



# MEMOIR'14

an adaptation of MEMOIR'44 to simulate the Early Great War  
by Grégory Privat

GLORANTHAN ARMY





AN UNOFFICIAL ADAPTATION OF  
MEMOIR '44

BY  
GRÉGORY PRIVAT

PROOFREADING BY  
SIMON MILLER

MEMORY'44 IS A GAME BY  
RICHARD BORG

PUBLISHED BY  
[DAYS OF WONDER.](#)

MINIATURES FROM RENEGADE MINIATURES

ALL RIGHTS RESERVED.

NOT TO BE SOLD.

V. 1.1  
21/10/2010

**Memoir'14** uses **Richard Borg's** hex-based game system, similar to that used in his excellent games including **Memoir'44**, **Battle Cry**, **Command & Colors** (Ancients), **Battlelore** and the forthcoming **C&C Napoleonics**. **Memoir'14** is based on the **Memoir'44** rules which are available from the editor webpage, **DOW**.

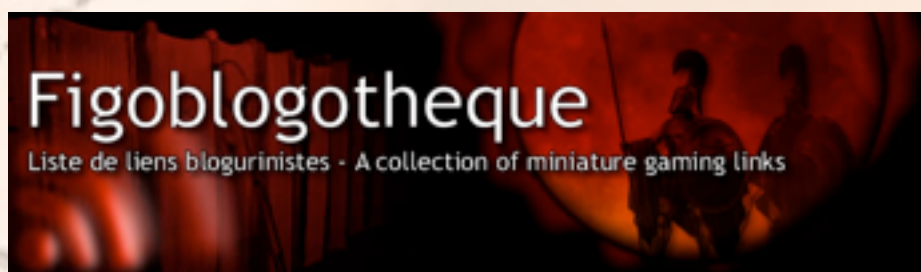
This adaptation was born because I wanted to use my «Early Great War» miniatures collection with the **Memoir'44** system. You have to understand its mechanics as a «skirmish» gaming spirit with a rough scale of 1 miniature = 1 man. The units' statistics and the modifications made to some of the terrain, reflect my own personal vision of the very early fighting in 1914 on the Western Front. This game is not about trench warfare!

The activation system may sometime give the feeling that some units are "stagnant". I consider, myself, that non-activated units are shooting at each other, searching for cover or just pinned down. Activations and rolled dice are a way to resolve significant movement and attacks, which have a real chance to kill or to provoke a retreat.

As an anecdote, even when I do not activate a unit, I often move it anyway, inside its hexagon (with no effects to the gameplay), even during the movements of my adversary; my infantry might form a square when enemy cavalry unit come too close, or spread themselves out (still in the same hexagon) when attacked by artillery. All of this add some life to the gaming table and is one of the main advantages of a game played in hexagons compared to a more typical miniatures game (when your adversary would most probably dislike you moving your miniatures during his turn!).

Whatever, happy reading to you and huge thanks to **Richard Borg** for letting me mess around with his rule system!

Grégory Privat



<http://figoblogothèque.blogspot.com/>



<http://gloarmy.blogspot.com/>

The background of the image is a photograph of miniature World War I soldiers in a trench. The soldiers are painted in various uniforms, including British khaki and German grey-green. Some are standing, some are crouching, and one in the foreground is looking towards the right. The trench is filled with realistic-looking mud, rocks, and tufts of grass. Overlaid on the center of the image is the title text, which is partially framed by three flags: the German Imperial flag at the top, the Union Jack on the left, and the French tricolor on the right.

# MEMOIR'14

## NEW RULES

## Foreword :

Memoir'14 is played with the M'44 rules. For a complete and didactic presentation of the rule system, please have a look at the M'44 rules which are available online on the Days of Wonder webpage. When it comes to resolving conflicts between different rule sets whilst playing M'14, here is the order of priority between the various sources :

1. *Memoir'14's cards,*
2. *Memoir'14's rule booklet*
3. *Memoir'44's FAQ*
4. *Memoir'44's cards*
5. *Memoir'44's rule booklet*

## Setting up the game :

It's up to you to set a mission depending on the available sceneries, miniatures and time. Keep in mind that the more scenery you put on the table, the more interesting the game is likely to be!

