

MEMOIR '44

MEMOIR '44 EXPANSION LIST



**A LIST OF ALL MEMOIR '44
EXPANSIONS WITH SUMMARY
AND LISTS OF RULES AND
TERRAIN TILES FOR EACH**

MEMOIR '44 EXPANSIONS

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When abbreviations in brackets appear in expansion description,
it refers to where the rule, or badge first appeared
When abbreviations in brackets appear in scenario lists
it refers to expansion needed.
For abbreviation list, see page 14

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TERRAIN PACK

This expansion adds many real-world terrain features such as roads, railroads, dams, and such. It also adds many rules that are used in many post-basic game scenarios. Many of the rules found in other expansions got their start in the terrain pack.

Terrain additions:

Oasis	Railroad Tracks
Palm Forests	Railroad Station
Desert Villages & Cities	Roads
Wadis	Road RR Crossing
High Ground	Road on a Hill
Marshes	Lake
Mountains	River Head-water
River Forks	Dams
Airfield	Barracks
Cemetery	Church
Factory Complex	Fortresses
Lighthouse	Power Plant
Prison Camp	Radar Station
Supply Depot	

Rules additions:

- North Africa Desert Rules
- Oasis Recovery
- Sabotage
- Blowing up Bridges
- Flooded Fields
- Collapsible Rafts & Boats
- Hill 317 Rule (Air Strikes)
- Blowing up Dams
- Forwarding Spotting Arty
- Capturing Equipment
- Freeing Prisoners
- Heroic Leader
- Field Bunkers
- River Ford
- Pontoon Bridge
- Railroad Bridge
- Road Blocks
- Trains
- Big Guns
- Minefields
- Engineers

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PACIFIC THEATER

This expansion adds battles against Japanese forces using flame tanks, mobile artillery, destroyers for off-shore bombardment, night attacks and jungle warfare.

Terrain additions:

Hills w/caves
Mountains w/caves
Jungle
Hospital
HQ & Supply
Labor Camp
Rice Patties & Fishponds
River Mouth & Branches
Ocean Pier

Rules additions:

Japanese Command Rules
Marine Command Rules
Night Attack Rules
Minefields (TP)
Camouflage (TP)
Field Bunkers (TP)
Rope Bridges

Other additions:

Big Guns
Flame Tanks
Mobile Artillery
Destroyer
Aircraft Carrier



EASTERN FRONT

This expansion adds battles between Russian forces and German and Finnish forces. It adds winter terrain found in the Russian winter.

Terrain Additions:

Trenches
City Ruins
Russian Villages
Winter Forest
Hill with Forest
Hill with Village
Frozen River
Factory Complex (TP)
Marsh
Ravine

Rules Additions:

Russian Command Rules
Blitz Rules
Winter Field Bunkers
Dragons Teeth
Minefields (TP)
Camouflage (TP)

Other Additions:

Sniper
Cavalry
Finish Ski Troops

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DESERT WINTER BOARD

This addition came out after the Eastern Front and Terrain Pack to allow desert and Russian scenarios to be played on appropriate maps.

Desert Map
Winter Map

Rules Additions:

Blitz Rules
Simplified Campaign Rules



AIR PACK

This expansion adds aircraft to already exciting battles. The book alone contains sixty scenarios. It also contained the (up to then, missing) desert and winter hills and added landing craft to beach scenarios.

Terrain Additions:

Winter Hills
Desert Hills
Trenches (EF)
Curved Gully
Campaign Airfield
Straight Gully
Winter Airfield
Russian Village (EF)

Rules Additions:

Air Rules

Other Additions:

Airplane-Spitfire
Airplane-BF 109
Airplane Yak 1/Yak 7/Yak 9
118 Summary Cards

Other Additions:

Air Sortie Cards
Dragons Teeth (EF)
Winter Field Bunker (EF)
Landing Crafts
Destroyed Bridge
Aircraft Carrier (PT)
Bomb Crater Markers
Ready to Take Off Markers
Airplane-P40 War-hawk
Airplane-F4U Corsair
Airplane-FI 156 Storch
Airplane-A6M Zero
Airplane-P38 Lightning

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CAMPAIGN BAG

This expansion was a bag to carry Memoir 44 and all prior expansions and included the first breakthrough map with the Breakthrough to Glembloux scenario on one side and a blank countryside map on the other side.



