



WONGAMMERS' AIR RULES FOR MEMOIR '44



**REQUIRES MEMOIR '44
BASE GAME AND AIR PACK
OR TOY AIRPLANES**

VERSION 01.05.06

Sentences marked in blue are new to version 01.05.06

MEMOIR 44 AIR RULES V1.05.06

1. Starting Air Units:

Air units can start from any airfield hex or aircraft carrier, or if none of these are on the board, air units can start from off-board. If starting off-board, place the air unit where the other player can see that it will soon be "in play". Air units are only on the board when they are starting or when they make their attack then they are either destroyed or continue their move off the board. Each side can only have one air unit "activated" at a time. After playing an air sortie, the deck is reshuffled to that the air sortie cards will be more frequent.

2. Activating Air Units:

A) Air units must spend the turn prior to their activation on the airfield, aircraft carrier, or edge of the board where that unit starts from. If the controlling player has no airfield hexes or aircraft carrier markers, the air unit starts off-board behind the controlling players side of the lines. Any air unit on an airfield hex, or aircraft carrier may be targeted by any unit that has a valid shot (infantry, artillery, armor, or other activated air unit). The attack proceeds normally and the air unit is removed on a grenade result. If the air unit is destroyed, the controlling player may, on his **next turn**, replace the destroyed air unit with another, *so long as there are no enemy units in any adjacent hexes. Any air unit starting off-board is not susceptible to attack before its activation. Remember that when an air sortie card is drawn, another card may be drawn. If that card is also an air sortie card, it is replaced in the deck and another card is drawn.*

B) Any air unit that survives until the following turn after it was placed, may be "activated" by an **air power**, **air sortie**, (or if no air sortie cards any recon card for *that section* [including recon in force]). (If used for activation, a recon card cannot be used to activate *any other* units). For example an air unit on an airfield hex in the center may be activated by a recon1 card for the center). Once the air unit is "activated", it is removed from the board and placed along the edge of the board (not in a victory medal spot) where it can be seen by all players as "in play". Place a "ready to take off" marker on the airfield (if you have one). The unit remains "in play" until used to strafe or bomb, then the air unit, if not destroyed, is **returned** to the airfield hex, aircraft carrier, or off-board where it started. **The Air Sortie cards are not counted towards the card count and are played with another card.**

3. Ordering air units:

A) Once an air unit is activated and is "in play", it can be ordered by any section card (as long as the **first** targeted unit is in that section), or a "Direct from HQ" card, or any card that allows you to order a unit of **your choice**. (*Other units are activated as normal by section or tactic cards, but not on the same turn as it is activated, by an air sortie or recon card.*)

B) Once the air unit is ordered, it can be used to make an air to ground attack as described below.



4. Air Unit Ground Attacks:

Air units can strafe, bomb, kamikaze, recon, or perform air or ground interdiction.

A) Strafing is done per normal air power tactic card (pick up to four targets that are adjacent to each other) with the exceptions that the four hexes must form a straight line from the hex in front of the air unit, and that from 1939-mid1943 German air units can roll two dice on each targeted hex, Allies roll one, Japanese roll two and Soviet air units always rolls one die per hex. After mid 1943, Germans roll one, Japanese roll one, and Allies roll two.

B) Bombing is done by attacking a row of two hexes. The two hexes must form a straight line starting from the target hex, to the adjacent hex, and is done in the following manner: 1) The controlling player rolls one die and if the result is not a blue infantry figure, the first hex bombed will be the target hex. If the blue infantry figure is rolled, then the next hex in the row will be the first hex bombed, and the next hex in the row will be the second. (Bombing was imprecise in WWII). 2) For each hex being bombed, roll as many dice as there are figures in that hex. If rolling against a train, roll four dice, or three dice against a ship. If you roll that unit's symbol, grenade, or star, the figure is removed. So for an attack on a full strength armor unit that has three figures, roll three dice. On a armor symbol, grenade, or star, remove one figure for each rolled. Continue this procedure for the next target hex. 3) If the targeted unit is in a hardened bunker (not a field bunker) the first grenade hit removes the bunker. If a grenade was not rolled, then *halve* the damage (rounded down) and apply to units inside the bunker. So if there are four infantry figures in the bunker hex, and three infantry, or star figures were rolled, one infantry figure would be removed from the hex. 4) For Japanese infantry in caves, only grenades count as hits. After all units are removed, any hex that lost all units also loses sandbags, wire, hedgehog, hedgerow, (place crater marker) field bunker, or minefield counter that was in that hex.