Each player will have a minimum of 1 command card per officer in his army, plus one. "Officers" are a new kind of "unit" in the game.

## Victory conditions :

The aim of M'14 being to simulate the "movement war", missions should be designed to seize objectives or where you have to cross the table, instead of the "kill them all" ones. Seizing or destroying a specific unit (a general, a battery of artillery), although simple, always works fine.

## New rules :

**Overrun :** The name of the "Armor Overrun" rule, inappropriate to the period, is replaced by "Overrun". The rule itself remain unchanged.

**Move On! :** When an officer is activated, up to two infantry units in contact with him can also be activated. Those activations are "free" (still, though, a unit can only be activated once per turn). Units activated in this way can move but have to still be in contact at the end of the Move phase. They can attack and take ground on their own during the combat phase (as if they have been activated individually).

**Run! :** When an officer is destroyed, all the units in contact with him have to retreat as if a "flag" has been rolled against them. Special rules which permits to ignore a "flag" (e.g. sandbags) still apply.

**Who's in charge? :** When an officer is destroyed, your adversary must draw a card from your hand and

### *The Die "trick":*

*Whenever I activate an unit, I put a die by the miniature. During the Move phase, this die "follows" the unit so long as it retains the capacity to fire. If it moves too far, so that it can no longer fire, I remove the die. Finally, during the Battle phase, I remove the die as soon as the unit shoots. This avoids too many misunderstandings and, more importantly, forgetting to play an unit you activated!*

put it into the discard pile. This card won't be "replenished" during this game.

**Discipline** : Any unit in contact with an officer may ignore a flag. This effect stacks with any other rule which permits to ignore a flag.

**Charge** : A cavalry unit which moved at least 2 hexagons in the same direction before a **Close Assault** make a "Charge" : It attacks with one additional dice for this **Close Assault**.

### Command Cards:

When a card tells you to activate a unit of a type you do not own, you can always choose to activate 1 unit of your choice.

#### *Playing with no hexes?*

*Although I prefer to play using hexagons because of the speed and simplicity they bring to the game, it is still very easy to play without hexes.*

*Convert all the distances in inches; 1 hexagon = 5 inches and use a unit coherency of 1 inch (unit coherency is the maximum distance between 2 miniatures). If you prefer to use the metric system; 1 hexagon = 15 cm (with a coherency of 3 cm).*

*When calculating a shooting range, we consider that, as long as one miniature from the targeted unit is in range of the shooting unit, then the shooting can take place normally (there are no "individual" situations in a unit).*

*An unit can be in only one kind of terrain at a time; a unit can enter a new terrain area only if all the miniatures can move into it.*

# MEMOIR'14 UNITS





## Officer

Miniature : 1

Movement : 1 + battle or 2

Taking Ground : No

Overrun : No

Hit by :



Retreat : 1 to 3

Spécial : Move On !, Run !, Who's in charge ?, Discipline.

Battle :



## Infantry

Miniatures : 4

Movement : 1 + battle or 2

Taking Ground : Yes

Overrun : No

Hit by :



Retreat : 1

Battle :





## Cavalry

Miniatures : 3

Movement : 3 + battle

Taking Ground : Yes

Overrun : Yes

Hit by :



Retreat : 1 to 3

Battle : Charge.



## Machine Guns

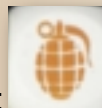
Miniature : 1

Movement : 1-2 or battle

Taking Ground : No

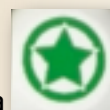
Overrun : No

Hit by :



Retreat : 1

Battle : Will also hit with a



## Artillery



Miniature : 1

Movement : 1 or battle

Taking Ground : No

Overrun : No

Hit by :



Retreat : 1

Battle : Ignore terrain protection and do not need a line of sight.



