



## Brummbär '44 - by Malcolm Green

### Command & Control style of playing M'44

#### Introduction

As many of you know, I am a huge fan of WWII games in general. I played the classics as a kid but as I grew older, my time became more limited. I was attracted to Memoir '44 for it's clean and simple style of play. Over time though I found myself wanting something more. Other games just didn't seem to have that something special either. So I set to work on authoring my own game. It's in the process of being refined but in the release of the new Days of Wonder, Breakthrough Boards for M'44 I saw an opportunity to present a conversion kit of sorts. Keeping the Memoir '44 play but with my own version of Command & Control ordering (so long restrictive cards!). What I offer below is an opportunity for players who are familiar with M'44 to see just a glimpse into what I am doing with Brummbär '44. At the end of this document is a summary of what you can expect. In the meantime, here is how the conversion works...

#### What you'll need...

Base M'44 set

A number of markers for each side (different from each other in color or markings etc...)

#### Set Up

Pick any given M'44 scenario (ideal for Breakthrough scenarios).

Disregard Air Rules.

Disregard the 'sections' they have no meaning in the Brummbär '44 system. (exception; Infantry Assault card, see the Tactic cards below),

Remove all of the section cards from the deck and set aside, these are not used.

Set up the Tactic Side and Common cards (see the 20 Tactic Cards information section below).

Each player takes a number of *command markers* equivalent to the starting Command Cards printed on the scenario and distributes them one at a time (starting with the First player) among any of the Tactics cards currently face up (ie. Allies 6 Command Cards = 6 markers for the Allies player to distribute on the face up Tactic cards) up to a maximum of 2 markers per card.

#### Ordering units

As per the set up, all of the section cards that come with Memoir '44 are not used. To be able to facilitate ordering units, the Brummbär '44 system uses the Memoir '44 dice to order units. The play sequence is the same as M'44 (ie. First player orders, move then battles with their units, then the other player does the same).

Ordering units is as follows...

Each player takes 4 of the M '44 dice. Players roll these dice each turn to determine what units they can order. The symbols rolled indicate what units can be ordered. Players may order one unit for each symbol displayed (ie. 1 Armoured unit for a Tank symbol, 3 infantry units for 3 infantry symbols, 1 Artillery unit for a Grenade symbol). Flags have no meaning for ordering. Stars have a special meaning for ordering and are used to activate Tactic cards (see below).

Ordering units is not mandatory. Orders cannot be saved from turn to turn.

### **Tactic Cards – 20 total**

(Each player will take one of the following that has their side depicted on it and places them face up near them. They are referred to as 'side cards')

- Armor Assault
- Counter-Attack (duplicates opponents last orders either card or roll)
- Direct From HQ
- Infantry Assault (does use 'section')
- Move Out

(In between the players side cards, place these cards as both players will be able to use them. They are referred to as 'common cards'. Shuffle them into a pile and place face down. Flip the top 2 cards face up, they are eligible for play.)

- Ambush – *remove, this card is not used.*
- Air Power
- Artillery Barrage
- Barrage
- Behind Enemy Lines
- Close Assault
- Dig-In
- Firefight
- Medics & Mechanics
- Their Finest Hour – remove from deck, shuffle into the 'common card' pile once both players have played either a common card or one of their side cards. **Note; when this card is played instead of playing it as printed, the player instead orders any 3 units at +1die in attack.**

When players roll a Star on any of their command dice, they may place markers on any one (or any combination, one marker for each Star rolled) of their own side cards or any of the common cards. When players accumulate 2 markers on any one card, the next command roll where they roll any Stars instead of issuing any other orders, they may utilize a Tactic card that currently has 2 markers on it. Remove the markers, apply the effect of the card then turn the card face down. The player now flips the top 'common card' and is done for their turn.

Note; if either player plays a common card, any of the opponents markers on that card are now lost.

When a player plays the common card, Their Finest Hour, that card is flipped face down all currently face down cards are flipped face up (cards previously played may now be played again, common cards not yet drawn are ignored). TFH can be played only once per game and is removed from play after it is used.

Players exchange and place markers for each Star as they have rolled on that turn only, they may not save markers from turn to turn. Players do not have to place markers, they may discard them. Players may only place markers on their own Side cards or Common cards, never on an enemy's side cards.

### **Play Procedure**

1. Player rolls Command Dice
2. Determines Stars rolled and either exchanges for markers and places on side or common cards, or uses a Tactic Card with 2 markers on it. Set Stars dice for display (in case of Counter-Attack).
3. If player did not activate a Tactic Card in step 2, now assigns Order dice to units and orders the units to move/battle. Set ordered dice for display as above.
4. If a Tactic card was played, flip it face down and draw a Common Tactic Card.
5. Play passes to opponent, procedure repeated.

### **Notes;**

### **Some features of the Brumbär '44 system**

- Command and Control style of play (dice)
- Distinct Commander cards which influence tactical options
- Play M'44 scenarios with this rule set! (and of course, I'll be designing more)
- Emphasis on unit types with a variety (ie. Anti-Tank guns, Assault Guns, Tank Destroyers and more!)
- Hidden units and Recon units to find them
- Comprehensive Combat with Defensive fire
- H-Hour; Time frame for play
- Augmented with tutorials for customizing pieces and terrain

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