



MEMOIR: OIF Playtest ruleset

Version: 0.5

Contact: Scott R. Krol (skrol@shrapnelgames.com)

NOTE: Fan of modern warfare games? Be sure to check out the complete line of ProSIM simulations and WinSPMBT available at Shrapnel Games (www.shrapnelgames.com). ProSIM titles include Air Assault Task Force, ATF: Armored Task Force, BCT Commander, The Falklands War: 1982, Raging Tiger: The Second Korean War, and The Star and the Crescent. WinSPMBT is available as both a FREE full featured download and for purchase in an Enhanced CD Edition.

About this document

MEMOIR: OIF is variant for Richard Borg's WWII Commands and Colors title, MEMOIR '44, published by Days of Wonder. It focuses on squad level actions in the current Middle Eastern conflict.

Release notes

Core rules done. Test scenario created.

Components needed

For the variant players will need access to the base MEMOIR '44 game, along with its expansions. For aesthetic purposes players may wish to replace the standard game miniatures with more appropriate ones. Caesar Miniatures has excellent modern 1/72 figures that will work with MEMOIR: OIF, and it is highly recommended for the full experience that players should pick up their Modern US Army (History 030) and Terrorists (History 031) figure sets.

Important change

With the goal of this variant to represent squad based actions all units are represented by infantry units, but all units are not classified as infantry units. Clear as mud, right? Essentially certain types of units will be considered either ARMOR or ARTILLERY for purposes of card activation and taking damage. All units though use the INFANTRY effects for terrain.

The units

MEMOIR: OIF's forces represent two groups: US or Iraqi. The following describes the units.

Iraqi Insurgent Unit: (4 Figures). Represents common insurgency troops. May move 0, 1, 2 hexes. May attack at 3-2-1 if moved 0, 1 hexes. Must retreat 2 hexes per flag rolled against them. When moving into an urban hex MAY attack that turn. Activated and targeted as INFANTRY.

al-Qaeda Unit: (3 Figures). Represents foreign terrorists, Iranian troops, etc. May move 0, 1, 2, 3 hexes. May attack at 3-3-3 regardless of how far they move. When moving into an urban hex MAY attack that turn. Activated and targeted as ARMOR (no follow-up attacks though).

Iraqi RPG/Mortar Unit: (2 Figures). Represents RPGs fired indirectly or light mortars. May either move 1 hex or fire. Attack at 3-3-2-2-1-1. Indirect fire, no LOS needed. Activated and targeted as ARTILLERY.

US Regular Unit: (4 Figures). Represents average American troops. May move 0, 1, 2 hexes. May attack at 3-2-1 if moved 0, 1 hexes. May ignore one flag rolled against them. Activated and targeted as INFANTRY.

US Elite Unit: (3 Figures). Represents Special Forces, attached SAS, etc. May move 0, 1, 2, 3 hexes. May attack at 3-3-3 regardless of how far they move. May ignore one flag rolled against them. Activated and targeted as ARMOR. May perform follow-up attacks like regular ARMOR in MEMOIR '44.

US Sniper Unit: (2 Figures). Represents sniper teams armed with .50 caliber rifles. May either move 1 hex or fire. Attack at 4-4-3-3-2-2. Direct fire, but LOS is not blocked for intervening terrain. Instead, for each terrain hex between attacker and target (including any terrain the target is in) subtract one die from the attack roll. May ignore one flag rolled against them. Activated and targeted as ARTILLERY.

Card changes

Three cards are modified for MEMOIR: OIF. They are:

Dig In: The Iraqi player ignores the card's effects and instead can only activate one unit by playing it.

Ambush: If used by the Iraqi player the unit attacks with a bonus die.

Air Power: For the US this represents helicopter support, for the Iraqis heavy mortars. Target hexes DO NOT have to be adjacent, rather players can target four hexes anywhere on the battlefield. The same target hex may be chosen multiple times (each time counting as one of the four target hexes).

Feedback

Future rule additions will include IEDs, night fighting, and possibly civilians. My intention is to only use what is available in the expansions in terms of pieces so there is no need for creating your own components. I am also working on a company level Cold War total conversion, and that one will involve a complete component modification.

If there are any questions/comments/suggestions please feel free to drop me a line at the contact address listed in the beginning. Hopefully you'll find as much enjoyment in it as I have in working on it!