3

3

2

2

1

1

## Elite Infantry

Miniatures : 4

Movement : 1-2 + battle

Taking Ground : Yes

Overrun : No

Hit by :



Retreat : 1

Battle :



3

2

1



# MEMOIR'14 TERRAINS

### Ploughed Fields :

- *Movement* : Interrupted.
- *Protection* : None.
- *Line of Sight* : No effects.
- *Battle after Move* : Yes.
- *Special rule* : None.



### Barrier :

- *Movement* : No effects.
- *Protection* : None.
- *Line of Sight* : No effects.
- *Battle after Move* : Yes.
- *Special rule* : An unit being shot at from the other side can ignore one flag. This terrain must be placed along the border between hexes or has no effect.



### Ponds :

- *Movement* : Impossible.
- *Protection* : None.
- *Line of Sight* : No effects.
- *Battle after Move* : No.
- *Special rule* : None.



### Woods :

- *Movement* : Interrupted for all, except infantry and officers.
- *Protection* : 1 die, no charge is allowed.
- *Line of Sight* : Blocked.
- *Battle after Move* : No.
- *Special rule* : None.



### Barbed Wire :

- *Movement* : Interrupted.
- *Protection* : None.
- *Line of Sight* : No effects.
- *Battle after Move* : Yes.
- *Special rule* : Infantry and cavalry fight at -1D across barbed wire. A unit can remove barbed wire instead of attacking.



### River :

- *Movement* : Impossible.
- *Protection* : None.
- *Line of Sight* : No effects.
- *Battle after Move* : No.
- *Special rule* : None.



### Crossable River :

- *Movement* : Interrupted.
- *Protection* : None.
- *Line of Sight* : No effects.
- *Battle after Move* : No but for cavalry.
- *Special rule* : Units fight at -1D. Artillery can't fight from a crossable river.



### Ruins and buildings :

- *Movement* : Interrupted.
- *Protection* : 1 die, no charge is allowed.
- *Line of Sight* : Blocked.
- *Battle after Move* : No.
- *Special rule* : None.



### Hills :

- *Movement* : No effects.
- *Protection* : 1 die from downhill attacks, nothing from other hills.
- *Line of Sight* : Blocked.
- *Battle after Move* : Yes.
- *Special rule* : None.



### Bridge :

- *Movement* : No effects.
- *Protection* : None.
- *Line of Sight* : Blocked.
- *Battle after Move* : Yes.
- *Special rule* : None.



### Crateers :

- *Movement* : Interrupted.
- *Protection* : 1 die.
- *Line of Sight* : No effects.
- *Battle after Move* : Yes.
- *Special rule* : First flag can be ignored.

