



MEMOIR



THE COMBAT CARDS

This Battle Map introduces two new Combat Card Decks: the Jungle Combat deck and the Desert Combat deck. These new Combat decks are designed to help spice up your Memoir '44 scenarios by introducing the tangled chaos of jungle warfare, or the harsh conditions of desert warfare, where applicable. Unless stated otherwise, these two decks are not intended to be mixed.

Combat cards are not like standard Command cards; 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 reflect the intensity of desert combat - or the unpredictability of fighting in the jungle!

When Combat card rules are in effect, or when players agree to use a combat card deck, shuffle the Combat deck and deal 2 cards to each player before the start of a standard battle. Deal 2 Combat cards to each Field General when playing in Overlord mode. Field Generals receiving 2 combat cards is a rule update and is in effect for Overlord battles from now on. Place the remaining Combat cards in a deck next to the deck of Command cards, within easy reach of the players.

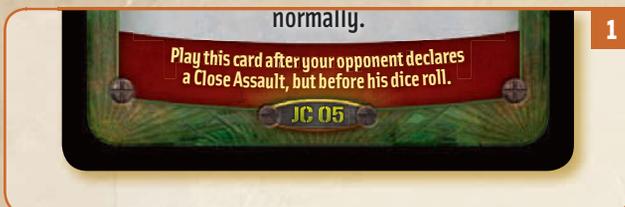
***Important Note:** These rules override any previous Combat Cards rules, such as the Urban Combat or Winter Combat Rules. Most of the rules did not change, but we have added some slight updates.*

HOW TO PLAY COMBAT CARDS

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

When to play a Combat card

◆ The text at the bottom of each Combat card will detail when the card is played. Combat cards are usually played alongside a Command card, when ordering unit(s), or in reaction to an opposing player's action.



◆ A second Combat Card may not be played against a unit that already had a Combat card played on it this turn. A Combat card may not be played against a player that has played a Combat card alongside his command card on that turn.

◆ Once played, Combat cards are discarded face up next to the Combat card deck.

Combat card effects

◆ In each Combat Deck, some cards are marked with a specific icon. This icon means that you can play the card as a Special Action rather than applying its primary effect. Each Combat Deck has its own *Special Action* (see below for more information).

◆ Combat cards that increase the number of Battle dice rolled are cumulative in effect, when played on the same ordered unit(s).

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◆ 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.

Drawing new Combat Cards

- ◆ A player may draw a new Combat card from the deck at the end of a turn in which he has played a **Recon 1** Command card - but not **Recon in Force** or any other Command card!
- ◆ When a **Their Finest Hour** Command card is played, reshuffle the Combat card discards and draw pile together to form a new draw pile. In a turn in which the Their Finest Hour Command

card is played, each player on both sides will also draw a new Combat card from the deck after it is shuffled. In Overlord mode, each field general in both camps will draw a new Combat card from the deck after it is shuffled.

- ◆ When the Combat deck is depleted, shuffle the Combat cards discarded to form a new draw pile.



Reminder: all of these rules are retroactive and apply to Urban and Winter Combat cards, as well as Jungle and Desert Combat cards.

CARD TEXT EXPLANATIONS

When a 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.

When 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).

When a card refers to a unit's *Move*, it is movement in the movement phase. It will not affect a unit Taking Ground or Armor Overrun.

When a card refers to a *Vacant* hex, it means the hex is not occupied by a unit, but the hex may have terrain.

When a card refers to an *Empty* hex, it means the hex is not occupied by a unit or any terrain.

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 the player's units or against an enemy unit that starts in or ends in the battlefield section under his command.

THEATERS OF OPERATION

Jungle Combat Rules

 When a Jungle Combat card features the *Jungle Warfare* icon, a player may either play the card as written OR as a *Jungle Warfare* special action.

Jungle Warfare Special Action

- *One ordered Infantry unit on a Jungle hex may Close Assault with 1 additional die.*

The better action option will usually be the one listed on the card's text, but a player does not have to play this option, even if a player has the right units available for it. A player may always choose to play the card as the *Jungle Warfare* action instead, assuming the conditions for *Jungle Warfare* are fulfilled: the unit is eligible to close assault and is on a jungle hex.

Some Combat cards are specifically tied to one side, Axis (Japanese) or Allied. When drawn by the Commander of the opposite camp, these cards may only be played as *Jungle Warfare*.



Desert Combat Rules

 When a Desert Combat card features the *Blazing Sun & Guns* icon, a player may either play the card as written OR as a *Blazing Sun & Guns* special action.

Blazing Sun & Guns Special Action

- *The ordered Infantry or Armor unit you play Blazing Sun & Guns on will fire (do ranged combat) with 1 additional die.*

The better action option will usually be the one listed on the card's text but a player does not have to play this option, even if a player has the right units available for it. A player may always choose to play the card as the *Blazing Sun & Guns* action instead.

Some Combat cards are specifically tied to one side (Axis or Allied). When drawn by the Commander of the opposite camp, these cards may only be played as *Blazing Sun & Guns*.

Urban & Winter Combat Rules

The *Street Combat* and the *Bitter Resistance* are each a special action that can be used instead of applying the card as written.