered appearance is purely cosmetic.



◆ **Movement:** No movement restrictions for Infantry. Armor and Artillery must stop when moving onto a Railroad Track hex.

◆ **Battle:** No combat restrictions. Armor may Take Ground after a successful Close Assault Combat and battle again, just as normal.

◆ **Line of Sight:** A Railroad Track does not block line of sight.

◆ **Air check:** 1

Winter Roads



Winter roads have the same effect as the road hexes introduced in the Terrain Pack expansion. Their snow-covered appearance is purely cosmetic.

◆ **Movement:** An ordered unit that starts on a Road hex, moves along the road and ends its move on a Road hex may move 1 additional hex this turn on the road.

◆ **Battle:** No combat restrictions.

◆ **Line of Sight:** A Road does not block line of sight.

◆ **Air check:** 0



This icon indicates that we are introducing a new rule to **MEMOIR '44**.

When used, these icons refer to the following prior expansions for **MEMOIR '44**.



II. NEW RULES

Victory Conditions

The following terms are used to describe new and some common Memoir '44 Victory conditions:

Temporary Medal Objective



The Victory Medal in this objective hex is held and captured only as long as a unit of the appropriate side holds the hex. If the unit vacates the hex for any reason (movement, retreat or elimination), the medal is immediately lost and placed back in play in its original position on the objective hex.

Temporary Majority Medal Objective



The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes. The medal is held as long as the side retains absolute majority. The medal is immediately lost and placed back in play when a side no longer has absolute majority.



Temporary Majority Medal Objective (Turn Start)

The Victory Medal for this group of objective hexes goes to the side that has units in an absolute majority of these hexes at the start of its turn. The medal is held through the turn as long as the side has absolute majority at the start of a turn. The medal is lost and placed back in play when a side no longer has absolute majority at the start of a turn.

Permanent Medal Objective



The Victory Medal in this objective hex is captured and permanently gained the moment a unit of the appropriate side enters this hex. The medal is not returned or put back in play, even if the unit later vacates this hex.



Permanent Medal Objective (Turn Start)

The Victory Medal in this objective hex is captured and permanently gained when the appropriate side occupies the hex at the start of its turn. The medal is not returned or put back in play, even if the unit later vacates this hex.



Last to Occupy Medal Objective

The Victory Medal in this objective hex is captured and gained the moment a unit from either side occupies this hex. The unit may vacate the hex, but the Victory Medal is still held as long as an enemy unit does not occupy the objective hex.



Sole Control Medal Objective

The Victory Medal for this group of objective hexes goes to the appropriate side when it has at least one unit that occupies any of these objective hexes and the enemy does not occupy any of these hexes. The Victory Medal is held as long as a unit of the appropriate side occupies one of these hexes and the enemy does not occupy any of these hexes.

Sudden Death Objective



As soon as the designated side fulfills the Sudden Death conditions set forth, it immediately ends and wins the game.

Winter Rules

Scenarios occurring in the winter months often feature the following rules:



Winter Weather

◆ Armor and Vehicle movement is reduced to 2 hexes max unless the unit's entire movement is on a road (ie the unit starts its turn on a road hex, moves only on road hexes and ends its turn on a road hex), in which case it may move 1 additional hex for a maximum of 3.

- ◆ When applicable, Taking Ground and Armor Overrun are still permitted.
- ◆ Both Allied and Axis forces only roll 1 battle die when the *Air Power* Command card is played.



Reduced Visibility

Scenarios occurring in snow, fog, low light, darkness and heavy rain often use Reduced Visibility rules.

- ◆ Dice symbols rolled that match a unit being targeted only score hits when battling that unit in Close Assault, from an adjacent hex.
- ◆ Grenades rolled still score hits as normal.
- ◆ Flags rolled still cause a retreat as normal.
- ◆ Special units, Command or Combat cards that score a hit when a Star is rolled, still score hits on Stars.
- ◆ The *Barrage* Command card is still played as normal, with matching target symbols still scoring hits.

Winter Combat Cards



The Winter Combat cards are designed to help spice up your Memoir '44 scenarios by introducing the harsh fighting conditions of winter warfare where applicable.



