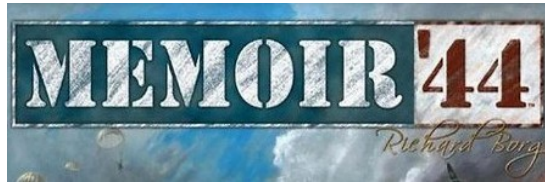




GERMAN OPEN 2019



The Memoir `44 German Open 2019 are a public tournament for the boardgame MEMOIR `44 (publisher: Days of Wonder, Designer: Richard Borg).
This is the first tournament of this kind in Germany.

Participation

General knowledge of the rules of the boardgame MEMOIR `44 is mandatory.
There are referees for rules clarification and questions.
The age minimum for the players is 12 years. Parental consent is required for minors.

Date

The tournament take place on Saturday, **January 12, 2019** 10:00 – 18:00 (venue open 09:00).
On sunday, **January 13, 2019** we play MEMOIR `44 in Overlord from 10:00 – 16:00.
The games in Overlord are not part of the tournament, this is just for fun and enjoy.

Location

Wuerfelpech e.V., Hardenbergstrasse 23, D-06 114 Halle/Saale, Germany
www.wuerfelpech-halle.de



Entrance fee

20 € per person
No discount for students, pupil, unemployed persons and pensioners.
The amount covers the location and expenses of the venue.
Participants may take home 4 pre-printed maps of the played scenarios of the tournament.

Registration

The registration for the Memoir '44 German Open 2019 has to be written by e-mail.

Please send the e-mail to the following address:

SWotzlaw@t-online.de

The registration should include the following informations:

first name, surname, address, eMail, birth date, nickname for the tournament

(for example your nickname on Memoir '44 Online, WhatsApp (if available)

Please note, that all personal data will be confidential used and cleared after the tournament

They are necessary for the clear identification of every participant.

The registration has to be combined with transfer of the entrance fee on the following bank account:

account holder: Stefan Wotzlaw

bank: Hypovereinsbank Dessau

IBAN: DE10 8002 0087 5410 3085 35

BIC: HYVEDEMM462

The player will receive a confirmation of the registration and payment on his e-mail box

No refunds will be given.

Dressing and behaviour of the participants

On the tournament at January 12, 2019 and the Overlord games on January 13, 2018 the players make sure to wear no military costumes or badges from one of the war parties of the game, especially of German military forces of World War II. Every salute, song or slogan from one of the participating war parties will be punished with penalty or immediate exclusion from the tournament (depending on the severity of the intrusion).

The organization has the right to disqualify every participant who behaves inappropriately or disrespectful.

No smoking is allowed in the rooms of Wuerfelpech e.V.

From 8:00 Uhr – 20:00 it is not allowed to drink alcohol (beer, wine, liquor) in the rooms of Wuerfelpech e.V.

Every damage inflicted by a participant is his own responsibility.

The organization is not responsible for theft, breakage or loss of personal material during the tournament.

Every participant is solely responsible for his own material.

Procedure of the tournament

German and English are the languages of the tournament .



On January 12, 2019 4 scenarios of the boardgame MEMOIR '44 will be played in 4 rounds.

The scenarios are chosen by the organization.

The scenarios are revealed on the tournament one by one.

The scenarios are chosen from „**Scenarios from the front**“ on the MEMOIR '44 homepage.

The organization has chosen scenarios from 4 different battle theaters (Western front, Mediterranean, Eastern Front, Pacific theater) in the months January or February of the years 1939 – 1945.

Every player team will get a pre printed map of the scenario of the round.
 The organization will determine the sequence of the scenarios.
 The participants will be given 5 minutes time to study the scenario, the special rules and to clarify questions.
 The participants will build up the figurines and tokens of the scenario carefully
 A game round is made of 2 games. Each participant will play the role of Axis and Allies in succession.
 The player named second in the pairings may choose to start with Axis or Allies.
 If a player arrives more than 5 minutes late, this will result in a defeat for the first game of this game round.
 Every delay of more than 45 minutes results in a defeat for both games of this game round.
 The other player will be declared winner for this game round.
 A 'Score sheet' will be available on any table. The following things should be written on it: medals and gained objectives held at the end of each game. The scoresheet is signed by both players and is then final. It is then handed in to the organization.
 During the games, activation tokens are used.
 The goal is to clarify and to avoid misunderstandings of which units can move or fire. The use is simple, in accordance with the game rules and close to the limits
 The activation tokens have 2 sides:



frontside: activation and movement



backside: Battle (ranged combat and close assault)

After the unit has fired, the token will be removed and the turn ends.

