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MEMOIR

'44

OVERLORD



A GAME SUPPLEMENT

BY RICHARD BORG



DAYS OF
WONDER





FOREWORD

This supplement of *Memoir '44* offers veteran players the unique opportunity to replay historical WWII battles on a grand scale, with up to four players to a side.

This style of play, called *Memoir '44 Overlord*, combines two boards into a single, oversized battlefield. You'll need this free downloadable game supplement and two copies of the game.

With *Memoir '44 Overlord*, players can experience the frustrations associated with being part of a military-style WWII chain of command and, at the same time, enjoy the challenges of coordination and cooperation needed to achieve victory.

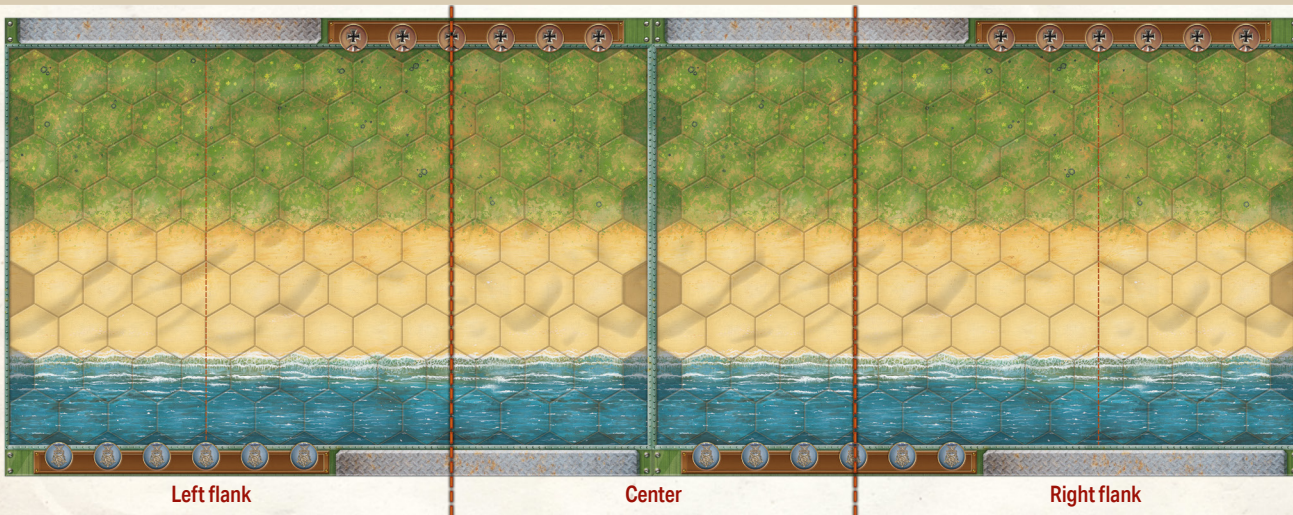
The battle scenarios and maps are stylized, but because of the larger scale, they provide greater detail of terrain features that existed on the original battlefield. This allows you to play battles that are more finely tuned to match the historical deployment of the Axis and Allied forces in that conflict.

The rules for *Memoir '44 Overlord* are like those for its little brother, with the following exceptions...

★ THE BATTLEFIELD ★

The battlefield is made of two (or more, if required by the scenario) *Memoir '44* boards set side by side. Together, they form an additional row of hexes in the center, joining to create a single battlefield 26 hexes wide by 9 hexes deep.

The boards' sections combine in pairs to create a double-sized left flank, center, and right flank section. The players sitting in front of each pair of sections will respectively be the left, center, and right **Field General** for their side. Each **Field General** thus has two sections of the battlefield under their direct command throughout the game.



NUMBER OF PLAYERS

To experience the full scope of these massive scenarios, we recommend that you play them with four players to a side. Each camp has a **Commander-in-Chief** and three **Field Generals** (one for the left flank, one for the center, and one for the right flank).

If you only have six players, play *Overlord* scenarios with three players to a side: in this case, the **Commander-in-Chief** also acts as the center **Field General**.

Finally, if you feel really brave, you can play *Overlord* scenarios one-on-one!



★ SET UP ★

Choose a *Memoir '44 Overlord* scenario and pick sides. Set up the game board per the battle map. Review the briefing notes for any special rules and victory conditions that apply for the battle. Deal the proper number of command cards to the **Commander-in-Chief** as indicated in the briefing notes. *Memoir '44 Overlord* uses two complete decks of command cards, shuffled together. Alternately, you can use the Overlord deck found in the Operation Overlord expansion.

★ GAME TURN ★

The side listed in the briefing section plays first. Sides then alternate taking turns. A *Memoir '44 Overlord* turn consists of the following sequence:

1. The **Commander-in-Chief** selects 1, 2 or 3 command cards from their hand (see section on command cards, page 5) and passes those to their **Field Generals**. They may give one card to each of their **Field Generals**, or give two cards to one **Field General** and one card to another, or just give one card to one **Field General** and nothing to the others, etc.

Section cards that indicate a specific section must be given to the proper **Field General**. For example, a *Probe* card on the right flank may only be given to the **Field General** of the right flank.