Combat cards are not like standard Command cards; rather they are usually played side-by-side with, or in addition to any, Command card played during your or your opponent's turn; their play helps represent the chilling intensity of winter combat!

When Winter Combat card rules are in effect, shuffle the Winter Combat deck and deal 2 cards to each player before the start of battle. Or deal 1 card to each Field General, if playing in Overlord mode. Place the remaining Combat cards in a deck next to the deck of Command cards, within easy reach of the players.



Winter Combat Rules & Deck of Cards

Combat cards may be played during any turn, in addition to the play of a Command card, but must respect the following rules:

- ◆ Combat cards are usually played in conjunction with unit(s) ordered with a Command card, to enhance these units' actions. When that is not the case, a

sentence at the bottom of the card spells out when the card is played.



< Play this card before ordering any units.

Play this card in reaction to your opponent's action. >



- ◆ Combat cards that increase the number of Battle dice rolled are cumulative in effect, when played on the same ordered unit(s).
- ◆ There is no limit to the number of Combat cards a player may hold or the number of Combat cards he may play during his, or an opponent's, turn.
- ◆ A player may only draw a new Combat card from the deck at the end of a turn in which he has played a *Recon* Command card - but not a *Recon in Force* or any other Command card!
- ◆ Once played, Combat cards are discarded next to the Combat deck.
- ◆ If the Combat deck ever gets depleted, shuffle the Combat cards discarded to form a new draw pile.
- ◆ When a *Their Finest Hour* Command card is played, reshuffle the Combat card discards and draw pile together to form a new draw pile.

When a Winter Combat card refers to Buildings, this is meant to include all towns, villages and any other man-made landmarks or urban constructs (train station, city ruins, etc...).

When a Winter Combat card refers to Spare Figures, these figures must come either from figures that were not initially deployed at the start of battle or from figures lost in fighting.

If a card refers to a Full strength unit, then this card may not be played that way unless there are enough spare figures available to deploy the unit at full strength (ie with the same number of figures the unit would have had if deployed at the start of battle).

In Overlord mode, a Field General may only play a Combat card on a unit he orders. Combat cards that are played against enemy units, may be played on enemy units that are taking actions against one of your units or against an enemy unit that starts in or ends in the battlefield section under your command.



Bitter Resistance

When a Winter Combat card features the *Bitter Resistance* symbol, you may either play the card as written OR as a *Bitter Resistance* action.

Bitter Resistance action: The unit you play Bitter Resistance on may ignore a flag rolled against it.

The best option, if applicable, will usually be the one listed on the card's text. But you do not have to play this option if you don't want to, even if you have the right units available for it. You may always choose to play the card as a *Bitter Resistance* action instead.

Breakthrough Command Cards



Your new Breakthrough Command card deck has 80 cards. This deck is designed to complement and enhance the play of all Breakthrough battles, including those featured in this expansion and all previously released Breakthrough scenarios.

These cards were carefully designed to have a back that matches the back of your regular deck of Command cards, so that you may introduce some of them in your standard scenarios if you wish. Just be forewarned that doing so will often increase the mobility and lethality of your and your opponent's troops!

Tactic Cards

The number of Tactic cards has increased to 28 in the new Breakthrough deck. Many Tactic cards will be familiar and are played as normal, including:

- ◆ Armor Assault (3 cards)
- ◆ Counter-Attack (3 cards)
- ◆ Direct From HQ (3 cards)
- ◆ Infantry Assault (2 cards)
- ◆ Move Out (3 cards)
- ◆ Ambush (2 cards)
- ◆ Artillery Bombard (2 cards)
- ◆ Close Assault (1 card)
- ◆ Firefight (2 cards)
- ◆ Their Finest Hour (2 cards)

The following Tactic cards have been modified:



◆ Air Power (1 card)

Both the Axis and Allied player will roll 2 dice when playing the Air Power card.



◆ Barrage (1 card)

A Star symbol is added to the list of symbols that score a hit on the Barrage.



◆ Behind Enemy Lines (1 card)

Although Terrain movement restrictions do not apply, Terrain battle restrictions still do, like in the version of this card introduced in the Sword of Stalingrad Battle Map.



◆ Dig-In (1 card)

Artillery units may now dig in as well as Infantry units.



◆ Medics & Mechanics (1 card)

Card now allows multiple units across the battlefield to recover figures simultaneously.

Section Cards

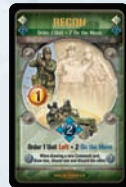
The number of Section cards has increased to 52 in the new Breakthrough deck. Many Section cards will be familiar and are played as normal, including:

◆ General Advance (2 cards)

- ◆ Pincer Move (2 cards)
- ◆ Recon In Force (4 cards)
- ◆ Assault on the Left Flank (3 cards)
- ◆ Assault in the Center (3 cards)
- ◆ Assault on the Right Flank (3 cards)

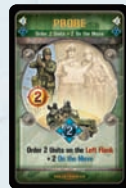
The following Section cards have been modified. In addition to ordering the number of units as listed on the Section card to move and/or battle as normal, these cards also order a number of units On the Move. Units that are On the Move may be ordered in ANY section of the battlefield. They move as normal, but may not battle this turn.

◆ Recon + 2



- Recon on the Left Flank + 2 On the Move - (2 cards)
- Recon in the Center + 2 On the Move - (2 cards)
- Recon on the Right Flank + 2 On the Move - (2 cards)

◆ Probe + 2



- Probe on the Left Flank + 2 On the Move - (5 cards)
- Probe in the Center + 2 On the Move - (6 cards)
- Probe on the Right Flank + 2 On the Move - (5 cards)

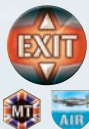
◆ Attack + 1



- Attack on the Left Flank + 1 On the Move - (4 cards)
- Attack in the Center + 1 On the Move - (5 cards)
- Attack on the Right Flank + 1 On the Move - (4 cards)

III. NEW MEDALS & MARKERS

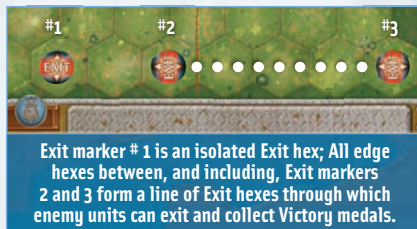
Exit markers



When placed on the map with their arrows pointing toward the players' sides, the Exit markers designate specific baseline hexes through which a unit exiting the board might be saved and collect a Victory medal.

When turned sideways, a pair of Exit markers designates a set of baseline hexes; this set includes the two hexes on which the Exit markers are placed.

A unit that moves off the board through an exit hex is removed from the board, and one of its figures placed on the player's Victory track.



Exit marker # 1 is an isolated Exit hex; All edge hexes between, and including, Exit markers 2 and 3 form a line of Exit hexes through which enemy units can exit and collect Victory medals.

Camouflage



When indicated in the scenario's Briefing Notes or by the play of a Winter Combat Card, a Camouflage token may be used to mark units with camouflage. Battle Star tokens may also be used to mark units in camouflage when Camouflage tokens are in short supply.

You may only target a camouflaged enemy unit in Close Assault combat, ie when attacking from an adjacent hex. If a camouflaged unit moves, retreats or battles, it loses its camouflage; remove its Camouflage token.

Minefields



The scenario Briefing Notes will indicate which side will lay Minefields out. Because of the season most winter minefields were hastily deployed, which is in part the reason for the lower numbers on these minefield tokens.

Minefields are set up at the same time as terrain hexes. Before placing any Minefield, set all the Minefield pieces

with the picture of the land mine face up. Mix the pieces. Now place one Minefield piece, selected at random, face up (number side hidden), on each Minefield hex indicated by the scenario. Return any unused Minefield pieces to the box, their numerical face hidden from the players' view.

When entering a Minefield, a unit must stop and may not move any further on that turn.

If the unit entering the Minefield is an enemy unit, turn the Minefield piece over to reveal its strength number. If the Minefield is a decoy ("0" strength), remove it from the board. Otherwise roll the number of Battle dice equal to the Minefield's strength. Score 1 hit for each die matching the units symbol or a grenade. Ignore all other symbols, retreat flag included. After any explosion, the Minefield remains in effect, its strength face up and visible to both players.

If the unit entering the Minefield is a friendly unit (i.e. a unit that belongs to the player who laid the Minefield down), the unit must still stop, but will ignore the Minefield, never revealing it, if hidden, nor rolling dice.

