

Memoir '44 [Simple 4-Player Variant]

by Bobby Goodman III (based on the Memoir '44 system by Richard Borg) -- Version 6.23.2021

Components: map, battle dice, fortifications (from M44), minefield tokens, VP track (from Tide of Iron) figures (from Attack!). Additionally, you need the custom-made Command Cards.

Setup

- Each player takes his colored pieces and divides them into units. Infantry have 4 figures per unit, Tanks have 3, Artillery have 2, Planes have 1. This means each player should have 7 Infantry units, 4 Tank units, 3 Artillery units, and 1 Plane unit. All units begin off the board in your Reserves.
- Place an Objective token and Sandbags on the center hex of the map, and place any terrain hexes on the map you wish to use.
- Each player chooses a corner of the map to be their deployment zone. (If you choose to play teams of 2-players each, teams should pick 2 corners adjacent on the long edge of the map.)
- Shuffle the Command Cards into a deck and deal 3 to each player.
- Decide who will take the first turn.

Turns: On your turn, you will (a) Play a Card, (b) Order, Deploy, Move, and Battle Units, (c) and Draw a new Card.

Playing a Command Card: Each turn, you may play one Command Card. For each symbol on the card, you may order, deploy, move, and battle with one of your units of that type and use the special ability listed at the bottom. Once played, Command Cards are discarded and you draw a replacement.

Ordering Units: Giving a unit an Order means that unit can Deploy, Move, and then Battle. You should always completely finish all the actions for one ordered unit before ordering the next unit. Any particular unit may only be ordered once per turn (except for your Plane, which can be ordered multiple times). You can either Order units that are already on the map, or units from your Reserves.

Deploying Units: If you Order a unit from your Reserves instead of one already on the map, you must deploy it first--in order words, placing it on the map. You must deploy to an empty hex that is within 3 hexes from your corner.

Moving Ground Units: Tanks can move up to 3 hexes, Infantry can move 2, while Artillery can only move 1. Ground units can only move from the hex they occupy to an adjacent, empty hex. Only one ground unit can occupy a hex at a time. Ground units may not enter a hex containing other ground units and may not pass through other ground units. Units must always complete their movement before battling.

Ground Battles: After moving, the ordered ground unit may attack an enemy unit in range and within line-of-sight. Friendly and enemy ground units, Forests, Hills, and Buildings block LOS. To resolve a battle, the attacking unit rolls a certain number of battle dice. For each dice result that matches the target unit type or grenade, the attacker removes a figure from the target unit and keeps it as a Victory Point. A star result is a miss. A flag result is a retreat (see below). The reference sheet shows how many battle dice each ground unit type gets at particular ranges.

Retreat: For each Flag you roll against a ground unit in battle, that unit must move 1 hex away from the attacking unit. The attacking player gets to choose which hex the defender retreats to. Units can only retreat to hexes that are empty. Ground units cannot retreat off the map. For each hex a unit cannot retreat, it takes a hit instead. The attacker may choose not to apply Flag results if he doesn't want the enemy to retreat.

Gain Ground: If an attacking ground unit causes an enemy unit to vacate its hex (by eliminating its last figure or making it retreat), the attacking ground unit may move into that hex after battle. A unit may only Gain Ground once per turn.

Overrun: If an attacking Tank causes an adjacent enemy unit to vacate its hex (by eliminating its last figure or making it retreat), the attacking Tank may move into that hex after battle and battle again. A Tank may only Overrun once per turn, but it may Gain Ground after Overrunning.

Fortifications: Some cards let you deploy fortifications permanently. They can be placed in any hex containing a friendly ground unit, or in an empty adjacent hex. Each hex can only have one type of fortification.

- **Sandbags:** Ground units here ignore retreats (except from Artillery and Plane attacks).
- **Tank Traps:** Tanks and Artillery may not enter this hex.
- **Barbed Wire:** Infantry may not enter this hex.
- **Minefield:** A ground unit who enters this hex rolls a 1 dice attack per figure against itself.

Terrain: The varied terrain on the map has the following effects on the game:

- **Forest:** Blocks LOS. Tanks must stop when enter. Rugged Defense.
- **Hills:** Blocks LOS. Rugged Defense.
- **Buildings:** Blocks LOS. Only Infantry and Planes may enter. Rugged Defense.
- **Water:** Ground units must stop when enter. Weak Defense.
- **Bridge:** Treats Water hex as clear.

Rugged and Weak Defense: Tanks and Infantry are -1 to their battle dice when attacking units with Rugged Defense (but Artillery and Planes ignore this penalty). Any unit attacking a unit with Weak Defense gets +1 battle dice.

Ordering Planes: When you give an Order to your Plane, it can Move, Dogfight, and Strafe.

Air Movement: When a Plane moves, it can move to any hex on the map. It may even move to a hex occupied by a friendly ground unit, or a hex containing enemy units. Planes ignore the effect of all terrain. Each hex can only contain one Plane, except when a dogfight occurs. A Plane may choose not to move when given an order.

Dogfights: If your Plane moves to a hex occupied by an enemy Plane, that enemy Plane must either return to its reserves or must engage in a dogfight against you. When a plane is eliminated in battle, it is returned to your reserves instead of kept by the attacker as a Victory Point. In a dogfight, the attacker rolls 1 battle dice with the following results:

Star or Grenade = defending Plane is shot down.

Flag = defending Plane must retreat to reserves.

Other = attacking plane must retreat to reserves.

Strafe Attacks: After dogfighting (if necessary), your Plane may battle an enemy ground unit in its hex with a strafe attack. To strafe, roll 1 battle dice (2 if you did not dogfight), ignoring any battle penalties from terrain or fortifications. Apply the dice result as in a normal ground battle.

Pinning Enemies from the Air: When your Plane shares a hex with an enemy ground unit, that enemy is considered pinned. When given an order, a pinned unit cannot move, but it can still battle normally. It cannot Gain Ground or Overrun. When a moving ground unit enters a hex containing an enemy Plane, it immediately becomes pinned and cannot move further. Instead of engaging in a normal ground battle, a pinned unit may battle the enemy Plane in its hex by rolling 1 battle dice. A Star, Grenade, or Flag result means the same as in a dogfight.

Gaining Victory Points: You gain 1 VP for each figure you eliminate from enemy units (except Planes). Also, at the end of your turn, if an opponent occupies the Objective hex, you must give them a figure from your Reserves as a Victory Point. (Save your Plane for last.) The game ends when any player has no more figures in their Reserves, and the player with the most Victory Points wins.