When issuing command cards, the **Commander-in-Chief** may visit the front and talk in detail about the current battle situation, tactics and future strategy with one (and only one) of their **Field Generals**, but may not show - nor should they state - what other command cards they hold.

Once the discussion is complete, the **Field General** uses the command card. However, they do not have to follow their **Commander-in-Chief's** advice or wishes.

The other **Field Generals** receive their orders by wire or courier; The **Commander-in-Chief** may not talk with these **Field Generals**. They simply pass them the command card(s) of their choice, hoping for the best.

To keep the game moving briskly, if you are the **Commander-in-Chief**, first pass cards to **Field Generals** that receive them via courier, then hand deliver orders to the **Field General** of your choice and discuss strategy.

Field generals may discuss tactics with each other at any time, but the **Commander-in-Chief** must limit their input to the time they are visiting the front.

2. **Field Generals** play the command card(s) they have received in one of the two the sections under their command. This will be the section where they are ordering troops.

- The played command card is placed face up in the section in which the **Field General** wishes to order units.
- A **Field General** who has received two cards cannot play them in the same section.
- If a **Field General** has received a card that allows them to order units in both sections under their command, they place it face up astride the two sections.

Like standard *Memoir '44*, a unit may only be given one order in a turn. A unit in a section may cross over into another section under the command of a different **Field General**, but it may not be immediately ordered again in this new section.

All unit movements, of all **Field Generals**, must be completed before any **Field General** may attack with one of their units.

3. If a **Field General** does not receive a card from their **Commander-in-Chief** during a turn, they may decide to act on their own initiative.

As a **Field General**, if you choose to act on your own initiative, roll 2 dice with the following effects:



For each infantry symbol rolled, 1 infantry unit of your choice is ordered.



For each armor symbol rolled, 1 armor unit of your choice is ordered.



For each star symbol rolled, 1 unit of your choice, of any type, is ordered.



If 1 flag symbol is rolled, 1 unit of your choice can move, but cannot attack.

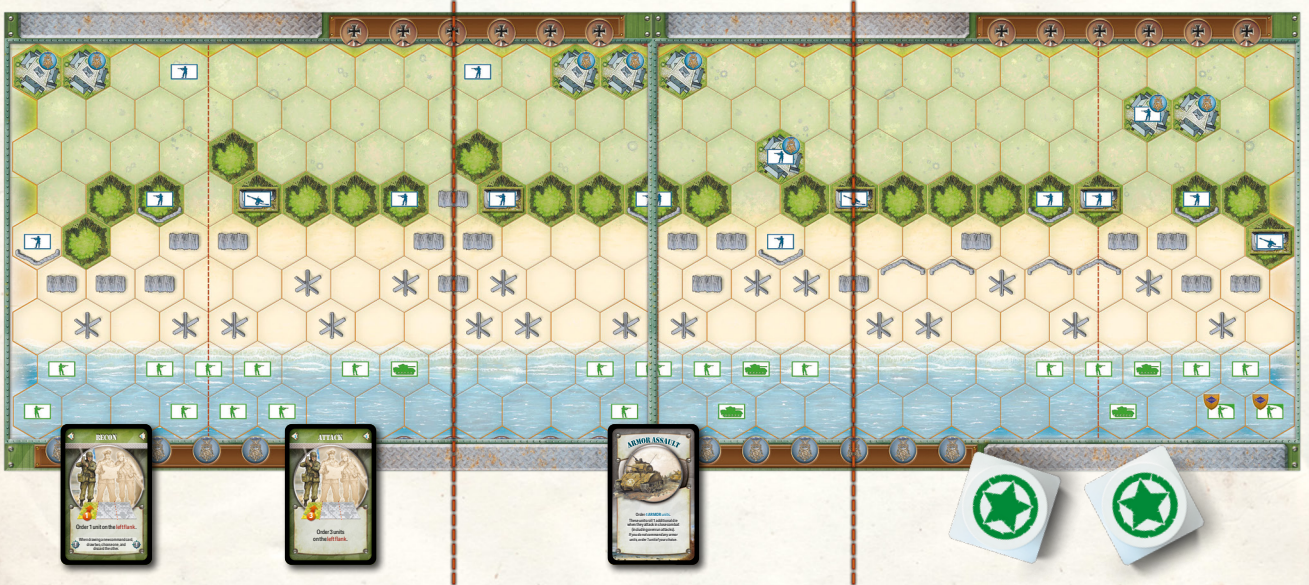
If 2 flag symbols are rolled, either 2 units of your choice can move, but cannot attack OR add a sandbag to 1 infantry unit of your choice.



If 1 grenade symbol is rolled, 1 unit of your choice must lose 1 figure and this unit cannot be ordered this turn.

If 2 grenade symbols are rolled, no units are ordered and no units must lose a figure.

If the symbols rolled do not correspond to any unit under your command, the roll has no effect and no unit is ordered.



Note: all Field Generals move their ordered units simultaneously, and when all movements are done, their ordered units attack simultaneously. No Field General has priority over another, so they must agree on any decision that has consequences for the others (who orders a unit on a hex straddling shared sections, which order units should attack, who gets to move a unit into a mutually beneficial hex, etc.). If there is a strong disagreement between two Field Generals, the Commander-in-Chief should be asked to mediate and resolve their disagreement.