MEDITERRANEAN THEATER

Memoir 44 players had asked for this expansion for a while. It added battles in the desert between British commonwealth forces and axis forces with more desert terrain. It also added the concept of Special Weapon Assets with the addition of the Anti-Tank guns. The tanks and artillery figures look great!

Terrain Additions:

- Desert Airfields
- Desert Coastlines
- Ergs & Ridges
- Escarpmnts
- Desert Hills (AP)
- Desert HQ & Supply Tents
- Oasis (TP)
- Palm Forests (TP)
- Desert Roads
- Desert Villages (TP)
- Wadis (TP)

Rules Additions:

- British Commonwealth Cmd
- Italian Royal Army Cmd
- North African Desert Rules
- Minefields (TP)

Other Additions:

- Desert Field Bunkers
- Desert Road Blocks
- Special Weapons Assets
- Anti-Tank Guns

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CAMPAIGN BOOK #1

This expansion expanded and improved on the simplified campaign rules found with the winter/desert map. It also expanded on the Special Weapons Assets with the addition of mortars. This expansion allows players to play many scenarios where the outcome of one has a bearing on what is played next. Winners of previous scenarios are awarded and the battle continues.

Rules Additions:

Campaign Rules
Branden burger Commandos
Depleted Units
Mortar
Anti-Tank Gun (MT)
Paradrop
Armor Breakthrough

Other Additions:

Smoke Screen
Abatis
Landing Crafts (AP)
Reserve Tokens
Air Power/Air Sortie Tokens

Campaigns:

Normandy
Fall Gelb
Barbarossa



BATTLE MAPS

These paper maps were used with operation overlord rules and cards to allow up to eight players to experience the feel of command while playing through the scenarios. They also add some miniatures that can be used with the overlord scenarios or standard single board scenarios. The Sword of Stalingrad adds a combat card system to simulate building to building fighting found in large cities like Stalingrad.

Battle Maps:

Hedgerow Hell

Tigers in the Snow

Sword of Stalingrad

Scenarios:(Expansions Needed) Other Additions:

Hedgerow Hell
The Cadets of Samur

Tigers in the Snow (EF)
Operation Market Garden (MT)
Standard Scenarios:
Villiers-Bocage (TP)
St-Aignan-de-Cramesnil (TP)

Sword of Stalingrad (EF)
Rats in a Factory (EF)

Supply Trucks

Tiger Tanks

Combat Cards
BEL Command Card

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Standard Scenarios:

Mamayev Kurgen (EF,TP)
Pavlov-Hero of S.U. (EF,TP)

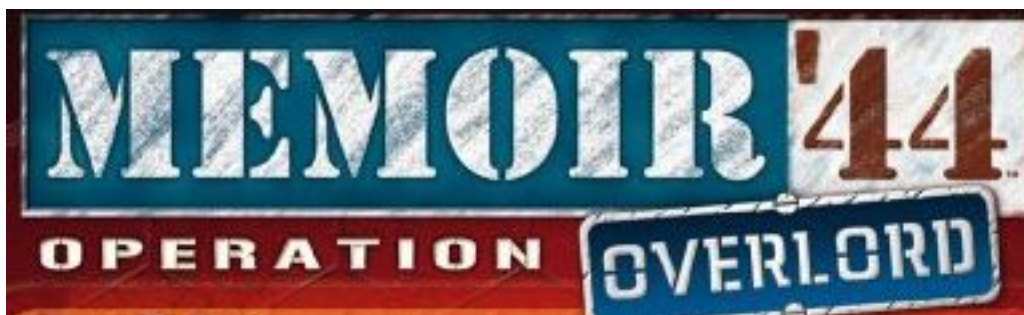
Disaster at Dieppe

Disaster at Dieppe
The Capture of Tobruk

Half-Tracks
Jeeps

Standard Scenarios:

Raid on Barce (MT,TP)
Rommel's Right Hook (MT)
Panzers in the Atlas (MT)
Le-Mesnil-Adelee (TP)



OPERATION OVERLORD

This expansion allows players to use the overlord maps with just one base set. It includes cardboard "chits" to be added to plastic figures so that you have enough pieces to play a double board game. The overlord command deck and new dice alone make this worth it if you plan on buying any of the battle maps or playing overlord on two boards.

