

Open de France 2014

I. General Instructions

- **Any distinctive mark linked to WWII armies (badge, flag, cloth etc.) is prohibited.**
- The Tournament Staff may exclude any player in case of inappropriate behaviour.
- No food or drinks allowed on game tables. No smoking inside.
- Cell phones must be turned off during the games.
- Watch your belongings as the Tournament Staff is not responsible in case of loss.
- Players are liable to all damages they cause.
- Memoir '44 is a game. Keep it cool and play fair!
- The Memoir'44 boxes and figures are made available by Days of Wonder and the FFM44. Please do not take them home...
- **The duration of each game is 45 minutes.** Keep it in mind!
- After 45 minutes, the game stops. Players must play the same number of turns though, so the second player may still play his turn.
- After a game, players must prepare the setup for the next game and leave the room. It is prohibited to stand next to other players' tables and give them hints or indications.

II. Gameplay

Before Game Start

- Check your table number for this game on your reference sheet and go to that table.
- Check the scenario setup (figures, badges, obstacles etc.)
- Make sure your opponent also checked the setup.
- A wrong setup will NOT cancel the game, so it is your responsibility to check that every unit is right where it should be, and to correct the setup before starting if needed.
- Read the Briefing, Victory conditions and Special rules.
- If you need further explanation on a specific rule, call a referee.
- Each round is played in two games (you will play both sides). The player referenced as "Player n°1" on the game sheet always starts with Allies. He'll then play the second game with Axis.
- When you sit at a table, you **MUST** wait for your opponent: do not touch or shuffle the Command card deck if your opponent has not arrived. When both players are present, shuffle the cards, and ask your opponent to cut it.
- A good way to deal the cards is the following: prepare two decks of 5 cards each, ask your opponent to choose one, then adjust the number of cards if needed.

The Game Turn

1. **Play** a Command card and show it to your opponent.
2. **Order** your units and place an activation token on it to mark them as ordered.
3. **Move** your ordered units (if you want) one after the other. Remember terrain restrictions when doing so. When a unit has moved, take the activation token back, or turn it on its "target" side if the unit is still eligible to battle.
4. **Battle** with the ordered units that are still eligible to battle. Show your target and:
 - a. Check range and line of sight
 - b. Apply battle dice reductions if any
 - c. Roll the dice and apply losses
 - d. Remove activation token from your **unit**
5. **Draw** a new Command card.
 - a. If you played ***Their Finest Hour***, ask your opponent to cut the deck after you shuffled it, or ask a referee if you see one.

- b. If you played a **Recon 1**, you take two cards and keep only one: the other one is discarded face up.
- 6. End of your turn.
 - Any initiated action must be performed to the end. Once you placed and dropped your activation token on a unit, that unit has been ordered and you cannot use your activation token for another action. Once a unit has been moved and dropped, its move is over.
 - For any dispute, freeze the game and call a referee.

Game End

- The game stops when you or your opponent fulfill the victory conditions.
- Each player counts his medals AND surviving figures.
- The game results are written on the game sheet and signed by a referee. Do not prepare the next battle before a referee has signed your game sheet.
- Once a referee has signed your game sheet, prepare the setup for the next game (or for the next players if you just finished your second game).

End of the round

- Before leaving the table, make sure you prepared the setup for the next players
- Sign your game sheet as well as your opponent's game sheet, then give it to a referee or to the organization team that will use it to update the rankings.

III. Rounds

- Each round is played in two games (Allies and Axis). Each player plays one game on each side.
- After each round, the rankings are updated in real time.
- Each player will play a total of 6 rounds, ie 12 games.

How it works:

- Each contestant receives a number at the beginning of the Tournament.
- The Tournament Staff prepares pairs for the coming round.
- After the round, the Tournament Staff recovers the game sheets and update the rankings, based on the number of medals and surviving figures of each player.
- Players can freely see the rankings.
- Between two rounds, the Tournament Staff prepares the next round, forming new pairs.
- And so on until all players have played 6 rounds (12 games).
- Players score points in each game. The position of a player in the rankings depends on the number of medals he scored. Surviving figures are tie-breakers when players are tied with the same amount of points. If that tie breaker is not enough, advantage goes to the elder player.

IV. Points

- At the end of each game, players count the medals that they scored. Each medal is worth 1 point.
- Each objective-medal is worth 1 extra point!

Position Control rules are in effect (Campaign Book #2):

This special action allows you to take an objective on the battlefield even if the battle is over.

When Position Control rules are in effect, a player that eliminates an enemy unit in close assault may choose to discard the medal obtained for eliminating that unit and Take Ground instead.

Such a move is only permitted if the enemy unit was on an objective medal and if taking this objective ends the game.

It remains impossible to gain more medals than the Victory Conditions specify. Yet since objective medals are worth extra points, this may make the difference in the rankings.

NEW!

Winning a round now grants 2 extra points!

- **The winner of a round is the player that scored the most medals in total.**
- **In the case of a tie, each player scores 1 extra point.**
- **Figures or objectives do not impact victory.**
- **Winning a single game of the round does NOT grant extra points.**

Asymmetric games

- An asymmetric game is a game that has one "attacking" side and one "defending" side.
- In the 2014 tournament, all games are asymmetric.
- Referees will tell you which side is the attacking one and which side is the defending one.
- **In an asymmetric game, the attacking side must do what it takes to complete the scenario in time.** If he does not, he will suffer a -1 point penalty. The defender does not receive any compensation, though.

V. Game Rules

- A basic knowledge of the rules is expected from the contestants.
- Three types of expansions will NOT be used:
 - Air Pack and Air Rules
 - Overlord and Breakthrough Rules
 - Urban or Winter Combat Rules
- Players are encouraged to go on the Days of Wonder website (<http://www.daysof wonder.com/memoir44/fr/>) to:
 - check the FAQs and game cards database
 - check the base game and expansion rules

The following list indicates which cards and rules will be used for the 2014 French Tournament:

- ☐ **Action #18:** Hospital Recovery
- ☐ **Action #24:** Re-Supply
- ☐ **Terrain #12:** Sea Wall
- ☐ **Terrain #18:** Cemeteries
- ☐ **Terrain #19:** Churches
- ☐ **Terrain #29:** Minefields
- ☐ **Terrain #36:** Radar Stations
- ☐ **Terrain #51:** Trenches
- ☐ **Terrain #55:** Hospitals
- ☐ **Terrain #61:** Fordable Streams
- ☐ **Troops #2:** Specialized Units
- ☐ **Troops #12:** Destroyers
- ☐ **Troops #16:** Tigers
- ☐ **Troops #18:** Half-Tracks
- ☐ **Troops #23:** Heavy Anti-Tank Guns
- ☐ **Troops #24:** Tank Destroyers
- ☐ **Troops #26:** Hobart Funnies
- ☐ **Nations #5:** British Commonwealth Forces
- ☐ **SWAs #4:** SWA Late War
- ☐ **SWAs #5:** Anti-Tank Gun (Late War)
- ☐ **SWAs #6:** Mortar (Late War)
- ☐ **SWAs #7:** Machine Gun (Late War)