C) Kamikaze attacks are done by placing a Japanese air unit next to a ship marker. The ship gets to defend first (see below). If the air unit survives the anti-aircraft barrage, the air unit is removed and one hit is recorded on the ship.

D) Recon is done with any air unit and is activated in the usual manner (see #2 above). The recon unit is placed on the board, using a section or tactic card, and the air unit can see any unit on the board unless it is camouflaged. Camouflaged units are detected on a unit symbol or grenade on 2 dice. Then any two artillery units the recon player owns can attack the detected units at one additional die when activated by the same card on that turn. Only one camouflaged unit can be detected per turn. The air unit is then returned to the airfield, carrier, or off-board where it started. Another use of the recon air unit is to pick up a "heroic leader" and move him from harm, or where he can do more good. See rule 8B below for details.

5. Anti-aircraft defense:

A) All ship counters attack air units before they can make their attack. Warships roll two dice to attack an oncoming air unit. Any grenade or star rolled destroys the air unit and the attack is over. Ships can shoot air units up to two hexes away.



MEMOIR 44 AIR RULES V1.05.06

B) Any other units (except artillery as noted below) in adjacent or same hex, roll one die and destroy the air unit on a grenade symbol. (If the first adjacent unit *targeted* in a bombing, or strafing attack destroys the air unit, the last unit (or units) are not attacked. But the attack on the first unit is considered *simultaneous*.

C) At the beginning of the game, during set up, if air units will be present in the scenario, a player may designate any full strength artillery as having an anti-air artillery component. This can only be done with artillery that starts with two figures. To designate a full strength artillery unit as having an anti-aircraft artillery component, place a round marker under one of the artillery figures. This artillery unit attacks ground units as per standard rules (see below) but can also target any air unit within two hexes on the board. Like warships, this unit attacks the enemy air unit before it makes its attack. The anti-aircraft artillery component rolls three dice and destroys the air unit on a grenade result. If this special artillery is attacked by ground, or air units and must lose a figure, the controlling player must decide to remove the regular artillery figure, or the anti-aircraft component.



6. Air Interdiction:

A) If you have an air unit “in the air” or activated, and an enemy air unit has been ordered by a section card, or tactic card, when the enemy air unit is placed on the board before any dice are rolled, you may place your air unit adjacent to the enemy air unit and attempt to “shoot it down” Roll two dice and a grenade result destroys the enemy air unit before it finishes it's ground attack. If successful, Both air units are then returned to their airfields, carriers, or off board. If not successful, attacker is returned to airfield or off board and enemy air unit resumes it's ground attack.



7. Ground Interdiction:

A) An air unit may perform a ground interdiction attack against the following targets; road hexes, rail hexes including rail station, bridges, airfield hexes, radar station, supply depot, hospital, castle, HQ, Pier or lighthouse. To attack, place air unit in adjacent hex when ordered by section card, or tactics card, and roll two dice. The attack is successful when a grenade or star is rolled. Place a crater marker on the hex. If the target is a bridge, and you have the air pack, use the destroyed bridge obstacle. The effect is that the attacked hex is not there; i.e. a break in a rail or road, or resupply or reinforcements at a rail station is stopped, ect.

8. Other rules regarding air units:

A) If an air unit is destroyed, it does not count toward a victory medal.

B) A Storch may be used to ferry a heroic leader from a clear hex to a baseline hex as no enemy units are adjacent to the clear hex. Any enemy units adjacent to or in the flight path, are

MEMOIR 44 AIR RULES V1.05.06

allowed to attack the air unit as per rules in section 5 above. So if an air unit flies from hex a to hex b and there are three hexes in between a and b, any unit in, or adjacent to those three hexes can attack the air unit before it lands in the clear hex. If the air unit is destroyed, the heroic leader is killed as well. Immediately after play, the air unit returns to the hex or off-board where it started from.

Note: in photo below, ready to take off marker is just used to show where flight path ends. Do