Rules Additions:

Overlord Rules
Russian Command Rules (EF)
Overlord in Pacific Theater
Overlord in Eastern Front
Overlord and the Air Pack

Other Additions:

Overlord Command Deck
Memoir 44 Dice (8)
Cardboard Chits Representing Axis & Allies Figures
Nations Cards

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BREAKTHROUGH KIT

This expansion added depth to Memoir 44 scenarios. This map set duplicates the paper breakthrough-format map found with the campaign bag onto heavy board material like the original maps found in the base game. Plus it contains a booklet containing fifteen breakthrough style scenarios.

Maps:

Breakthrough Country	Breakthrough Scenarios:[Expansions Needed] Front: Counter Attack of the BEF [TP,MT,PT] Western Battle of Abbeville [TP] Western Coldstream Mill [TP,PT] Western Breakthrough at Mortain [TP,PT,AP,BM] Western The Surrender of Elster's Column [TP,AP] Western Operation Amherst [TP] Western Battle of Prokhorovka [EF,AP,BM] Eastern
BT Desert	Operation Crusader [TP,PT,MT] Mediterranean Battle of Alam el Halfa [TP,MT,AP] Mediterranean
BT Beach	Sword Beach Western Breakthrough to the Beach[M44,TP,PT,MT] Western Manado Landings [M44,TP,PT,AP,CB#1] Pacific
BT Winter	Noville to Foy [TP,EF,AP,BM,CB#1] Western Nach Moskau! [TP,EF,PT,AP] Eastern The Tatsinkaya Raid [EF,AP] Eastern

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WINTER WARS

This expansion has been called a “winter terrain pack” in that it adds “winterized” terrain tiles, but also adds rules for tank destroyers, heavy anti-tank guns, and updated SWA rules. It also defines victory conditions and adds some new victory conditions. This expansion also adds the new Breakthrough Command Card deck and Winter Combat Cards.

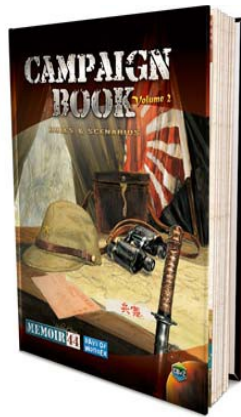
Terrain Additions:

Winter Roads	Winter Railroad
Winter Hills (AP)	Winter Cities (EF)
Winter Woods (EF)	Winter RR Crossroads
Frozen River (EF)	Castle
Winter Church	Winter Pontoon Bridge
Winter Bridge	Winter Road Block
Winter Field Bunker (EF)	Winter Railroad Bridge

Rules Additions:

- Tank Destroyers
- Heavy Anti-Tank Guns
- Winter Weather
- Reduced Visibility
- New Victory Conditions
- Late War Anti-Tank SWA
- Late War Mortar SWA
- Late War Machine Gun-SWA
- Camouflage (PT)
- Minefields (TP)
- Combat Engineers (TP)
- Half-Tracks (BM)
- Patrol Cars (BM)
- Mobile Artillery (PT)
- 504th Infantry Regiment
- Winter Combat Cards
- Breakthrough Command-Cards

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CAMPAIGN BOOK #2

This is the second campaign book with campaigns taking place in the Pacific Theater, Western Theater, and Eastern Front.

Obstacles:

2 Destroyers (PT)
2 Landing Craft (AP)
2 Field Bunkers (AP)
2 Destroyed Bridges (AP)

Rules Additions:

Jungle Fighters
Polish Dragoons
Destroyed Bridges

Badges Additions:

Jungle Fighters
Polish Dragoons
82nd Airborne
Depleted Units (CB1)
Brandenburger (CB1)
Mobile Artillery (PT)
Anti-tank Gun (MT)
Mortar (CB1)
Machine Gun (WW)
Heavy AT Gun (WW)
Supply Trucks (BM)
Half Tracks (BM)



EQUIPMENT PACK EXPANSION

This expansion is an army pack only expansion with 186 plastic figures. This expansion includes many new rules, and figures for existing rules that just used badges before.

