

# 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

## Table of Contents

Terrain Pack Expansion.....	3
Pacific Theater Expansion .....	4
Eastern Front Expansion.....	4
Winter/Desert Board.....	5
Air Pack Expansion.....	5
Campaign Bag.....	6
Mediterranean Theater Expansion.....	6
Campaign Book Volume One.....	7
Battle Maps.....	7
Operation Overlord Expansion.....	8
Breakthrough Kit.....	9
Winter Wars Expansion.....	10
Campaign Book Volume Two.....	11
Equipment Pack Expansion.....	12
D-Day Landings Maps.....	13

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

# MEMOIR '44 EXPANSIONS



## 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

## MEMOIR '44 EXPANSIONS



### PACIFIC THEATER

*This expansion adds battles against Japanese forces using flame tanks, mobile artillery, and 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

#### Rules additions:

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

#### 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

## MEMOIR '44 EXPANSIONS



### 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

## MEMOIR '44 EXPANSIONS



### 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
- Escarpments
- 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

## MEMOIR '44 EXPANSIONS



### 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  
Brandenburger Commandos  
Depleted Units  
Mortar  
Anti-Tank Gun (MT)  
Para drop  
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

#### Scenarios:(Expansions Needed) Other Additions:

Hedgerow Hell  
The Cadets of Samur

Supply Trucks

Tigers in the Snow

Tigers in the Snow (EF)  
Operation Market Garden (MT)

Tiger Tanks

**Standard Scenarios:**  
Villiers-Bocage (TP)  
St-Aignan-de-Cramesnil (TP)

Sword of Stalingrad

Sword of Stalingrad (EF)  
Rats in a Factory (EF)  
**Standard Scenarios:**

Combat Cards  
BEL Command Card

## MEMOIR '44 EXPANSIONS

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

Disaster at Dieppe

Disaster at Dieppe  
The Capture of Tobruk  
**Standard Scenarios:**  
Raid on Barce (MT,TP)  
Rommel's Right Hook (MT)  
Panzers in the Atlas (MT)  
Le-Mesnil-Adelee (TP)

Half-Tracks  
Jeeps

Battle of Khalkhin Gol

**Standard Scenarios:**  
The Khalkhin-Gol Spark (EP,EF,PT,TP)  
Kawatama Bridge (EF,PT,TP)  
Soviet Infiltration (EP,EF,PT,TP)  
The Halha River Shelling (EP,EF,PT,TP)  
Down in the Dumps (EP,EF,PT,TP)  
Attack on the Soviet Outpost (EP,EF,PT,TP)  
Bain Tsagan Heights (Breakthrough)  
Tightening the Noose (Breakthrough)  
The Khalkhin Gol Encirclement (Overlord)  
Cape Torokina (Overlord)

Armored Car  
Tankettes



### 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



## MEMOIR '44 EXPANSIONS



### 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.*

<b>Maps:</b>	<b>Breakthrough Scenarios:[Expansions Needed] Front:</b>	
Breakthrough Country	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

## MEMOIR '44 EXPANSIONS



### 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.*

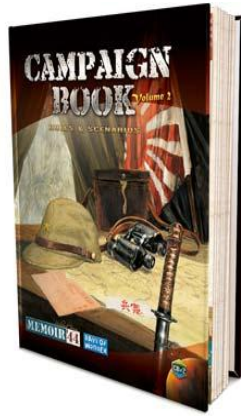
#### Terrain Additions:

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)
- 504<sup>th</sup> Infantry Regiment
- Winter Combat Cards
- Breakthrough Command-Cards

## MEMOIR '44 EXPANSIONS



### 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)

## MEMOIR '44 EXPANSIONS



### 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.*

#### 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:

Countryside  
 Countryside

#### Standard Scenarios:

Canal De La Haute Colme  
 The Bourbourg Brouckerque Line  
  
 Operation Seydlitz  
 The Maginot Four A Chaux  
 Action at Zaporozhie  
 Panzer Attack on Hill 140  
 Le Harve  
 Fire Action at Singling  
 Battle of Celles  
 Winter Fight at Kuhmo  
 Battle of Nezuet Ghirba

#### [Expansions Needed]

[MT or AP]  
 [TP or EP]  
  
 [TP] [EF or EP]  
 [TP]  
 [TP] [EF]  
 [MT]  
 [TP]  
 [WW]  
 [WW] [EF] [MT]  
 [WW] [EF]  
 [MT]

#### Front:

Western  
 Western  
  
 Eastern  
 Western  
 Eastern  
 Western  
 Western  
 Western  
 Western  
 Eastern  
 Mediterranean

## MEMOIR '44 EXPANSIONS

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

<b>Maps:</b>	<b>Overlord Scenarios: [Expansions Needed]</b>	<b>Front:</b>
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



### 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  
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Jacques "jdRommel" David

Stevens

And of course, Richard Borg

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Ron "50th" & "Rongammer" Howard