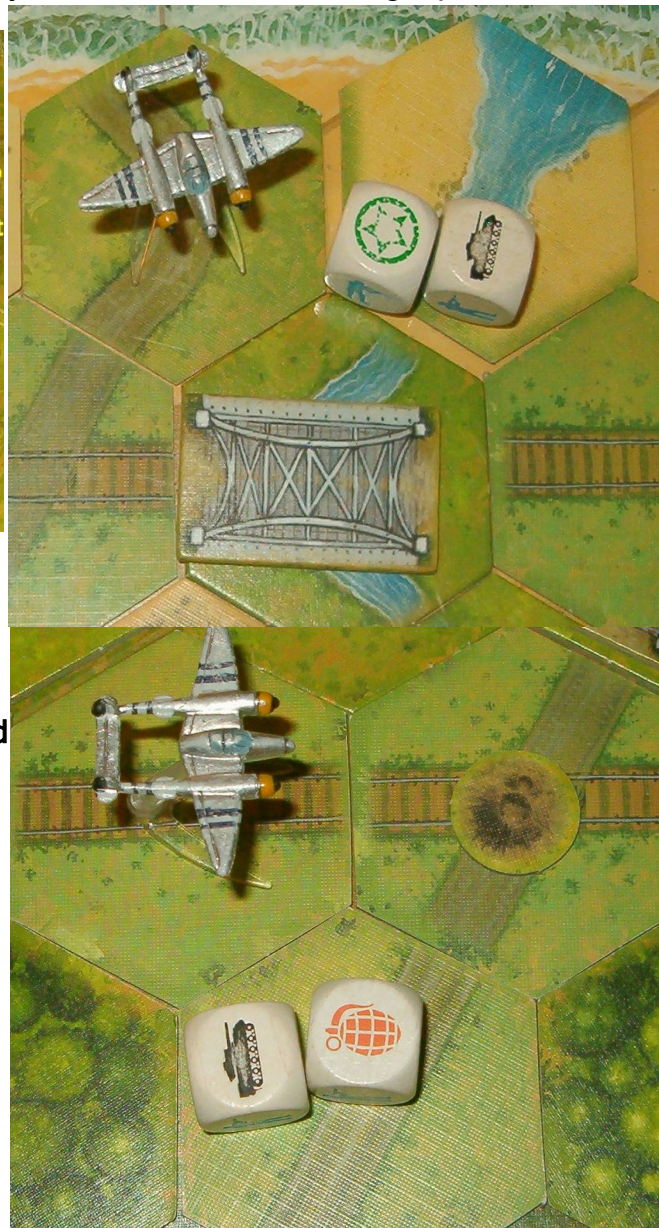
not use. Examples at right are ground interdiction examples. A star or grenade indicates success. In the first example, replace the bridge with the destroyed bridge obstacle if you have it from the air pack.

9. Using Air Rules with Eastern Front and Overlord

A) When using the air rules with Eastern Front, never place air sortie card under chip. It is always played from the hand. Then after the air unit is "in play" or "in air" an air unit is ordered like any other unit, by a section card, or tactic card played from the commissar chip or in the case of the recon 1 card, or counter attack card, from the hand. **Air Sortie cards do not count as a card play so, a field general may be given two cards, an Air Sortie card, and another card.**

(B) When using the air rules with operation overlord, you may use two air units per side. These two air units may never be ordered in the same section, but may be activated at the

same time by two field generals playing air sortie cards. Remember the deck is always re-shuffled after playing an air sortie card so that they will come up more frequently. When an air unit is attacking multiple hexes, such as strafing or bombing, the hex where the air unit is placed (must be adjacent to one of the first targets) is considered the section where the air unit is ordered from. So while an air unit is attacking one section, the second air unit can be in the next section attacking a string of targets that cross the sectional boundary, into a section with the other air unit. This is accepted because the air units were not placed in the same section. Air sortie cards are never played by the command himself, but are played by field generals.



MEMOIR 44 AIR RULES V1.05.06

(C)-When playing with overlord and Eastern Front rules, remember these two things: air sortie cards are always played from the hand, not under the commissar chip. And air sortie cards do not count toward card maximums or as a card played, so in this instance, a field general may be given two cards. And the deck is re-shuffled after air sortie cards are played.

10. Tactic Cards and Air Units

(A) Ambush Card- The ground unit adjacent to an air unit may play an ambush or ambuscade combat card. The ground unit would then roll two dice and destroy the air unit on a grenade result.

(B) Firefight and Close Assault Cards- Since units cannot move when these cards are played, Air Units cannot be ordered using these cards.

(C) Medics and Mechanics Card- An Air Unit cannot be ordered or repaired using this card.

(D) Their Finest Hour Card- When a star is rolled, an air unit may be ordered using this card. When Air Unit is ordered by TFH card, don't forget added die to roll(s).



**THANK YOU FOR DOWNLOADING THESE
RULES, I ONLY HOPE YOU ENJOY
PLAYING THEM AS I DID IN CREATING
AND IN PLAYING THEM!**

**Memoir '44, Overlord, Air Pack, and Eastern Front are all
games and game expansions by Days of Wonder
and are copyrighted by Days of Wonder**

Pictures by myself, but graphics are by Days of Wonder

**By "Rongammer" on Boardgamegeek.com
also known as "50th" on Days of Wonder forums**