

Memoir '44 - Using the Air Pack in Overlord games

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 the players still wish to use the Air Pack for the battle, then each Commander-in-Chief (CiC) 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 CiC's total hand size of Command cards.

During his turn, the CiC may give an Air Sortie card (alone, or in combination with a Section card!) to any of his Commanders in the Field. (The Air Sortie is never played directly by the CiC himself.)

The Air Sortie card counts as one card toward the total of up to three cards the CiC may play during his turn. It also counts as one card toward the maximum of two cards the Commander in the Field may receive and play during this turn.

The Air Sortie may not be given to the Commander in the Field if that Commander 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 Commander in the Field 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 Commander in the Field's two sections at the start of the turn, he will not be able to play an Air Sortie to bring another airplane in the sections under his control (though he may still play the Air Sortie to activate one of the Airborne airplanes without an Air Check!).

Frequently Asked Air Pack/Overlord Questions

Q. May a Commander in the Field receive an Air Sortie card along with a Section card, and play them together?

A. Yes.

Q. May a Commander in the Field receive an Air Sortie card and a Tactic card?

A. No, never.

Q. So does this mean that if players owned, say 3 Air Packs that in an OVERLORD game they could have 6 Airplanes in the field, 3 on each side?

A. Yes, or even if they own less than 3 because Air Sortie and Air Power can be played again once the deck is reshuffled.

Q. Could a CiC, in the situation with 3 Air Packs, give all 3 Air Sortie cards out on the first turn, one to each general?

A. Yes

Q. Would a CiC draw replacement cards if they did that?

A. No, per the normal Air Sortie card rules.

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

A. Yes, but they would only draw two cards at the end of their turn, per the normal OVERLORD rules.

Q. Could each Field Commander control one Airplane?

A. Yes

Q. Also, if a Field General is not issued a card, acts on their own Initiative, and rolls a STAR can they order the Airplane?

A. Yes

Q. Do Airplanes that are not ordered leave the battlefield like normal?

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 Commander in Field in charge of the Section containing both Airplanes would only be able to order one. The other Airplane would automatically be removed.

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 Commanders in the Field 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 entering a new Airplane in his Section this turn.

Air Rules for Overlord scenarios released

Omaha Beach Overlord - 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.

Bastogne Corridor Overlord

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

The Air Power card must be played as an Artillery Bombard Tactic card instead: 'Artillery

battles twice or moves up to 3 hexes' (see Artillery Bombard card for additional details).

Prokhorvka Overlord

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