4. Once all the actions (movements and attacks) of the given command cards are complete, the Field Generals return the used command cards to their Commander-in-Chief who discards them and draws two new command cards, regardless of the number of cards they gave out and played during the turn.

When drawing new cards, the Commander-in-Chief can never hold more command cards than allowed by the scenario's briefing section.

A Commander-in-Chief can never give out all the command cards in their hand during a turn. They must always keep at least one in hand, so that at the end of their turn, after drawing two new replacement cards, they have at least three cards in their hand.





★ COMMAND CARDS ★

The **Commander-in-Chief** may only give a **Field General** two cards if both cards are section cards. They may not give a **Field General** a section card and a tactic card, or two tactic cards.

SECTION CARDS

- Section cards that indicate a specific flank must be given to the corresponding **Field General**. For example, a **Probe** on the right flank may only be given to the **Field General** commanding the right flank of the battlefield.
- A **Field General** who receives two section cards must play one in each of the sections under their command.

Section cards are played the same as a standard *Memoir '44* game, with the following exceptions:

RECON

Order 1 unit in **1 section** of the receiving **Field General's** choice.

The **Field General** receiving a **Recon** card orders one unit of their choice, in a single section under their command.

When discarding any number of **Recon** cards, the **Commander-in-Chief** draws three cards back instead of the regular two, at the end of their turn. All three cards are kept; no card is discarded.

If drawing three cards would give the **Commander-in-Chief** more cards in hand than allowed by the scenario's briefing notes, reduce the number of cards drawn accordingly.



PROBE / ATTACK / ASSAULT

Order 2/3/All units in **1 section** of the receiving **Field General's** choice.

Probe, **Attack** and **Assault** section cards are played as normal, in a single section under the command of the receiving **Field General**.



RECON IN FORCE

Order 1 unit in **each of the sections** under the receiving **Field General's** command (*i.e. a total of 2 units between their two sections*).

A **Field General** receiving a **Recon in Force** card may not be given any other command card during the same turn.

GENERAL ADVANCE

Order 2 units in **each of the sections** under the receiving **Field General's** command (*i.e. a total of 4 units between their two sections*).

A **Field General** receiving a **General Advance** card may not be given any other command card during the same turn.



PINCER MOVE

Order 2 units in **1 section** of the receiving **Field General's** choice.

The **Pincer Move** card must be given to one of the two **Field Generals** sitting on the end of the boards (right or left flank), never to the **Field General** in charge of the center.

A **Field General** receiving a **Pincer Move** card may not be given any other command card during the same turn.



TACTIC CARDS

- A Field General who receives a tactic card may not receive or play any other command card during the same turn.
- When a Tactic card refers to a specific number of units or all units of a given type (e.g. Armor Assault or Artillery Bombard), these units can be selected from either or both of the sections under the command of the receiving Field General.

Tactic cards are given to Field Generals and played the same as a standard *Memoir '44* game, with the following exceptions:



AIR POWER

The *Air Power* card is not given to a Field General; it is played by the Commander-in-Chief instead.

AMBUSH

The *Ambush* card requires the Commander-in-Chief to keep a close watch on the battlefield. The card is given to a Field General when their opponent declares a close combat attack. The Commander-in-Chief draws one replacement card after the ambush is completed.



BARRAGE

The *Barrage* card is not given to a Field General; it is played by the Commander-in-Chief instead.

COUNTER-ATTACK

The *Counter-Attack* card requires the Commander-in-Chief to keep a close watch on the specific sections in which their opponents play their command cards. For this reason, it is crucial that section and tactic cards that apply to a specific section are put face up near the section they are applied to, during play.

When a Field General receives a *Counter-Attack* card, they must order their units in the section directly opposite to the one their opponent just played on with their section or tactic card.

The Commander-in-Chief may also play a *Counter-Attack* card directly, in reaction to an *Air Power*, *Barrage*, or *Their Finest Hour* card played by the opposing Commander-in-Chief. In this case, the *Counter-Attack*, having the same ability, may be made in any section of the battlefield, or have each of his Field Generals roll 4 battle dice.



INFANTRY ASSAULT

The receiving Field General may only order all infantry units in one of their sections, not both.

MEDICS & MECHANICS

The Field General selects a unit they want to heal or repair and rolls 4 attack dice. The card is then played normally: for each roll of a star or symbol that matches the unit selected, one lost figure of that unit is returned to duty. A unit may not gain more figures than it originally had. If the unit recovers at least one figure, it is ordered normally.



THEIR FINEST HOUR

The *Their Finest Hour* card is not given to a Field General; it is played by the Commander-in-Chief. No other cards can be played during this turn.

Each of the Field Generals rolls 4 battle dice. For each unit symbol rolled, one unit of this type is ordered. For each star rolled, one unit of the Field General's choice is ordered. Ordered units attack with one additional die. The Field Generals may only order units under their direct command. At the end of the turn, reshuffle the discard and draw pile of command cards back together.