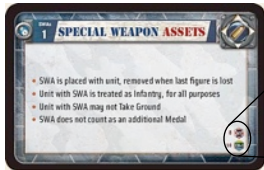




# IX. SPECIAL WEAPON ASSETS



## SPECIAL WEAPON ASSETS



- ✦ SWA is placed with unit, removed when last figure is lost
- ✦ Unit with SWA is treated as Infantry, for all purposes
- ✦ Unit with SWA may not Take Ground
- ✦ SWA does not count as an additional Medal

**Q.** Can a Special Weapon Asset (SWA) unit be ordered with *Behind Enemy Lines* to move up to three hexes and still attack?

**A.** Yes. In this case, the card overrules the SWA movement limitation and allows a Special Weapon Asset unit to move three hexes, attack and then move three more hexes. The unit could also move six hexes without attacking.

**Q.** Can a Special Weapon Asset unit be ordered with *Infantry Assault* and move three hexes?

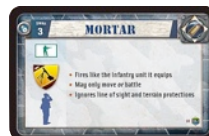
**A.** Yes. The normal SWA unit rules apply though, so it cannot attack, even if it just moves one hex.

### ANTI-TANK GUN



2

### MORTAR



3



# X. OVERLORD



## GENERAL QUESTIONS

**Q.** In Overlord, the rules state that the Commander In Chief (CIC) can issue anywhere from 1-3 cards to any of his Field Generals. Some of the cards, however, can only be played by the CIC himself (*Barrage* for example). Does this mean that the CIC can distribute 3 of his cards and also play a "CIC only" card like *Barrage*?

**A.** No. The Commander In Chief may only play a maximum of 3 Command cards on his turn. When a Commander In Chief is playing a Tactic card (*Air Power* or *Barrage*), it counts as 1 of his three cards. Another limitation is that a Commander In Chief may not play more than one Tactic card on his turn. To avoid confusion, a Commander In Chief must complete his Command card action (*Air Power* or *Barrage* attack) before any of his Field Generals start playing cards received this turn.

**Q.** When a *Recon 1* card is played in an Overlord game, you may draw three cards at the end of the turn instead of two cards. On the turn during which the *Recon 1* card is played, may other cards be played?

**A.** Yes. The CIC may play up to 2 other cards along with a *Recon 1*.

**Q.** Let's say I'm playing an Overlord battle and I have 2 cards less than the maximum number I could hold (I have 10 cards but I could hold 12). If I play a *Recon 1* card, do I get to draw 3 cards and keep the best two (since I can only hold 12)?

**A.** No. In Overlord, the *Recon 1* card simply allows you to draw up to 3 cards to replenish your hand instead of the normal 2. You may never draw more cards than you are allowed to hold by the scenario briefing. So in your example, you may only draw 2 cards because the number of drawn cards allowed by the use of *Recon 1* would push your hand past the limit of 12, which isn't allowed at any time during Overlord battles.

**Q:** If the Commander In Chief plays the *Barrage* or *Air Power* card (or *Counter-Attacks* these cards) in one section, can the Field General for that section receive cards in the same turn?

**A:** Yes. The Field General may receive 1 Tactic card, 2 Section cards or he may roll for initiative. The Commander In Chief is still limited to 3 cards per turn, though.

## IMPERIAL JAPANESE ARMY COMMAND RULES IN OVERLORD

**Q.** Under the Imperial Japanese Army Command rules, in an Overlord scenario, if you roll a die to order a unit without playing a card and you roll a Flag, do you have to retreat a unit, or is that Flag ignored because Japanese Infantry never retreat?

**A.** The Japanese unit must retreat. Japanese Infantry only ignore Flags when they are being attacked.

## AIRPLANES IN OVERLORD

**Q.** Will the Air Pack be compatible with the Overlord version of Memoir '44?

**A.** Yes. The rules are available for download on the Memoir '44 Overlord page:

<http://www.memoir44.com/content/overlord/>. They accommodate both single and multiple copies of the Air Pack played in conjunction with Overlord scenarios. A reference page is also available under the Rules & Goodies section of the web site.

## OVERLORD ON THE EASTERN FRONT

When Russian Command rules are in effect (Commissar rules) the Soviet Commander-in-Chief cannot normally play Command cards, nor hand out orders to his Field Generals directly from his hand. Instead, he must use Command cards that were placed under his Commissar chip prior to this turn. The **Air Sortie** (if Air rules are in effect), **Ambush** and **Counter-Attack** cards are exceptions; they may be played as normal. The **Air Sortie** card will be visible on the table, and **Counter-Attack** card played 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, do not exceed the maximum of 3 Command cards played during a turn! In addition, 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.



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.

A **Counter-Attack** may be played directly from the Soviet Commander-in-Chief hand along with 1 or 2 Command cards from under the Commissar chip. A **Counter-Attack** card played from the Soviet Commander-in-Chief's hand may be used to issue the same order just played by an opposing Field General or counter a card played by the opposing Commander-in-Chief. It is important to note that the **Counter-Attack** card may only be played from the hand along with 1 or 2 cards under the Commissar chip. If there are 3 Command cards under the Commissar chip the Soviet Commander-in-Chief may not play a **Counter-Attack** card from his hand because it would exceed the 3 card limit. Also note that all the Command cards under the Commissar chip must be played. The Soviet Commander-in-Chief may not choose to play only 1 card from under the Commissar chip and leave 1 card under the chip.

The Soviet Commander-in-Chief, in lieu of playing the Command cards already committed under the Commissar Chip, may choose to play up to 3 **Counter-Attack** Command cards from his hand. The Command cards under the Commissar chip are not used this turn and will remain under the token until the next turn.

**Counter-Attack** cards can also be placed and played from under the Commissar chip, if the Soviet Commander-in-Chief wishes to. The limit of 3 Command cards placed under the chip and 3 Command cards maximum being played during the turn must still be respected. When the Soviet Commander-in-Chief places a **Counter-Attack** card under the Commissar chip along with at least one other Command card, it may only be used to issue the same order just played by an opposing Field General. A **Counter-Attack** card that is under the Commissar Chip, along with at least one other Command card, may not be used to counter a Command card (Their Finest Hour, Barrage, Air Power, or a Counter-Attack) that was just played by the opposing Commander-in-Chief. However, a lone **Counter-Attack** card under the Commissar chip may be used to either counter a single order from a Field General on the board or to counter the order of a Commander-in-Chief.

The **Ambush** card requires the Commander-in-Chief to keep a close watch on the battlefield. The card is given to a Field General from his hand, when his opponent declares a Close Assault combat. The Commander-in-Chief draws one replacement card after the Ambush is completed.

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

A Soviet 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.

**Q.** When playing Overlord scenarios, what role do you prefer to play in?

**A.** Normally I watch and answer questions, while others enjoy the Overlord game experience.

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