Note: In accordance with the general rules of retreat, a Minefield has no effect on retreat moves. Therefore, a retreating unit may move through a Minefield without stopping. Retreating units that move onto or through a Minefield do not roll for hits.

IV. NEW OBSTACLES & TOKENS

Winter Road Blocks

These Winter Road Blocks are similar to the Road Blocks first introduced in the Terrain Pack expansion.



- ◆ **Movement:** Only an Infantry unit may enter a Roadblock hex. An Infantry unit that enters a hex with a Roadblock must stop and may move no further on that turn.
- ◆ **Battle:** A unit on a Roadblock is protected on all sides. A roadblock reduces the number of Battle dice rolled by 1 when attacked by Infantry or Armor. Artillery battle dice are not reduced. A unit on a Roadblock hex may ignore the first flag rolled against it.
- ◆ **Line of Sight:** A Roadblock does not block line of sight.

Winter Railroad Bridge

Similar to the Railroad Bridge first introduced in the Terrain Pack expansion.



- ◆ **Movement:** A unit may enter a River hex when the hex has a railroad bridge. No Infantry movement restrictions. An Armor and Artillery unit must stop when it moves onto a Railroad Bridge hex.
- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** A Railroad Bridge does not block line of sight.

Winter Pontoon Bridge

Similar to the Pontoon Bridge first introduced in the Terrain Pack expansion.



Pontoon Bridges may be used only in scenarios mentioning them, in the conditions described by the scenarios Special Rules section. To construct a Pontoon Bridge over a river, play an Attack command card, and instead of ordering 3 units in the section, place a Pontoon Bridge on any river hex in the section.

- ◆ **Movement:** A unit may enter a River hex when the hex has a Pontoon Bridge with no movement restrictions.
- ◆ **Battle:** No combat restrictions.
- ◆ **Line of Sight:** A Pontoon Bridge does not block line of sight.

Winter Bridge & Winter Field Bunker



These tokens are similar to the Bridge and Field Bunker tokens first introduced in the base game and Eastern Front expansions, and were included here for use in scenarios of your own design.



V. NEW TROOPS & BADGES

Tank Destroyers



When indicated in the scenario's Briefing Notes, place a Tank Destroyer badge in the hex with the Armor unit. A Tank Destroyer unit is treated like Armor for all purposes, unless stated otherwise.

German and Russian Tank Destroyers units start with 4 Tank figures, as denoted per the 4 on a yellow circle next to the unit's symbol. All other Tank Destroyer units start with 3 Tank figures by default.

An ordered Tank Destroyer unit may move up to 2 hexes and battle. An ordered Tank Destroyer unit may battle any enemy target unit 4 or fewer hexes away, battling with 2 dice.

When a Tank Destroyer targets an enemy Armor or Vehicle unit, all stars rolled score a hit. Unfortunately, they are also more vulnerable to enemy fire, due to their lighter armor: Any non-Infantry unit targeting a Tank Destroyer unit will score a hit on any star rolled.

A Tank Destroyer that does not move during the turn it battles ignores the terrain battle protections of its target (and any terrain battle restrictions on itself, if battling from inside a Town or Village hex).

A Tank Destroyer on a successful Close Assault may Take Ground, but it may not Armor Overrun.

A Tank Destroyer must have line of sight to its target.

A Tank Destroyer may retreat up to 2 hexes on any retreat flag rolled against it.

Heavy Anti-Tank Guns



When indicated in the scenario's Briefing Notes, place a Heavy Anti-Tank Gun badge in the hex with Artillery unit. In some scenarios, German heavy anti-tank guns are referred to as Flak 88 guns, hence the badge design. A Heavy Anti-Tank Gun unit is treated like Artillery for all purposes, unless stated otherwise. It is ordered by the same Tactic cards, hit by the same dice rolls, and can never Take Ground.

An ordered Heavy Anti-Tank Gun unit may move 1 hex or battle.

An ordered Heavy Anti-Tank Gun unit may battle any enemy target unit 4 or fewer hexes away, battling with 2 dice.

If the Heavy Anti-Tank Gun targets an enemy Armor or Vehicle unit, all stars rolled score a hit.

