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Welcome to the rules booklet of this brand new fan-made expansion for our favorite game Memor'44.

Have you ever felt like your troops were in the wrong position at the start of a battle? Do you always spend your first few turns on a certain map to get your units in the most favorable position? Did you ever think that landing an artillery unit on Omaha beach would be much more favorable to the Allies?

Those frustrations are gone. With this expansion you decide how your troops are deployed onto the battlefield. Some might say that this expansion breaks away from the historical accuracy of the game. I believe we already broke away from historical accuracy by replaying historical battles and arriving to another outcome. With this expansion, we just take it one step further: we insert another aspect of "What if ...?".

What if the German command decided to position their armor closer to the coast, so that they could counterattack the troops landing on the beaches instead of letting them get off the beaches and fight them in the hedgerows of Normandy?

What if you can deploy the troops differently instead of the way the actual commanders deployed them? How would all this influence the battles?

There is no more "The battle lines are drawn, you are in command ..."; now you are in command before the battle lines are drawn!

A Memor'44 fan.

I would like to thank the following people:

- **Days of Wonder**, for giving the permission and the platform to publish this.
- Everyone who ever posted on the forum how they would like a deployment system for Memor'44. You gave me the energy to develop this.
- **Burdie Smith**. You had the idea to actually make this system and came up with a way to compare the value of the different unit types in Memor'44. Your feedback has been helpful.
- Dietrich Von Kleist and the members of the O-VL Memor community, as well as the M44Club.be who tested the initial version by **Burdie Smith**.

Wim Debraekeleer / Quit2

This is a beta version. It needs more testing to improve the details. Feedback is welcome and will be taken into account for a future version.

People with good graphic skills and free time on their hands are welcome to offer their help for a future version of this expansion.



Content:

This expansion comes with a specific set of deployment cards for each of the armies in Memoir '44. Each set consists of 3 types of cards: division cards, battalion cards and upgrade cards.

When playing on an overlord sized map, you should use all the cards for a specific army. When playing on a standard sized map or a breakthrough map, you should use only the cards without the overlord logo in the top right corner.

To play overlord battles with this system, you are supposed to have the units from 2 base games and 2 of each army pack, as well as an equipment pack. The cardboard tokens from the overlord expansion can serve as replacements for the troops of the second army packs.

How to play?

1. Select a scenario. This booklet comes with a few scenarios ready to use with this expansion. I will create more of those in the future. You can always invent them yourselves as well. You need a scenario without troops in it, with zones marked for each side in which troops can be deployed and with an indication of how many deployment cards can be used by each side.

2. Draw deployment cards. There are two ways to do this. Players should agree in advance which way they use.

In the first way, the players shuffle each of their deployment decks (divisions deck, battalion deck and upgrades deck) and draw the number of cards indicated by the scenario from the top of each deck. Their opponent doesn't see which cards they have, but they couldn't choose the cards freely.

In the second way, the players can choose which cards they pick. The player who goes first in the scenario chooses and picks his first card and shows it to his opponent. His opponent then picks his first card and shows it. The players keep alternating until they picked all the cards they are entitled to for the scenario. In some scenarios, one player is entitled to more cards than his opponent, so in they end the players might no longer alternate. The players chose their cards freely, but their opponent sees which cards they picked.

3. Deploy your troops. There are also two ways to do this. Players should agree in advance which way they use.

In the first way, the players write with a pen on a blank copy of the scenario map which unit goes where. When they are ready, they reveal their deployment to the opponent and place the units on the battlefield within the deployment zone for their army. In this way, there is a total surprise of where the opponent's troops will arrive. A player cannot react to the deployment of his opponent.

In the second way the player who will play first on the scenario reveals one of his deployment cards and places the units on the map within the deployment zone for their army. Then his opponent reveals one card and does the same. The players keep alternating until all the units are deployed and all upgrades are applied. There is no total surprise of where the opponents units arrive as the players can react to the deployment of certain units with a subsequent deployment card.

If at any time, you run out of components of a certain type, you do as much as you can of what's instructed by the deployment card. Players can choose to disregard the effects of an upgrade card (only upgrade cards!) and do nothing, but when they apply part of the card, they must apply as much as they can.

4. Have fun playing the battle.

MEMOIR '44

Deployment System

Example: Players are deploying their armies on a board according to the system where they take turns revealing a card and deploying the units. A player has 2 cards left: a mixed army division and an engineer upgrade. He knows his opponent has 1 upgrade card left. He can now choose to first deploy the division, and keep the engineer upgrade for after his opponent has played his upgrade so that he can respond to his opponent playing wire or a minefield. He can also choose to keep his division for later, to avoid placing his armor in front of the infantry that his opponent will upgrade with an AT gun SWA.