### Sand Bags :

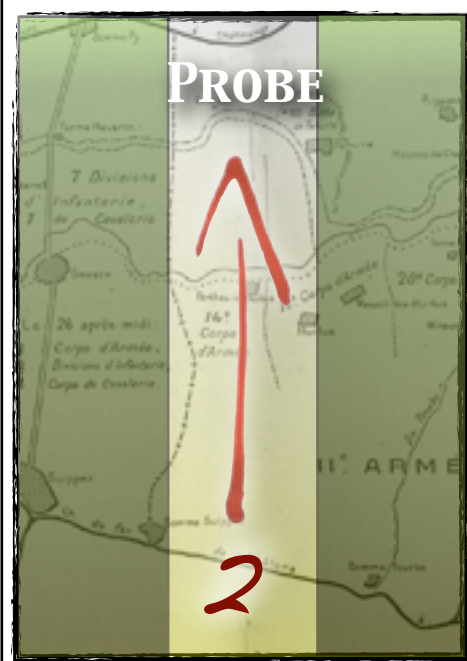
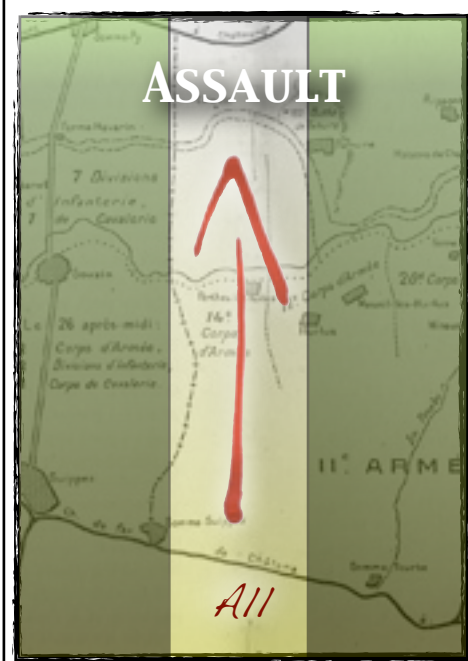
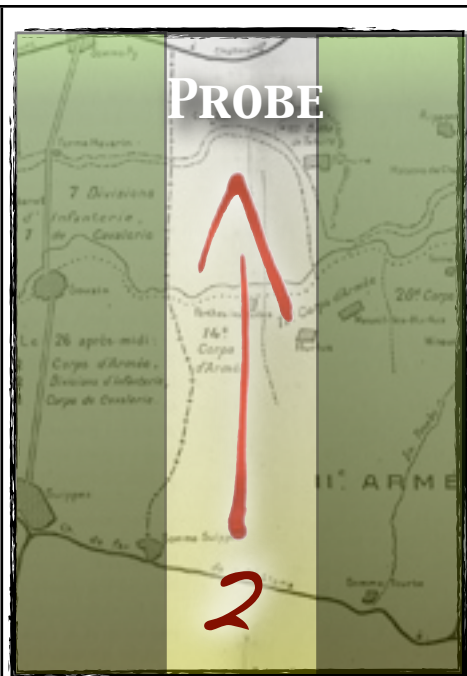
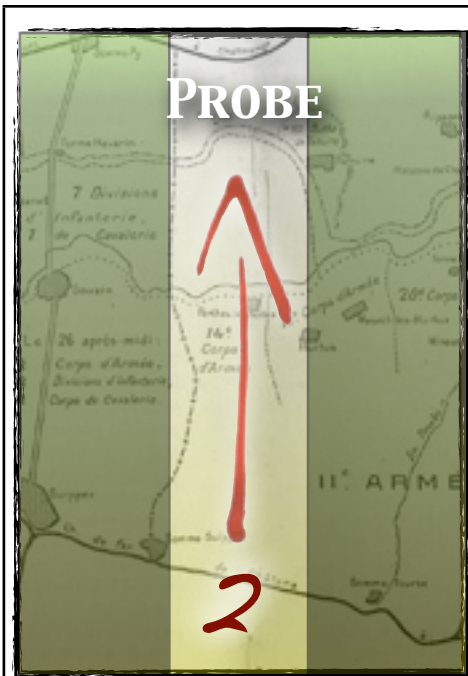
- *Movement* : No effects.
- *Protection* : 1 die (but do not add to other terrain protection).
- *Line of Sight* : No effects.
- *Battle after Move* : Yes.
- *Special rule* : The first flag can be ignored. If the defenders are killed or leave the hex, the sand bags are removed.



