



OVERLORD / AIR PACK



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, if any, 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 the 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. This procedure continues until a non-**Air Sortie** card is drawn.
- » During his turn, the Commander-in-Chief may give an **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 the Field General if that 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, the 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** to bring a second airplane into either of the sections under his control - though he may still play the **Air Sortie** to activate the Airborne airplane in his control without an Air Check! Alternatively, the player may opt to let his Airplane disappear off the board and initiate a new Air Sortie with a fresh Airplane instead.
- » A Field General who 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 the 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).



GENERAL QUESTIONS

- Q.** If the Air Pack symbol is at the top of the scenario page, but nothing is said in the special rules, do both players get one **Air Sortie** card (if they agree to use Air Rules)?
- A.** The Air Pack symbol may just indicate that some terrain from the Air Pack is being used. If the special rules don't say anything about the Air Rules, the scenario was not designed for the Air Rules and they were not used for play testing, so it may change the balance in an unexpected way. The goal is to have fun though, so if both players want to use the Air Rules, each player gets one **Air Sortie** card.
- Q.** When a Commander-in-Chief draws an **Air Sortie** card, I understand that it is placed face up next to the card holder and another card is drawn immediately. If an **Air Sortie** card is drawn after a **Recon 1** card is played, how does this work?
- A.** In Overlord, if the Commander-in-Chief gives a **Recon 1** card to a Field General as one of his cards, he is then permitted to draw 3 cards and keep them all to replenish his hand instead of the usual limit of 2 cards. If an **Air Sortie** card is drawn as one of the three cards, he will immediately place it face up next to his card holder and draw another card until he has a total of 3 non-**Air Sortie** cards to add to his hand.
- Note:** The **Air Power** card is not placed face up because it is an **Air Sortie** equivalent and counts as one of the three standard cards in a draw.



OVERLORD / AIR PACK QUESTIONS

Q. Can a Field General receive an **Air Sortie** card along with a Section card, and play them together?

A. Yes.

Q. Could a Field General receive an **Air Sortie** card and a Tactic card in the same turn?

A. No, never.

Q. Can a Field General receive an **Air Power** card and a Section card in the same turn?

A. No. A Field General who gets an **Air Power** card may never receive another card that turn because it is a Tactic card and only an **Air Sortie** equivalent. As noted above, if a Field General gets an **Air Sortie** card, he (or she) may also get a Section card to play with it.

Q. If players owned 3 Air Packs and they are playing an Overlord game, could they have 6 Airplanes in the field, 3 on each side?

A. Yes, or even if they own less than 3 Air Packs because **Air Sortie** and **Air Power** can be played again once the deck is reshuffled. Note: Players would still be limited to using Airplanes that were available to their nation at that time during the war.

Q. Which planes can you bring onto the board?

A. The Air Pack rule book and Airplane reference cards tell you which planes are available to which nations, depending on the date of the scenario. Players can only bring on planes that were available to them during that time of the war.

Q. Could a Commander-in-Chief, in a situation with 3 Air Packs, give all 3 **Air Sortie** cards out on the first turn, one to each Field General?

A. Yes, but the Commander-in-Chief would not get to draw any new cards at the end of the turn.

Q. Would a Commander-in-Chief draw replacement cards if he handed out 3 **Air Sortie** cards the turn before?

A. No, per the normal **Air Sortie** card rules. **Air Sortie** cards do not count toward the total number of cards held and are not replaced after they are played.

Q. Could a Commander-in-Chief, in a situation with 3 Air Packs, give each Field General an **Air Sortie** card and a section card on the first turn?

A. No, because a Commander-in-Chief may only play 3 cards on a turn and Air Sortie cards count toward the total number of cards the a Commander-in-Chief plays on the turn.

Q. Can each Field General control one Airplane?

A. Yes.

Q. If a Field General is not issued any cards, acts on his own initiative, and rolls a Star can he order an Airplane that is already on the board in one of his two sections?

A. Yes.

Q. Do Airplanes in an Overlord battle leave the battlefield like normal if they are not ordered ?

A. Yes.

Q. Can an Airplane move into a section with another Airplane, and both Airplanes end their turn in the same section as a result?

A. Yes, but on the next turn, the Field General in charge of the Section containing both Airplanes would only be able to order one. The other Airplane would fly off the board and be removed like normal.

Q. If an Airplane is in a "split-hex" that counts as being in two sections, does it count as being in both sections for purposes of deploying a new Airplane into either section?