When you deploy units, always apply the standard rules for those units. The same goes for obstacles and other markers.

Example: when deploying a half-track, resupply rules are in effect.

Clarifications on specific cards

- **many upgrade cards allow you to upgrade 2 units at once.** Example: the engineers upgrade card for the germans is marked like this:



This means that you replace 2 different standard infantry units each by an engineer unit. So instead of 2 basic infantry units, you have 2 engineer units, which are placed in the same hex as the basic infantry units were.

Some cards allow you to choose either which unit you upgrade or to what it is upgraded. In case two units can be upgraded, the choice can be different for each up the upgrades.

- **Some upgrade cards require you to discard another unused upgrade card to play them. The discarded card will have no upgrade effect. If you have no more upgrade cards to discard, you cannot play the card.**

Example: to upgrade a standard panzer unit to a tiger tank, you must discard another upgrade card that will have no effect. So if a player has the following upgrade cards: Tiger (2x), Engineers, Minefield, he can choose to upgrade two tank units to tiger tanks, but then he would have to discard both other upgrade cards. He could also upgrade one unit to a tiger tank and discard the other tiger upgrade card for that effect. He would still have his engineers upgrade and minefield to play as normal.

- **Some upgrade cards, like wire or minefields allow you to place the item “in or up to 2 hexes in front of your deployment zone.”** This means that from the hex where you deploy the item, you would be able to reach the deployment zone by applying 0 to 2 retreat flags to the item.

- **Some upgrade cards tell you to redeploy an enemy unit to it’s baseline hex in case that unit is on the hex where you place the item (example: hedgehogs on armor).** The controller of the unit chooses the hex where the unit will be redeployed. He must choose a hex on his baseline in the section where the unit was originally deployed and that hex must be free and within his deployment zone. If he cannot redeploy it, it is removed from the game, at no medal cost.

- **Some deployment cards add rules to the game.** Example: the BCF armored division card adds the rule that BCF armored units can move only 0-2 during the movement step. If such a rule is present on one or more of the used deployment cards, that rule is active. Having the same rule twice adds nothing extra.

- **Some troops will be played as reinforcements.** Those troops need to be set up next to the board at the start of the game. Upgrades can be applied to them.

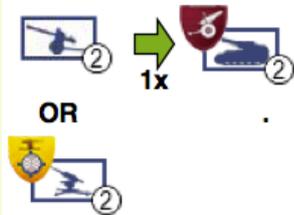
- **Minefields can only be deployed on terrain that doesn’t prevent engineers from battling when they enter it.**

MEMOIR '44

Deployment System

Mobile Artillery

Upgrade:



OR

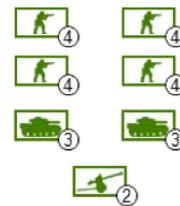


Tactical tip: try to surprise your opponent, so that you maximize the effect of your specialized units such as anti-tank guns. With the placement of items such as minefields and hedgehogs, one can obtain quite an effect of surprise.



Mixed Army Division

Deploy:

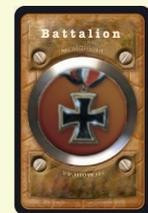


Mixed Army Division

Deploy:



BCF Armor moves 0-2



Each army has his specifics. The Germans have access to tiger tanks, while the British Commonwealth has their Hobart's Funnies. The Red Army has more infantry and more access to snipers, but they have less elite troops.

Each army has its own color to mark its deployment zone.



Green : USA

Blue : Germany/Axis

Red : USSR

Yellow : Japan

Orange : British Commonwealth Forces



Specific roles for Overlord play:

- **The Commander in Chief draws the deployment cards. He distributes the units amongst the Field Generals.** He can split the units from one card over different Field Generals. He also distributed the upgrades. These can also be split over multiple Field Generals if the card allows for multiple items or units to be affected.
- **The Field Generals decide where the units are deployed.** If a unit has to be redeployed, it is also the Field General who decides on the new location. Field Generals can only decide on the units that are assigned to them, but they can discuss about it with their fellow Field Generals. This is necessary when a Field General wants to use a hex that is split over 2 sections.
- **The Commander in Chief is not allowed to discuss where units should be deployed.** He is limited to handing out the units and upgrade items.
- **When the hidden deployment option** (with notes on a blank scenario map) **is used, the Field Generals get all their units and upgrades at once**, before they decide where they are deployed.
- **When the alternating deployment option is used, the Field Generals only discover the deployment cards at the same time as their opponents.** They have to decide on the position of certain items before knowing the full list of items they will receive.