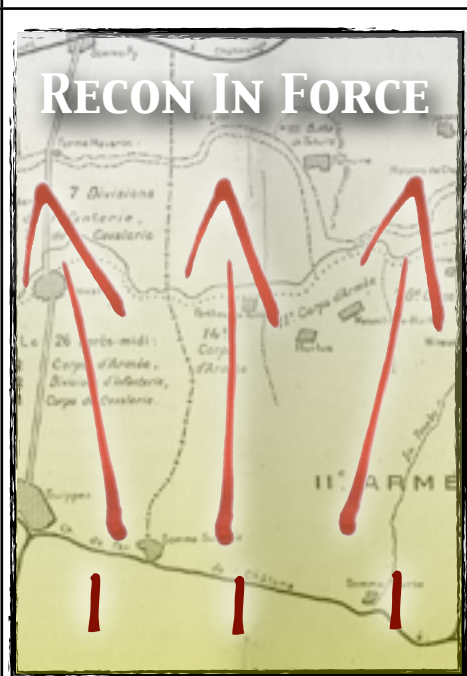
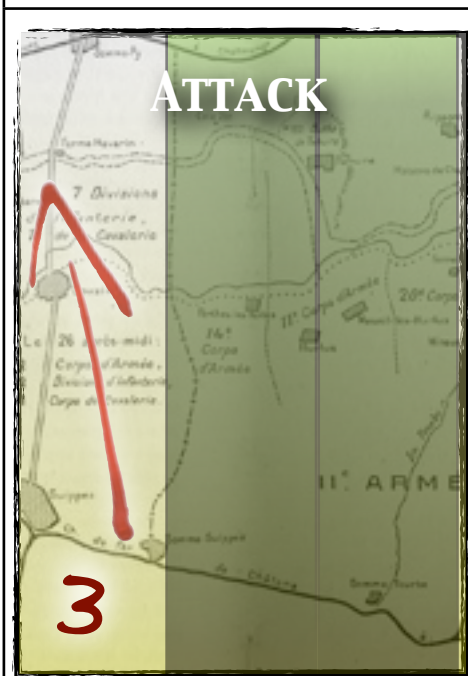
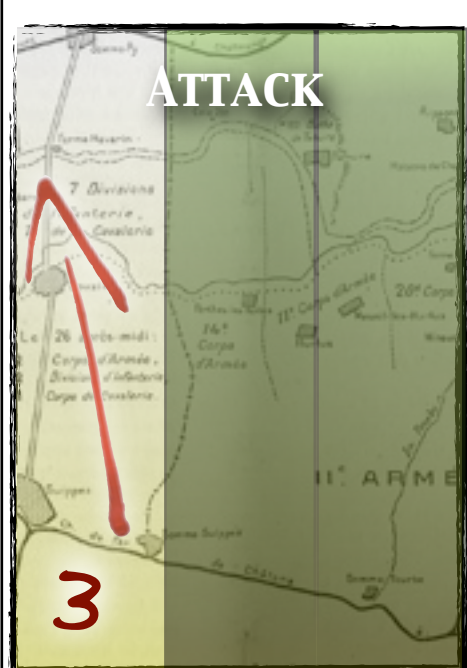
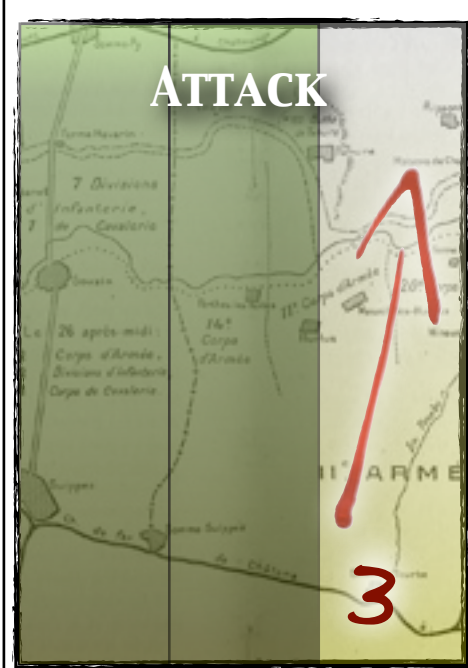
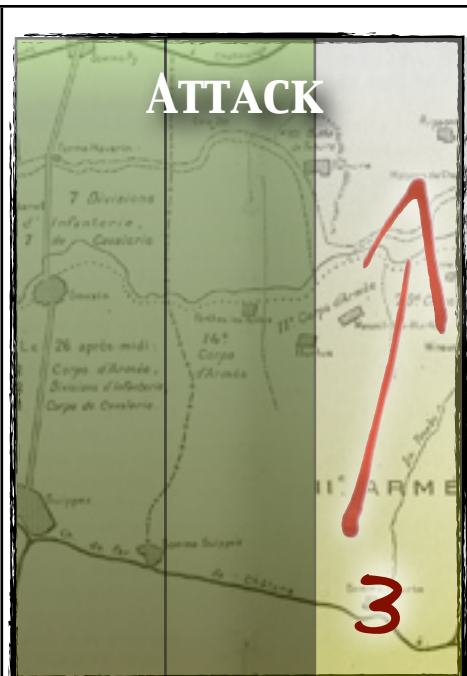
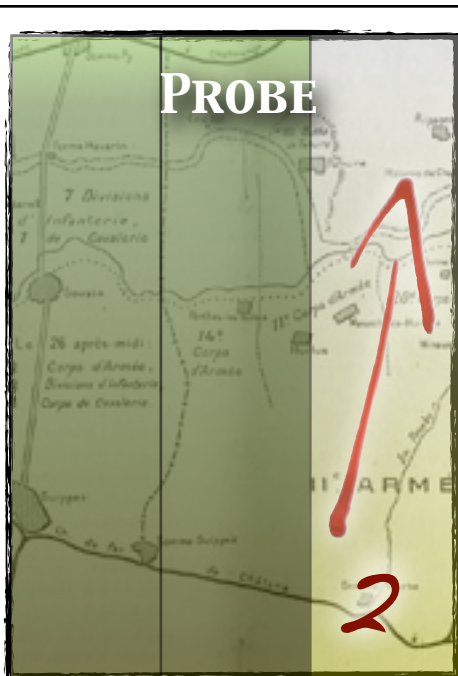
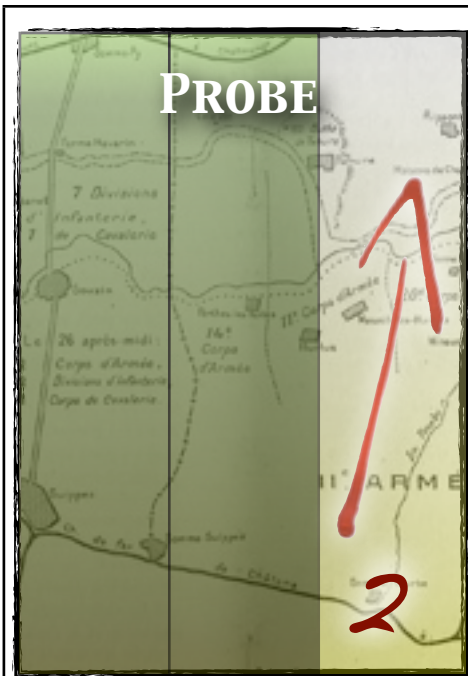
The background is a blurred image of a World War II battlefield. In the foreground, a soldier in a helmet and camouflage uniform is seen from behind, walking through a muddy, rocky landscape. In the background, another soldier is visible near some trees. Overlaid on the image are three flags: the Union Jack on the left, the German flag with the Iron Cross in the center, and the French flag on the right. The text 'MEMOIR'14' is written in a large, bold, black font with a white outline, and 'CARDS' is written below it in a white, serif font.

