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## Asmodee DOW7301N

# Asmodee Memoir '44 Board Game Instruction Manual

Model: DOW7301N | Brand: Asmodee

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## 1. INTRODUCTION

The Memoir '44 board game, from Days of Wonder, is a historical strategy game designed for two players, though it can accommodate up to eight players with specific scenarios. It recreates key battles of World War II, allowing players to command infantry, tanks, artillery, and other units across a modular hex-based game board. The game emphasizes strategic card play, tactical decision-making, and dice rolling to achieve victory in historically inspired scenarios. This manual provides instructions for setting up and playing the game, understanding its components, and navigating its core mechanics.



Image 1.1: The Memoir '44 game box, featuring a World War II battle scene.

## 2. COMPONENTS

The Memoir '44 game includes the following components:

- **1 Double-sided Battlefield Board:** Features beach landings on one side and countryside terrain on the other.
- **144 Army Miniatures:** Includes Axis (blue-gray) and Allied (green) forces, comprising infantry, tanks, and artillery units.
- **36 Obstacles:** Various terrain features such as barbed wire, Czech hedgehogs, and sandbags.
- **44 Double-sided Terrain Tiles:** Hexagonal tiles representing forests, hedgerows, rivers, hills, and villages.
- **60 Command Cards:** Used to issue orders to units. These include 40 Section cards and 20 Tactic cards.
- **22 Summary Cards:** Reference cards for terrain, units, and obstacles.
- **8 Attack Dice:** Custom dice used for combat resolution.
- **6 Activation Tokens:** Used for specific game mechanics.

- **2 Cardholders:** For organizing Command cards during play.
- **1 Rulebook:** Detailed instructions for gameplay.
- **1 Scenario Book:** Contains 17 unique historical scenarios, including a monster-size double-board version of Omaha Beach.

*Richard Borg*

# MEMOIR '44

**Immerse yourself in the decisive battles of the Second World War!**

From D-Day and the first steps of Allied troops on the beaches of Normandy to the liberation of Paris, and beyond, *Memoir '44* takes you into the key battles of World War II that turned the tide in Western Europe. Omaha Beach, Pegasus Bridge, Arnhem, Ardennes... **you are in command on the battlefields that shaped History.**

*Memoir '44* is a unique historical game where you compete on a hex game board. Each battle scenario faithfully recreates the terrain, the forces involved, and the objectives of each army. As a general, you need to wisely use your command cards to order your units (infantry, tanks, artillery, resistance fighters, to name a few) and use their unique skills to get the upper hand.

1. Play a command card from your hand to order your units on the battlefield
2. Move the ordered units, then roll attack dice against your enemy
3. Capture strategic objectives or eliminate enemy units to achieve victory

**CONTAINS**

- ♦ 1 double-sided board
- ♦ 144 army miniatures (Axis and Allied)
- ♦ 36 obstacles
- ♦ 44 double-sided terrain tiles
- ♦ 60 command cards
- ♦ 22 summary cards
- ♦ 8 attack dice
- ♦ 6 activation tokens
- ♦ 2 cardholders
- ♦ 1 rulebook
- ♦ 1 scenario book

- Includes 180 miniatures
- Easy-to-learn, yet strategically deep
- Play the included 22 historically accurate scenarios, with thousands more available online

[www.daysof wonder.com](http://www.daysof wonder.com)

UK CA CE 7301N

RECOMMENDED CARD SLEEVES 2 PACKS PURPLE GAMEGENIC

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DAYS OF WONDER

Image 2.1: The back of the Memoir '44 box, illustrating various game components and a sample battlefield setup.



Image 2.2: Inside the Memoir '44 game box, showing the plastic trays for organizing miniature units.

### 3. SETUP

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Before starting a game of Memoir '44, follow these steps to prepare the battlefield:

1. **Choose a Scenario:** Select one of the 17 scenarios from the Scenario Book. Each scenario details the historical background, setup instructions, special rules, and victory conditions.
2. **Assemble the Board:** Place the double-sided battlefield board on a flat surface. Ensure the correct side (countryside or beach landing) is facing up as indicated by the chosen scenario.
3. **Place Terrain Tiles:** Arrange the 44 double-sided terrain tiles (forests, hills, rivers, villages, etc.) and 36 obstacles (barbed wire, sandbags, bunkers, bridges) on the board according to the scenario map.
4. **Deploy Units:** Place the 144 Axis (blue-gray) and Allied (green) army miniatures (infantry, tanks, artillery) in their starting positions as specified by the scenario.
5. **Prepare Command Cards:** Shuffle the 60 Command cards (Section and Tactic cards) and deal the specified number of cards to each player, as indicated by the scenario. Place remaining cards face down to form a draw pile.
6. **Set Up Victory Medals:** Place the required number of Victory Medals (usually 4 to 6) near the board. These are awarded for eliminating enemy units or capturing objectives.
7. **Place Summary Cards:** Keep the 22 Summary cards accessible for quick reference during gameplay.
8. **Prepare Dice:** Ensure the 8 Attack Dice are ready for use.

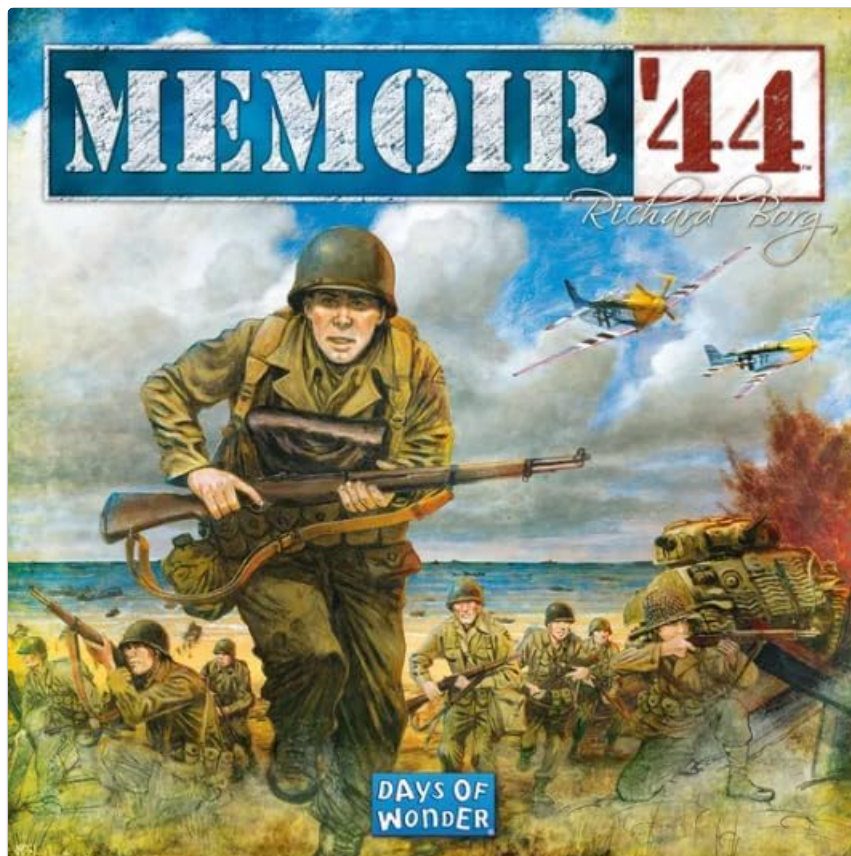


Image 3.1: A fully set up Memoir '44 game board, ready for play.

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Video 3.1: An official product overview video for Memoir '44, demonstrating game components and basic setup.

## 4. GAMEPLAY

Memoir '44 uses a "Command and Colors" system, where players alternate turns, issuing orders to their units using Command cards. The objective is to be the first to achieve the number of Victory Medals specified by the scenario.

### 4.1. Game Turn Sequence

On your turn, follow these steps:

1. **Play a Command Card:** Choose and play one Command card from your hand. This card dictates which sections of the battlefield you can activate and how many units you can order.
2. **Order Units:** Announce all units you intend to order within the limits of the played Command card.
3. **Move Units:** Move all ordered units one at a time. Respect unit and terrain movement limitations.
4. **Battle:** Battle with one ordered unit at a time. Select an enemy target and check battle range and line of sight. Roll the specified number of Attack Dice.
5. **Resolve Battle:** Apply hits, misses, and retreats based on dice rolls.
6. **Draw a New Command Card:** Replenish your hand by drawing one card from the draw pile.