Heavy Anti-Tank Guns ignore terrain battle restrictions.

Unlike standard Artillery units, Heavy Anti-Tank Guns must have line of sight to their target.

Special Weapon Assets - Late War Models



By mid 1942, many of the Special Weapon Assets introduced earlier in the War, such as mortars, bazookas and machine guns, had evolved and become even more portable, reliable and lethal. The new versions of these equipments presented here reflect these improvements and should generally be used when playing scenarios from late 1942 onward.

Infantry unit with Anti-Tank Guns

Each time you run across an Anti-Tank Gun symbol when setting up a scenario, place an Anti-Tank badge on the Infantry unit.

◆ **Movement:** An ordered Infantry unit with an Anti-Tank Gun may move 1 hex and battle or move 2 hexes and not battle.

◆ **Battle:** When it moves, an ordered Infantry unit with an Anti-Tank Gun may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would.

If it did not move this turn, the Infantry with Anti-Tank Gun will also score a hit for each Star rolled against any enemy Armor or Vehicle.



◆ **Line of Sight:** An Infantry unit with an Anti-Tank Gun must have line of sight to its target, like a standard Infantry unit.

Infantry unit with Mortars

Each time you run across a Mortar symbol when setting up a scenario, place a Mortar badge on the Infantry unit.

◆ **Movement:** An ordered Infantry unit with a Mortar may move 1 hex and battle or move 2 hexes and not battle.

◆ **Battle:** When it moves, an ordered Infantry unit with a Mortar may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would.

If it did not move this turn, the Infantry with a Mortar may also fire on a target 4 hexes away, rolling 1 die. It also ignores the terrain battle protections of its target, in this case.

◆ **Line of Sight:** Like a standard Artillery unit, an Infantry unit with a Mortar does not need line of sight to its target.

Infantry unit with Machine Guns

Each time you run across a Machine Gun symbol when setting up a scenario, place a Machine Gun badge on the Infantry unit.

◆ **Movement:** An ordered Infantry unit with a Machine Gun may move 1 hex and battle or move 2 hexes and not battle.



◆ **Battle:** When it moves, an ordered Infantry unit with a Machine Gun may battle any enemy ground unit three or fewer hexes away, rolling the same number of dice a standard Infantry would.

If it did not move this turn, the Infantry with a Machine Gun will also score a hit for each Star rolled against any enemy Infantry target.

◆ **Line of Sight:** An Infantry unit with a Machine Gun must have line of sight to its target, like a standard Infantry unit.

Combat Engineers

Combat Engineer units were used throughout WWII to increase the combat effectiveness of the Corps. They provided mobility, counter-mobility, survivability, topographic and engineering support. An Engineer unit moves and battles like a Standard unit. However:

◆ In Close Assault Combat, an Engineer unit ignores all terrain Battle dice reductions, i.e. their enemies are not protected by their terrain.

◆ 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 the hex on the same turn.

◆ 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.

◆ An Engineer unit that moves onto a Road Block may remove the Road Block instead of battling.



Half-Tracks

Half-Tracks - Unit

The number of Half-Track figures to deploy in a Half-Track unit is indicated in the small yellow circle located in the lower right corner of the Half-Track icon. This number may range from 1 to 3 figures. If you do not have access to the Half-Track figures from Battle Map Volume 4 - Disaster at Dieppe, use standard Armor figures along with a single Half-Track badge for each Half-Track unit you have to deploy onto the battlefield.



Half-Tracks - Targeting

A Half-Track unit is treated as Armor when being targeted in battle. The attacker scores 1 hit for each Armor dice symbol or Grenade rolled against the Half-Track unit.

Half-Tracks - Medals

A Half-Track unit hit by enemy fire and destroyed does not necessarily provide the opponent with a Medal, unlike other units in the game. To keep track of this, we recommend placing each eliminated Half-Track token on a Medal stand, until three tokens are gathered, at which point you can replace the tokens with a Medal marker. Half-Track tokens removed from the board as a result of re-supplying your troops (see Re-Supply, below) never count toward a medal; instead, these tokens are simply removed from the board, once used.