# MEMOIR'14

## CARDS

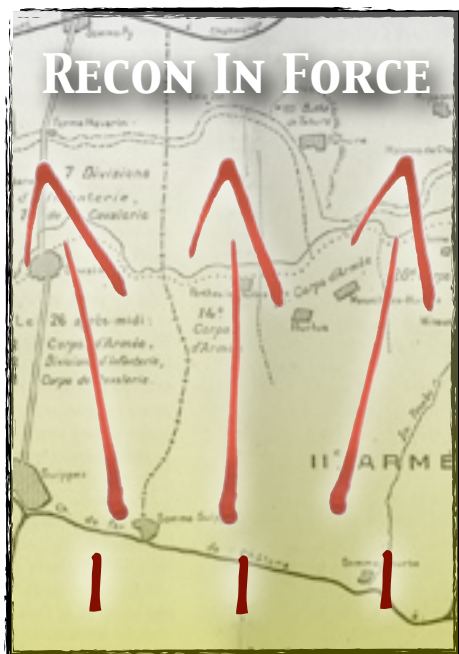




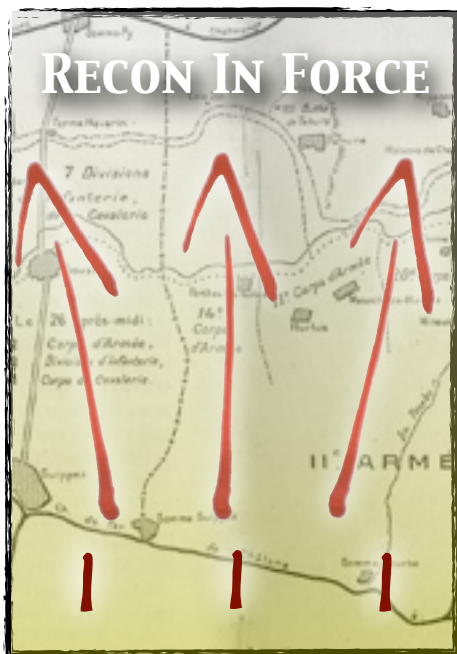




## RECON IN FORCE



## RECON IN FORCE



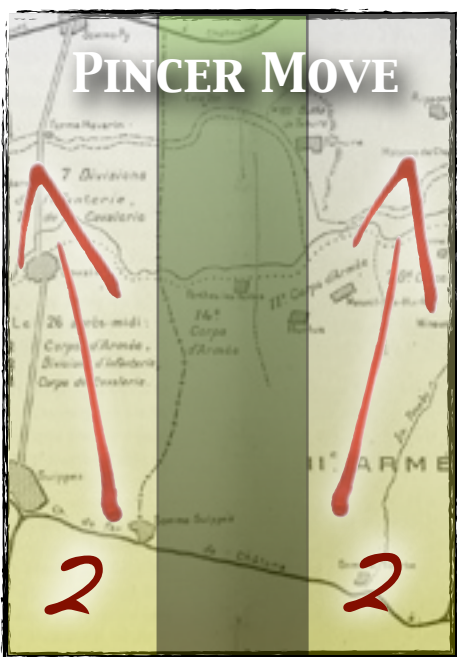
## ASSAULT



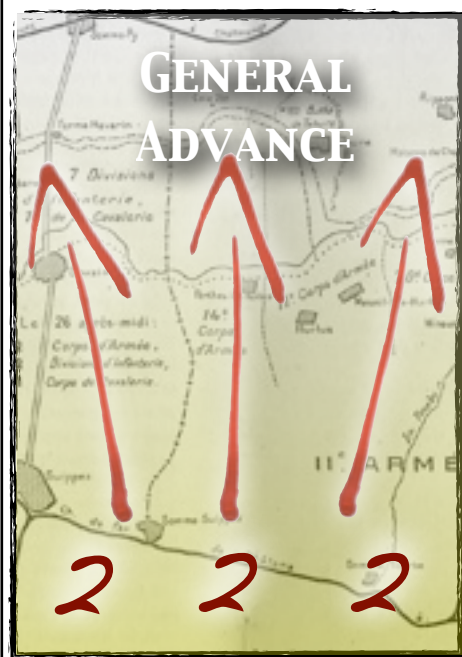
## ASSAULT



## PINCER MOVE



## GENERAL ADVANCE



## ATTACK



## ATTACK



## ATTACK









## RECON

## RECON

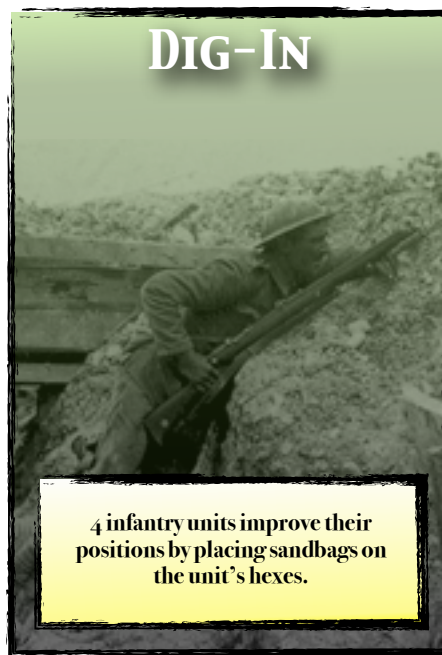
## ASSAULT



## ASSAULT

## DIG-IN

## DIG-IN



## MOVE OUT

## MOVE OUT

## FIREFIGHT





## INFANTRY ASSAULT



Issue an order to all infantry units in 1 section. They may move up to 2 hexes and fight or move 3 hexes and not battle.

## INFANTRY ASSAULT



Issue an order to all infantry units in 1 section. They may move up to 2 hexes and fight or move 3 hexes and not battle.

## COUNTER ATTACK



Issue the same order just played by your opponent, in the same section if relevant.

## COUNTER ATTACK



Issue the same order just played by your opponent, in the same section if relevant.

## DIRECT FROM HQ



Issue an order to 4 units of your choice.

## DIRECT FROM HQ



Issue an order to 4 units of your choice.

## ARTILLERY BARRAGE



Issue an order to all artillery units. They may move up to 3 hexes or battle twice.

