

MEMOIR '44™

OPERATION

OVERLORD



DAYS OF
WONDER

Richard Borg



INTRODUCTION

The supplement that you hold in your hands is designed to let you relive the battles of WWII on a grand scale. With up to 4 players per side, you will soon experience the highs and lows of being part of a military-style chain of command.

If you already own two copies of *Memoir '44*, your main interest will be the two new Command decks that come with this pack. These decks have been redesigned especially for *Overlord* games: you no longer need to reference the original *Overlord* rules to interpret the cards properly since all you need to know is now directly written on these cards; and you won't have to worry about re-sorting your decks once the battle is over!

The eight additional dice provided will also prove handy. When combined with the two sets you already own, they will let you give four dice to each of the six Field Generals in the game.

Since you already own two boards and two sets of terrain tiles and figures, you can play any of the *Overlord* scenarios posted on www.memoir44.com.

If you own a single copy of *Memoir '44*, this expansion also offers you a "poor man's" set of token figures to supplement your existing set and field a complete army on *Overlord* battlefields. Of course, if you already own some of the Army packs (Eastern Front, Pacific Theater) and do not mind the color difference, you could also use these figures instead!

All of the scenarios published in our *Memoir '44* Battle Map series contain ready-to-play pre-printed battle maps, complete with terrain tiles, special rules and troops pre-positioned, so that you can get playing right away.

Enjoy!

*The Days of Wonder
High Command*

COMPONENTS

• Two identical decks of *Overlord* Command cards, each containing 40 Section cards, recognizable by their dark brown background; 20 Tactic and 2 Air Sortie cards, recognizable by their dark blue background; and 2 updated Nations Summary cards.



a Section card



a Tactic card



a Nations card

• Eight Additional *Memoir '44* dice

• Two Punchboards of Figure Tokens, respectively American/Russian and German/Japanese. These punchboards contain enough tokens to complement a single set of *Memoir '44* figures and play any of the *Overlord* scenarios published to date.



An American / Russian Infantry figure



A German / Japanese Armor figure



An American / Russian Gun figure



THE RULES

The rules for *Memoir '44 Overlord* are similar to those for the original *Memoir '44* game and its expansions, with the following exceptions...

Teams

Split your group of players into two teams, one for each camp. The optimal number of players is eight (one Commander-in-Chief and three Field Generals for each camp), though fewer players can easily be accommodated. With 3 players per side, the Commanders-in-Chief sit in the Center and also act as the Center Field Generals; with 2 or even 1 player per side, the players play all roles collectively, for their camp.

Setting up the Game

A If you are using a ready-to-play Overlord Battle Map, lay it on the table and place your figures (and Figure Tokens, if needed), using the unit symbols that are pre-printed on the map's various hexes to deploy the troops for each camp.

These maps are bilingual, so you may want to cover Summary cards of the language you don't read with your own set of Summary cards from the *Air Pack* if you own that expansion.



New Logos



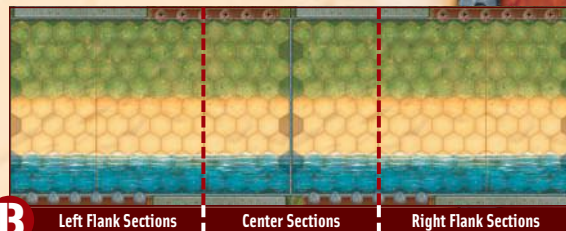
Whenever new units or figures are introduced alongside a new Battle Map, their Summary card will already be pre-printed on the map. Additional sets of stand-alone Summary cards for these new figures will be printed and released to the public on a regular basis as a compilation deck of all Summary cards for a given period. A complete, up-to-date, database of all cards can also be consulted online, on www.memoir44.com, at anytime.



B If you plan on playing other scenarios – official, or even your own – from our web site, you will need two copies of *Memoir '44*. Follow the set-up instructions on pages 4 and 5 of the *Memoir '44*

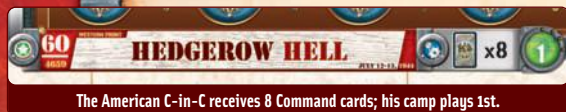
rulebook, laying your boards side by side to form a six-section map 26 hexes wide by 9 hexes deep.

The board's sections combine in pairs to create a double-sized left, center and right sections.



The players sitting in front of each pair of section will respectively be the Left, Center and Right Field General for that camp; each Field General thus has two sections of the battlefield under his own direct command throughout the game.

Now shuffle the two sets of Overlord Command cards together and give each Commander-in-Chief the number of cards indicated for that camp on the scenario's briefing notes or Battle Map.



Players from each camp should now feel free to huddle together to discuss the scenario's Special Rules, Objectives and Victory conditions, and their own preferred strategies and tactics. Once the game starts, communications will be more restricted and will have to follow the chain of command.