Half-Tracks - Movement & Battle

An ordered Half-Track unit may move up to 2 hexes and battle any enemy target unit 2 or fewer hexes away. It combats with 2 dice. On a successful Close Assault, it

ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Half-Track units.

In addition:

- ◆ **Oceans & Shorelines** - Half-Tracks cannot retreat into ocean hexes, except when on a Landing Craft.
- ◆ **Cliffs & Sea Bluffs** - Half-Tracks may not move up/down from the beach, oceans or shorelines.
- ◆ **Wire** - Half-Tracks may remove wire.
- ◆ **Railroad Bridges & Railroad Tracks** - Half-Tracks moving onto a Railroad Track or Railroad Bridge must stop.

COMMAND CARD CONSIDERATIONS

- ◆ **Armor Assault** - Half-Track units may be ordered by this Command card. Units in Close Assault roll 1 additional die.
- ◆ **Ambush, Close Assault, Firefight** - Half-tracks units may be ordered by these Command cards.
- ◆ **Behind Enemy Lines, Dig-in, Medics & Mechanics** - Half-Track units may not be ordered using any of these Command cards.
- ◆ **Their Finest Hour** - A Half-Track unit may be ordered by this Command card when an Armor symbol or a Star is rolled. Ordered units battle with 1 additional die.

Note: Tactic cards that order Infantry units (Infantry Assault, Move Out) do not order Half-Track units.

ACTIONS CONSIDERATIONS

- ◆ **Collapsible Rafts and Boats** - A Half-Track unit may not be transported by Collapsible Rafts or Boats.
- ◆ **Heroic Leader** - A Heroic Leader may not be added to a Half-Track unit.
- ◆ **Hospital Recovery, Oasis Recovery** - A Half-Track unit may not recover in a Hospital or Oasis.
- ◆ **Reinforcements** - A Half-Track unit may not be used as Reinforcement.

may Take Ground but not do an Armor Overrun. Instead of battling, it may re-supply another unit (see below).

Half-Tracks Re-supply

When Re-Supply rules are in effect and a Half-Track is adjacent to a friendly ground unit that is weakened, i.e. that no longer has the full figure count it had at the start of the scenario, the Half-Track may re-supply that ground unit instead of battling.

Units that can thus be re-supplied include infantry, armor, artillery and cavalry units, among others.

Units that are formed of a single figure (e.g. Snipers, Airplanes on the ground, etc...), Trains, and Landing Crafts can never be re-supplied.

A Half-Track unit may move before it re-supplies a weakened unit and a weakened unit may move before it is re-supplied.

The Re-Supply Action takes place during the Battle phase of the Game Turn (Step 4 on the Game Turn sequence on page 6 of the Memoir '44 Rule book).

For each Half-Track figure removed by the player from its Half-Track unit, one figure (of the correct type) is returned to a weakened adjacent friendly ground unit. A re-supplied unit may not gain more figures than it had at the start of the game.

More than one adjacent weakened unit may be re-supplied from the same Half-Track unit during this phase, but none of the units being re-supplied nor the Half-Track unit can battle this turn.

Half-Track figures that are used to re-supply an adjacent friendly unit are removed from the game, and never count toward a Medal for the opponent.

Mobile Artillery



When indicated in the scenario's Briefing Notes, place a Mobile Artillery badge in the hex with the Artillery unit.

Mobile Artillery units have two Artillery figures and combat over the same range and with the same firepower as normal artillery. However, a Mobile Artillery unit may move 1 hex and battle, or move 2 hexes and not battle.

504th Parachute Infantry Regiment



Sometimes known as the "White Devils", these soldiers form one of the most famous regiment of the 82nd Airborne Division. The 504th Parachute Infantry saw service in many of World War II's most famous battles, starting in North Africa and continuing onto Sicily, Italy, the Netherlands, and during the battle of the Bulge, near Bastogne. They play like US Rangers and other Special Infantry Units, being able to move 2 hexes and battle.

Long-Range Patrol Cars

We included a Summary card of the Long-Range Patrol Cars first introduced in Battle Map Volume 4 - Disaster at Dieppe, for reference only. This unit is not used in any of the scenarios included in this expansion. For full rules on how to play it in your own scenarios, please refer to the Memoir '44 Game site at www.memoir44.com.