### 4.2. Command Cards

Command cards are central to gameplay. They are divided into:

- **Section Cards:** These cards allow you to order units in specific sections of the battlefield (Left Flank, Center, Right Flank).
- **Tactic Cards:** These provide special actions or bonuses not limited to specific sections, such as "Behind Enemy Lines" or "Armor Assault."



Image 4.1: A close-up of Command cards and Attack Dice, essential for gameplay.

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Video 4.1: An official product overview video demonstrating the game's components and basic gameplay flow.

## 5. SCENARIOS

The Scenario Book contains 17 unique historical scenarios, each recreating a specific World War II battle. These scenarios provide detailed historical backgrounds, specific setup instructions for terrain and units, special rules that apply only to that battle, and unique victory conditions.

Examples of included scenarios:

- Pegasus Bridge (June 6, 1944)
- Sainte-Mère-Église (June 6, 1944)
- Sword Beach (June 6, 1944)
- Pointe-du-Hoc (June 6, 1944)
- Omaha Beach (First Assault Wave - June 6, 1944)
- Mont Mouchet (June 10, 1944)
- Vassieux, Vercors (July 24, 1944)
- Operation Cobra (July 25, 1944)
- Ardennes (December 1944)
- Liberation of Paris (August 25, 1944)

Each scenario offers a distinct tactical challenge, requiring players to adapt their strategies to the specific historical context and objectives.

## 6. SPECIAL RULES AND TERRAIN EFFECTS

Beyond the core rules, scenarios often introduce special rules and terrain effects that add depth and historical accuracy to the game. These can include:

- **Special Forces Badges:** These badges represent unique unit capabilities or historical advantages for certain units in specific scenarios.
- **Elite Armor:** Some scenarios feature elite armor units (e.g., German Panzers) with enhanced combat abilities.
- **Terrain Effects:** Different terrain types provide defensive bonuses, movement penalties, or line-of-sight restrictions. For example, units in forests may be harder to hit, while rivers might impede movement.
- **Man-made Obstacles:** Barbed wire, sandbags, and bunkers provide cover or hinder movement.

Refer to the Scenario Book and the Summary Cards for detailed information on specific special rules and terrain effects for each battle.



Image 6.1: A detailed view of the Memoir '44 game board, showcasing various terrain tiles and miniature units in action.

## 7. MAINTENANCE

To ensure the longevity of your Memoir '44 game, follow these simple maintenance guidelines:

- **Storage:** Store all game components in their original box or a suitable storage solution to prevent loss or damage. Keep the game in a cool, dry place away from direct sunlight.
- **Cleaning:** Gently wipe game boards, cards, and miniatures with a soft, dry cloth if needed. Avoid using abrasive cleaners or solvents.
- **Handling:** Handle cards and miniatures with care to prevent bending, tearing, or breakage.

## 8. TROUBLESHOOTING

If you encounter any issues while playing Memoir '44, consider the following:

- **Missing Components:** Carefully check the contents against the component list in the rulebook. If any components are missing, contact Asmodee customer support.
- **Rule Clarifications:** Refer to the detailed rulebook and summary cards for any ambiguities. Many online forums and communities also offer extensive rule clarifications and FAQs.
- **Scenario Setup Errors:** Double-check the scenario setup instructions in the Scenario Book, paying close attention to unit placement, terrain layout, and victory conditions.

## 9. SPECIFICATIONS

Feature	Detail
<b>Product Dimensions</b>	11.69 x 11.69 x 2.91 inches
<b>Item Weight</b>	4.27 pounds
<b>Item Model Number</b>	DOW7301N
<b>Manufacturer Recommended Age</b>	8 - 16 years
<b>Language</b>	English
<b>Manufacturer</b>	Days of Wonder
<b>Players</b>	2-8 (2 for standard scenarios, up to 8 for team play/Overlord scenarios)
<b>Playtime</b>	30-60 minutes per scenario
<b>UPC</b>	0824968073018

## 10. WARRANTY AND SUPPORT

### 10.1. Legal Disclaimer

As per the product information, in no event, regardless of cause, shall the seller be liable for any indirect, special, incidental, punitive, or consequential damages of any kind as a result of this product, whether arising under breach of contract, tort (including negligence), strict liability or otherwise, and whether based on this agreement or otherwise, even if advised of the possibility of such damages.

### 10.2. Customer Support

For questions regarding game components, rules, or general inquiries, please refer to the official Days of Wonder website or contact Asmodee customer support. Additional resources, including FAQs and community forums, may also be available online.