## AMBUSH



After your opponent declares a Close Assault but before he rolls his dice, roll your battle dice first and draw a card. If his units survives, he can strike back.

## THEIR FINEST HOUR



Roll a die for every card in your hand. For every unit symbol (tank = cavalry, star = your choice), Order one unit with one additional battle die.



## CAVALRY CHARGE



Issue an order to 4 cavalry units.  
They battle with one additional die.

## CAVALRY CHARGE



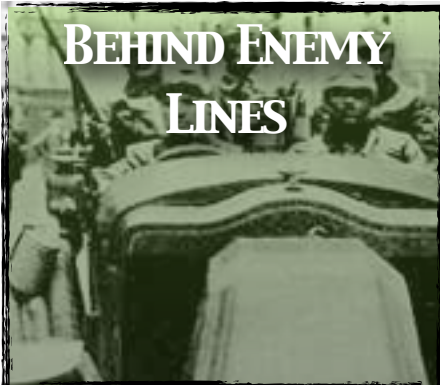
Issue an order to 4 cavalry units.  
They battle with one additional die.

## REINFORCEMENTS



If you have enough miniatures,  
an infantry unit enter the board  
from your side. They are activated  
normally.

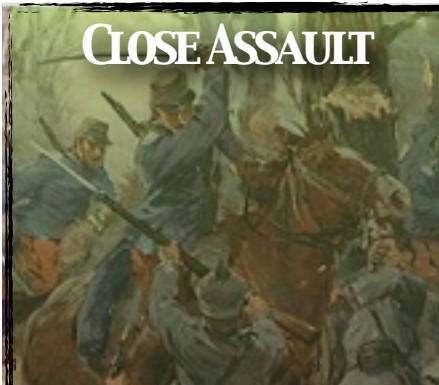
## BEHIND ENEMY LINES



Activate one unit. It moves up to  
3, fight with one battle die bonus,  
and can move again for 3 hexes.

Terrain movement restrictions  
are ignored.

## CLOSE ASSAULT



Activate all the infantry and  
cavalry units in contact with the  
enemy. They battle with 1  
additional battle die. They can't  
move before the fight but can  
Take Ground or Overrun.

## AMBULANCY



Give an order to one unit who  
suffered casualties and roll one  
die per command card : for every  
matching (tank = cavalry) or star  
symbol, one lost figure is  
returned to duty. If it recover at  
least 1, it can be ordered.