The duration of each game is limited to 45 minutes .

When this time has elapsed, every game, which hasn't ended yet, proceeds until the player who started as second has finished his turn. In this way, every player will have played the same amount of turns.

At any moment the players may ask a referee for clarification of the game rules.

The organization is solely competent to make a decision in case of doubt on rules, conflicts, confirmed or suspected cases of fraud, lack of fairplay, cheating or other disputes concerning the tournament.

Every player may use his own summary of the rules, a tablet or document which he finds useful during the game.

Taking notes is allowed. The opponent has no right to see these notes. The format of these notes and documents may not exceed the paper format A4.

Because of the venue it is possible that spectators may be present in the vicinity of the game tables. We ask for your understanding. This also contributes to the awareness and promotion of Memoir'44 to people who do not know the game.

Scores

At the end of every game the medals won (both units and objectives) will be noted in the scoresheet. Every medal represents a point.

Objectives held at the end of the game are also noted separately because for each objectives there is a bonus of 0,7 point. (So every objective counts as 1 point for a medal and another 0,7 point bonus.)

The total score is the number of medals plus the bonuses for the objectives.

If for pairing the rounds or the final ranking two or more players have the same score, then the score of the opponents up to that point will be decisive. If there is still a tie, then the objectives gained will be decisive.

If it's still a tie after that, both or more players will be considered ex-aequo.

In case of an uneven number of participants during the tournament, one randomly determined player will play against a fictitious player. The fictitious player will be paired with a total score of 0 (zero) points. The opponent of this fictitious player is considered the winner. The score of this player is all medals to be achieved in this scenario, but without the bonuses for objectives.

Because objectives give bonuses, this whole tournament will be played with “Position Control” (Campaign Book 2, page 12): If the last medal is gained 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, such a move may be very useful, because the objective gives another 0,7 points for the total score.

Players are put together through Swiss round, based on their total score, but when necessary, this order will be adapted to make sure that no player has to play against the same opponent twice. The first game round is assigned by the organization.

After the tournament ends, a ranking will be made based on the individual total scores.

After the ceremony, the scenarios and other goodies will be handed out. In no way and for no reason will they be handed out before the end of the tournament.

Arrival

The town of Halle/Saale is easy to reach by car, train or plane.

Car:

From North and South:

freeway A9 direction Leipzig, exit 13, highway B100 direction Halle/Saale

from West and East:

freeway A14 direction Leipzig, exit 17, highway B100 direction Halle/Saale

Attention ! There are limited parking spots in the area of the tournament !



Train:

central station Halle/Saale

Halle/Saale is connected to the national Intercity Express high speed rail system.

From the central station Halle/Saale take the tram line 1 direction **Frohe Zukunft**,

tram station **Am Wasserturm**

or by foot (ca. 15 minutes)

plane:

Leipzig/Halle airport , S-Bahn S3, S5, S5X direction Halle/Saale (Halle(S) Hbf)

Accommodation

Every participant has to organize its accommodation by itself.

In the adjacent area of the tournament location, there are different accommodations as hotels, guesthouses, youth houses and so on.

Additional, the Wuerfelpech e.V. has limited capabilities for modest accommodation in the rooms of Wuerfelpech e.V., free of charge !

Bedlinen or sleeping bag are necessary to bring with you.

Shower and closet are available.

Participants, who will use the offer to sleep at Wuerfelpech, send an e-mail to:

Stefan Wotzlaw (SWotzlaw@t-online.de)

Supply

We may buy drinks and snacks from Wuerfelpech e.V. for cashs for very modest prices.

Attention ! Prohibition for alcohol, including beer, during the time from 8:00 – 20.00.

It also allowed to bring something to drink and eat with you.

The organization will organize a simple lunch for cash.

For the evening of Januar 12, 2019, after the tournament, an Come Together is planned.

We will eat together and drink some beers, if you like.

Next day, Sunday, January 13, 2019, we will play MEMOIR`44 in Overlord format.

We will organize teams and play some scenarios, if time will allow this.

This is for fun and not part of the tournament.

The Overlord games are free of charge.

Note:

During the tournament, photographs of the the participants will taken by the organization.

The images will be published on Facebook (Memoir 44 Deutschland) .

Participants, who disagree with the publications of of their face, are recommended to cover their face or to leave the camera sight of view.

A written declaration of refusal of photographing is useful (e-mail an Swotzlaw@t-online.de).

We are waiting to meet you in Halle !

Stefan und Lukas Wotzlaw (bazooka66 und bladeath)