THE GAME TURN

A Memoir '44 Overlord turn consists of the following sequence:

1. The Commander-in-Chief selects 1, 2 or 3 Command cards from his hand.

He may give one card to each of his Field Generals, or give two Section cards to one Field General and one card to another, or just give one card to one Field General and nothing to the others, keep a card for himself to play it directly, etc.

If some of the cards a Commander-in-Chief selects to play are Section cards, he must give these to the corresponding Field General(s), as indicated by the cards' upper corner arrows.



If the card's arrow points to the left, only the Left Field General may receive and play it; if it points up, only the Center Field General, and to the right, only the Right Field General. If the arrow points in multiple directions, such as for the *Recon in Force* or the *Pincer Move* card, it may then be given to any of the Field Generals the arrow points towards.

The number inside the arrow states how many units the receiving Field General will be able to order, with "A" meaning "All".



This *Pincer Move* card may be given to either the Left or the Right Field General. He may then use it to order 2 units in one of the two sections under his Command.

The text under the Section card's title and central illustration spells this out again in greater detail; but using the upper arrows will help you quickly organize your hand of Command cards and see at a glance who they can be dispatched to.

If some of the cards a Commander-in-Chief selects to play are Tactic cards, he must:

– play them himself if the icon in the upper corners of the card shows the C-in-C's silhouette



This card must be played by the Commander-in-Chief himself.

– give them to the Field General of his choice if the icon is 3 arrows with a "?" inside



This card must be given to any one of the Field Generals.

– or do either of the above if both icons are present.



This card may be used to counter an opponent's Field General or Commander-in-Chief previous turn's action

A Field General who receives a Tactic card may never receive or play any other Command card during the same turn.

Likewise, a Commander-in-Chief who plays a Tactic card directly can never play another Command card during the same turn (though he may still give two other Command cards to his Field Generals). The

Commander-in-Chief's Tactic card action must be completed first, before the Field Generals start playing the cards they just received.

2. A Field General must play the Command cards he receives, face up, in the section he is ordering troops. If he receives two Section cards, he must play one in each of his two sections.

As a courtesy, when playing a Command card, a Field General places it face up in the section under his command in which he wishes to order units, so that his opponent Field General sitting across the table knows what he is up to.

If the card received is a Tactic card or a Section card that can order units in both sections under the Field General's command at once, he places the card astride his two sections.



As in standard *Memoir '44*, all unit movement must be completed before any battling. Field Generals should make sure all movement is completed for all sections of the battlefield before any battling starts.

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.

3. If a Field General does not receive a card from his Commander-in-Chief during a turn, he may decide to act of his own initiative.

A Field General acting on his own initiative rolls one die, with the following effect:

INITIATIVE ROLL	
	1 Infantry unit of your choice is ordered.
	1 Armor unit of your choice is ordered.
	1 unit of your choice is ordered.
	1 unit of your choice must retreat 1 hex. The unit may not battle. If none of your units is able to retreat, then one of them must lose 1 figure.
	1 unit of your choice must lose 1 figure. The unit may not battle.

If the symbol rolled does not correspond to any unit under the command of the Field General taking the initiative, no unit is ordered. The roll has no effect.

4. Once all the actions (movements and battles) of the Command cards given are completed, the Field Generals return the used Command cards to their Commander-in-Chief. He discards them, and draws two new Command cards, regardless of the number of cards he 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 notes or Battle Map's indications.

A Commander-in-Chief can never give out all the Command cards in his hand during a turn. He must always keep at least one in his hand, so that at the end of his turn, after drawing two new replacement cards, he has at least three cards in his hand.

The Military Chain of Command

When handing out Command cards, the Commander-in-Chief may talk in detail about the current battle situation, tactics and future strategy with one (and only one) of his Field Generals, but he may not show - nor should he state, at any time - what Command cards he holds.

Once the discussion is complete, the Field General carries out the Command card. However, he does not have to follow his 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. He simply passes them the Command card(s) of his choice, hoping for the best.

To keep the game moving briskly, first pass cards to Field Generals that receive them via wire or 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 his input to the time he is visiting the front.

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 his opponent declares a Close Assault combat. The Commander-in-Chief draws one replacement card after the ambush is completed.

PLAYING OVERLORD WITH EXPANSIONS

Overlord in the Eastern Front



The Soviet Commander-in-Chief cannot play Command cards, nor hand out orders to his Field Generals, directly from his hand. Instead, he must use Command cards placed under his Commissar chip prior to this turn.

At game start, the Soviet Commander-in-Chief must thus place up to 3 Command cards of his choice under his Commissar chip. These are the cards he *must* play or hand out during his next turn.



At the start of each turn, after taking the Command cards placed under his Commissar chip, the Soviet Commander-in-Chief must repeat this process and place some new Command cards under the chip, in preparation for the next turn. In no case can he ever place or have more than 3 cards under his chip.

Unlike in a standard Eastern Front scenario, in Overlord mode, **Recon 1** cards cannot be played directly from a Soviet Commander-in-Chief's hand. Instead, they are placed under the Commissar chip.