A. The two Field Generals concerned would have to agree who commands the Airplane in the split-hex this turn, and only the one without control of this Airplane could contemplate bringing a new Airplane in his section this turn.

Q. When using Air Rules in an Overlord game, is the **Air Power** card played by the Commander-in-Chief or is it handed to a Field General to initiate an air action in his sector?

A. The Commander-in-Chief may never play **Air Power** or **Air Sortie** cards from his hand. Both cards must be given to Field Generals. Note: A Field General could receive a Section card to play with an **Air Sortie** but must play **Air Power** alone.

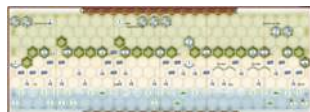


AIR RULES FOR RELEASED OVERLORD SCENARIOS



The Cadets of Saumur

- » Air rules are optional: If used, shuffle both **Air Sortie** cards into the deck, at game start.
- » The Allied player may not play any **Air Power** card (nor any **Air Sortie**, if Air Rules are used). When he draws an **Air Power** or **Air Sortie** card, he immediately discards it and draws a replacement card instead.



Omaha Beach Overlord

- » Air rules are optional: If used, give the Allied player one **Air Sortie** card and shuffle remaining **Air Sortie** card(s) into the deck, at game start.
- » Allied airplanes must be either Spitfires or P-40s. Axis airplanes can only be Me-109s or Storches.



Sword Beach Overlord

- » Air rules are optional: If used, give the Allied player one **Air Sortie** card and shuffle remaining **Air Sortie** card(s) into the deck, at game start.
- » Allied airplanes must be either Spitfires or P-40s. Axis airplanes can only be Me-109s or Storches.



Q. What theater of World War II is your favorite?

A. The one that we are currently playing! ;-)

» *Richard Borg* (Designer of Memoir '44)



Hedgerow Hell

- » Air rules are not in effect. The **Air Sortie** cards are set aside and not used in this mission.



Operation Market Garden

- » Air rules are not in effect. The **Air Sortie** cards are set aside and not used in this mission.



Bastogne Overlord

- » Air rules are not in effect. The **Air Sortie** cards are set aside and not used in this mission.
- » The Air Power card must be played as an **Artillery Bombard** Tactic card instead: "Issue an order to all Artillery units. Units may move up to 3 hexes or battle twice".



Moyland Wood Overlord

- » Air rules are not in effect. The **Air Sortie** cards are set aside and not used in this mission.



Rzhev Overlord

- » Air rules are not in effect. The **Air Sortie** cards are set aside and not used in this mission.

Q. Has Memoir '44 reached the end of its creative capability? What other expansions could there possibly be?

A. If there is one thing I've learned while I've been playing this board game and helping with resources, it's that Richard Borg is full of surprises and creative ideas. We know that Days of Wonder is dedicated to continuing their support of Memoir '44 and I'm confident that Richard is testing some new ideas right now that we haven't even considered. I read once that World War II was not only the largest conflict in world history but it also has the most books and movies written about it. With that much history and literature for Richard to draw from, I think we're in for a long line of Memoir '44 products still to come.

» *Jesse Rasmussen* (Memoir '44 Player - United States)

AIR RULES FOR RELEASED OVERLORD SCENARIOS CONTINUED



Sword of Stalingrad

» Air rules are not in effect. The **Air Sortie** cards are set aside and are not used in this mission.



Rats in a Factory

» Air rules are not in effect. The **Air Sortie** cards are set aside and are not used in this mission.



Prokhorovka Overlord

» Air rules are not in effect. The **Air Sortie** cards are set aside and are not used in this mission.



Tigers in the snow

» Air rules are not in effect. The **Air Sortie** cards are set aside and are not used in this mission.



Peleliu Landings Overlord

» Air rules are optional: If used, give the Allied player one **Air Sortie** card and shuffle remaining **Air Sortie** card(s) into the deck, at game start.

» Allied airplanes must be either Corsairs or P-40s. Axis airplanes can only be Zeros.

Q. What advice do you have for players who are trying to create their own scenarios?

A. Scenarios you design should be playtested more than one time. Playing a scenario solo does not count as a good playtest. Don't add a lot of special rules to your scenario. Memoir already has its fair share of rules; besides, we have played hundreds of scenarios with lots of rule ideas, so limiting rules to what has been officially published will actually help maintain consistency and continuity. I sure would like to avoid contradictory statements between official and community designed scenario rules.

» *Richard Borg* (Designer of Memoir '44)

Notes:

