



# VII. NATIONS



## FRENCH RESISTANCE



- 3 figures only
- Fire at 3, 2, 1
- Move 0-1 and battle, or move 2 no battle
- Move onto any terrain and may still battle, but must still obey terrain movement restrictions
- May Take Ground on successful Close Assault
- May retreat 1 to 3 hexes per flag

**Q.** On page 12 of the Memoir '44 rule book, it states that French Resistance forces "may disappear into the countryside, retreating up to 3 hexes instead of the standard 1 on any retreat flag rolled." On the diagram opposite these rules, it shows a French Resistance unit suffering 2 flags, and retreating 4 hexes. Is this correct?

**A.** Resistance units may retreat 1, 2, or 3 hexes for each flag rolled. In the example of two flags, the allowable retreat would be a minimum of 2 hexes or a maximum of 6 hexes. The example shows the player's choice of 4 hexes.

## RED ARMY (RKKA)



- Russian Political Commissar**
- A Command card cannot be played directly from hand. Instead, it must be placed under the Commissar chip in preparation for a future turn.
  - Recon 1, Counter-attack** and **Ambush** cards are exceptions; they may be played as normal
  - Otherwise, the Command card already under the Commissar chip is the player's Command card for the turn

**Q.** Can the Russian player under Commissar rules play an **Air Sortie** card that is face up next to his card holder along with a pre-programmed Section Command card?

**A.** Yes.

**Q.** Can the Russian player under Commissar rules play a Section Command card from the hand along with a pre-programmed **Air Sortie** card?

**A.** No. Note that the **Air Sortie** card is never pre-programmed; it is always face up, and never counts toward the pre-programmed limit.

**Q.** Can the Russian player under Commissar rules play a Section Command card from the hand along with an **Air Sortie** card that is face up next to his card holder?

**A.** Yes, as long as the Section card being played from his hand is a **Recon 1** Command card.

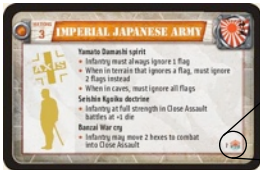
**Q.** Can the **Air Sortie** card be played on its own in lieu of the pre-programmed card? i.e. the pre-programmed card remains in place this turn, as it does if a **Recon 1** card is played from hand.

**A.** Yes

**Q.** If the Russian player moves first, how does the Russian Command rules work?

**A.** The Russian player plays one Command card from his hand and places one Command card under the Commissar Chip.

## IMPERIAL JAPANESE ARMY



- Yamato Damashi spirit**
- Infantry must always ignore 1 flag
  - When in terrain that ignores a flag, must ignore 2 flags instead
  - When in caves, must ignore all flags
- Seishin Kyoiku doctrine**
- Infantry at full strength in Close Assault battles at +1 die
- Banzai War cry**
- Infantry may move 2 hexes to combat into Close Assault

**Q.** May Japanese Infantry ignore Flags from a **Barrage** or **Air Power** Command card?

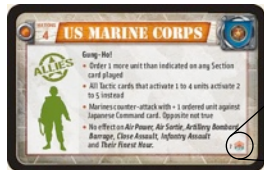
**A.** No. Command cards that state "Flags may not be ignored" will still force Japanese Infantry units to retreat. This includes Strafing Airplanes.

**Q.** Are House Rules allowed with Memoir '44?

**A.** House rules are always allowed, as long as all of the players involved in the game agree to them. The goal is to have fun with Memoir '44, and if House Rules make the game more fun for you, enjoy!



## US MARINE CORPS



4



### Gung-Ho!

- ⊛ Order 1 more unit than indicated on any Section card played
- ⊛ All Tactic cards that activate 1 to 4 units activate 2 to 5 instead
- ⊛ Marines counter-attack with +1 ordered unit against Japanese Command card. Opposite not true
- ⊛ No effect on **Air Power**, **Air Sortie**, **Artillery Bombard**, **Barrage**, **Close Assault**, **Infantry Assault**, and **Their Finest Hour**.

**Q.** When playing with the Marine Corps Command Rules, does the Allied player get to heal two units with the **Medics & Mechanics** card?

**A.** Yes. The Allied player rolls dice for the first unit and then rolls dice for a second unit.

**Q.** When playing as the US Marine Corps, does the **Behind Enemy Lines** card order two units?

**A.** Yes.

**Q.** When playing a card that says, "If you do not command any units of this type, issue an order to 1 unit of your choice", can the US Marine player order 2 units?

**A.** Yes.

## BRITISH COMMONWEALTH FORCES (BCF)



5

## ITALIAN ROYAL ARMY



6

**Q.** What is your favorite Memoir '44 battle of all time and why do you like it so much?

**A.** I like a lot of scenariii but I have a preference for the official Overlord scenario on Market Garden and the system of getting command cards for the Axis player while the Allied player loses these command cards. In my opinion, it's a real challenge and it gives a lot of fun for all players.

» Jacques David (Memoir '44 Player - France)



**Q.** What was your inspiration behind creating the Commands & Colors game system?

**A.** I started playing Avalon Hill board wargames and historical miniatures in the late Sixties. As time went by I found that I could not devote as much time to gaming. Many of the guys in the game group, because of family and job pressures, were in the same boat.

I had already written several sets of traditional miniature wargame rules for the group, but knew that we needed something different. I had lots of American Civil War (ACW) miniatures so my focus was on ACW. Taking what I liked about miniatures and combining this with the best elements of boardgames, the first Commands & Colors rules set was written around 1975. The group enjoyed the ACW game so much that in time we had expanded the system to include our Napoleonics and the American Revolution miniatures we had collected. In 1999 we finally licensed Battle Cry to Hasbro and the rest as they say, is Commands & Colors History.

» Richard Borg (Designer of Memoir '44)