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Figures:

Flak 88mm (BT)
 Long Tom (PT)
 M-7 Priest (PT)
 Elefant Jagdpanzer (WW)
 Sd. Kfz 250 (BM)
 Tiger Tank (BM)
 Churchill Tank
 Dodge WC-63 (BM)
 Jeep Willy's (BM)
 Landing Craft (AP)
 Kubelwagen
 M-2 Mortar (CB1 & WW)
 M-2 Machine Gun (WW)
 Sniper(EF)
 Ski Troops (EF)
 French Army
 Italian Artillery (EF)
 Polish Cavalry (EF)

Hobart's Funnies:
 Assault Bridge
 Bobbin
 Fascine
 Mine Digger
 Petard Mortar

Rules Additions:

Nebelwerfer
 Hobart's Funnies
 Kubelwagen
 French Army
 SWA Clarifications

Maps:

	Standard Scenarios:	[Expansions Needed]	Front:
Countryside	Canal De La Haute Colme	[MT or AP]	Western
Countryside	The Bourbourg Brouckerque Line	[TP or EP]	Western
Countryside	Operation Seydlitz	[TP] [EF or EP]	Eastern
Countryside	The Maginot Four A Chaux	[TP]	Western
Countryside	Action at Zaporozhie	[TP] [EF]	Eastern
Countryside	Panzer Attack on Hill 140	[MT]	Western
Countryside	Le Harve	[TP]	Western
Winter	Fire Action at Singling	[WW]	Western
Winter	Battle of Celles	[WW] [EF] [MT]	Western
Winter	Winter Fight at Kuhmo	[WW] [EF]	Eastern
Desert	Battle of Nezuet Ghirba	[MT]	Mediterranean

Maps:

	Breakthrough Scenarios:	[Expansions Needed]	Front:
Countryside	Operation Epsom	[M44] [TP]x2 [MT]	Western
Winter	Out of Kemi	[TP] [WW] [EF]	Eastern

Maps:

	Overlord Scenarios:	[Expansions Needed]	Front:
Countryside	Canal / Bourbourg Brouckerque Line	[MT or AP]	Western
Countryside	Offensive on Saint-Lo'	[M44] [TP]	Western
Countryside	High Stakes at Bruyeres	[M44] [BM] [TP]	Western
Winter	Twin Battles at Warnach & Bigonville	[M44] [TP] [WW]	Eastern

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D-DAY LANDINGS

This expansion is a set of six paper maps that can be played as single maps, double map overthrough, triple map overthrough, or a complete six map game that requires a breakthrough deck for each map.

Obstacles:

Bridges
Aircraft Carrier [PT]
Destroyers [PT]
Destroyed Bridge [AP]
Field Bunkers [TP]
Landing Craft [AP]
Pontoon Bridge [TP]
River Fords [TP]

Rules Additions:

Beach Control
Bridge Control
Supported Infantry
Supported Armor
Air Superiority
Off Map Artillery Support
Reinforcements
Town Control
Entry Markers
Control Markers
Overthrough

Badges Additions:

American Airborne [TP]
Big Guns [TP]
Elite Infantry
Flame Tanks [PT]
French Resistance
Heavy Anti-Tank Gun [BT]
Mobile Artillery [PT]
Pegasus
SWA Anti-Tank [MT]
SWA Machine Gun [WW]
SWA Mortar [CB1]

MEMOIR '44 EXPANSIONS



The Memoir 44 base game is required to play any of the expansions listed above. To play overlord scenarios, two base games or one base game, battle map and operation overlord expansions are required.

Abbreviations used throughout this list:

PT- Pacific Theater

AP- Air Pack

MT- Mediterranean Theater

CB#2- Campaign Book #2

BM- Battle Map

TP-Terrain Pack

DW- Desert/Winter map

CB#1- Campaign Book #1

OO- Operation Overlord

EP- Equipment Pack

EF-Eastern Front

BT- Breakthrough

M44-2 Base Games

My thanks to Days of Wonder for a wonderful game system with great expansions and to the players who create great scenarios and many helpful items including:

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