The **Air Sortie** (if Air rules are in effect) and **Counter-Attack** cards are exceptions; they may be played as normal, **Air Sortie** card visible on the table, and **Counter-Attack** card directly from the Soviet Commander-in-Chief's hand, but only if playing these card(s) AND the Command cards already placed under the Commissar chip during the prior turn does not exceed the maximum of 3 Command cards played during a turn!

The **Ambush** card is an exception as well: it may be given to a Field General and played immediately even if there are already 3 cards under the commissar chip (since the **Ambush** card is not played during your turn).

Air Sortie equivalent cards, such as **Air Power** if Air rules are in effect, and **Counter-Attack** cards can also be placed and played from under the Commissar chip, if the Soviet Commander-in-Chief wishes to, but the limit of 3 Command cards placed under the chip and 3 Command cards maximum being played during the turn must still be respected.

All limitations regarding the play of Command cards by Field Generals (no more than 2 Section cards to a same Field General, no more Command cards than a single Tactic card to a Field General, etc.) also remain in force at all time.

Overlord in the Pacific Theater



The US Marine Corps Commander-in-Chief can let one, *and one only*, of his Field Generals order 1 more unit than indicated on the Section card he gave him to play. He chooses which one, and tells him so at the start of the turn, when giving his Command cards out.

All Tactic cards that activate 1 to 4 units activate 2 to 5 instead, even if multiple Field Generals receive a Tactic card this turn.

When a US Marine Corps Field General or Commander-in-Chief counter-attacks his Japanese opponent through the play of a **Counter-Attack** card, he orders 1 more unit than indicated on the card of his opponent.

The reverse is not true and a Japanese General countering a US Marine Corps Field General that plays a **Move Out** card to order 5 units only counter-attacks with 4 of his own, for instance.

The **Air Power**, **Air Sortie**, **Artillery Bombard**, **Barrage**, **Close Assault**, **Infantry Assault** and **Their Finest Hour** cards are all unaffected by the US Marine Corps Gung-Ho! power.

Overlord and the Air Pack



When using the Air Pack in Overlord scenarios, all of the Air Pack rules for standard scenarios apply, with the following modifications:

◆ If the Overlord scenario being played makes no reference to the Air Pack in its Special Rules section, and both camps still wish to use the Air Pack for the battle, then each Commander-in-Chief receives one **Air Sortie** card at the start of the game. The remaining **Air Sortie** cards are shuffled into the Command deck.

◆ As in a standard scenario, **Air Sortie** cards drawn or received before the start of the game do not count toward a Commander-in-Chief's total hand size of Command cards. If an **Air Sortie** card is drawn, the Commander-in-Chief places it face-up, next to his camp but visible to the others, and draws a new Command card for his hand.

◆ During his turn, the Commander-in-Chief may give the **Air Sortie** card (alone, or in combination with a Section card!) to any of his Field Generals. The **Air Sortie** is never played directly by the Commander-in-Chief himself.

◆ The **Air Sortie** card counts as one card toward the total of up to three cards the Commander-in-Chief may play during his turn. It also counts as one card toward the maximum of two cards a Field General may receive and play during this turn.

◆ The **Air Sortie** may not be given to a Field General if that Field General also receives another Tactic card this turn. But it can be given (and played) along with a Section card, if desired.

◆ When playing the card, a Field General is subject to the same rules and limitations regarding the play of the **Air Sortie** as if he was playing with the Air Pack rules in a standard scenario.

◆ Among other things, this means that if an airborne airplane is already in either of the Field General's two sections at the start of the turn, he will not be able to play an **Air Sortie** card to bring a second airplane in the sections under his control - though he may still play the card to activate one of his airborne airplanes without an Air Check!

◆ A Field General that has not received any Command card this turn and decides to act of his own initiative may order an Airplane already present in one of his two sections to take-off or remain airborne, if he rolls a Star.

◆ When two airplanes begin a turn in a same section of the board, as a result of a Field General flying his airplane into his neighboring Field General's section during the course of the previous turn, one of these airplanes will automatically be removed (unless on a split hex across the two Field General's sections).





MEMOIR '44

Richard Borg

OPERATION OVERLORD



INITIATIVE ROLL



1 Infantry unit of your choice is ordered.



1 Armor unit of your choice is ordered.



1 unit of your choice is ordered.



1 unit of your choice must retreat 1 hex.
The unit may not battle.
If none of your units is able to retreat,
then one of them must lose 1 figure.



1 unit of your choice must lose 1 figure.
The unit may not battle.

1. The Commander-in-Chief selects 1, 2 or 3 Command cards from his hand.
2. A Field General must play the Command cards he receives, face up, in the section he is ordering troops. If he receives two Section cards, he must play one in each of his two sections.
3. If a Field General does not receive a card from his Commander-in-Chief during a turn, he may decide to act of his own initiative.
4. Once all the actions (movements and battles) of the Command cards given are completed, the Field Generals return the used Command cards to their Commander-in-Chief. He discards them, and draws two new Command cards, regardless of the number of cards he gave out and played during the turn.