

## MEMOIR '44 TOURNAMENT INSTRUCTIONS

The following tournament format is designed to give individual Memoir '44 players a venue through which to measure themselves against fellow players in a short (under three hours, four if you make it to the finals), fun, and varied (you will play at least three distinct scenarios, regardless of how you fare in combat) environment consistent with in-store events and single day conventions.

### Requirements

All that is required to run a Memoir '44 tournament in this format is:

- one or several groups of 6 individual players;
- a corresponding number of copies (1 for every 2 players) of Memoir '44;
- three distinct scenarios for the qualifications, and an additional scenario for the finals.

### Set Up

Select any three Memoir '44 scenarios over which you wish to play the qualifications, and a separate, fourth scenario for the final.

For each group of six players:

1. Ask three participants (now referred to as Axis 1, Axis 2 and Axis 3) to be playing for the Axis and the other three (now referred to as Allied 1, Allied 2 and Allied 3) to be playing for the Allies. If necessary, assign the camps at random.
2. Set up the three qualifications Memoir '44 scenarios, one for each of the three separate playing tables, arbitrarily named A, B, and C, using the three Memoir '44 games available.

### Qualifications

3. Seat the participants per the section titled First Match on the schedule in the lower half of the Tournament Score Sheet.
4. Have them play their game, registering their number of *medals lost*, *medals won*, and number of *figures lost* for this particular scenario, on the corresponding sections of the upper half of the Tournament Score Sheet.
5. Once their game is finished and the scores are registered, have them set up the game again; using the same scenario they played, to make the table ready for the other players.
6. Repeat steps 3,4 and 5 for the second match, and steps 3 and 4 for the third qualification match.

### Final

7. By now, each player has played a total of three qualification games over the three distinct scenarios and confronted each of the three opposing commanders (i.e. Allied 1 has played against Axis 1, 2 and 3 respectively) once. Now tally up each of the players' numbers of medals won over the three scenarios played, and take the best (i.e. most medals won) player from each of the Allied and Axis camp. The best Allied and Axis commanders, as thus determined, go into the fourth, final scenario.
8. Set up the fourth, final scenario, and have the two finalists play it twice in a row, once from each side, tallying up their medals won, medals lost and figures lost.
9. The winner of this match play is now declared winner of the Tournament. Mail us the completed score sheet, including the winner's name and address, and screen name if any, for inclusion in our roster of Elite Commanders.
10. Congratulations for a well-run event!

### Tiebreaks

In case of a tie between two commanders of the same camp going into the final (i.e. Allied 1 and Allied 3 have both won 15 medals, while Allied 2 won 11), the tiebreak goes to the commander who has lost the fewest total medals. If still tied, the qualification goes to the Commander in that camp who has lost the fewest total figures. If still tied, you will now need to tally up the medals won by their respective group of opponents, with victory going to the commander who faced the strongest (most medals won) group of opposing commanders.

### On the balance of scenarios

A nice feature of this format is that it does **not** require the scenarios played to be balanced, as each player is vying for the title of Best Commander-in-Chief for whichever camp (Allied or Axis) he represents, to qualify into the finals. As for the final, it is fought between the best Allied and best Axis Commander over a match play - the same final scenario is played twice, once from each side.