



Brumbär's Advanced Memoir '44

Advanced Rules and Units

Scope –

Although Memoir '44 is an excellent stand alone game and the rules have advanced with each expansion the variety of the units involved could be advanced further still to add more of a flavor to the game and to enhance the existing scenarios for further replay-ability and flexibility. It is the scope of this document to try to bring more units and special rules to perform this function while maintaining the simplistic beauty that the original game encompasses. It is my hope that it can do just that.

I will be introducing 2 elements here. The first being Advanced Rules that can be used in conjunction with the existing rules and Additional Units with their capabilities and how to include them in the current set of scenarios. I envision these rules as a set of cards that would be laid beside the game to show which of the rules are in effect as they would be optional at the player's discretion and level of experience.

Advanced Rules –

The advanced rules should be agreed upon by both players prior to the playing of any scenario. They can be used in every Memoir '44 scenario. They are;

Take Cover!
Brave Initiative
Hitchin' a Ride
Combined Arms Attack
Change of Command
Call for Reinforcements
Cam-Bush
Smoke Screen

Take Cover!

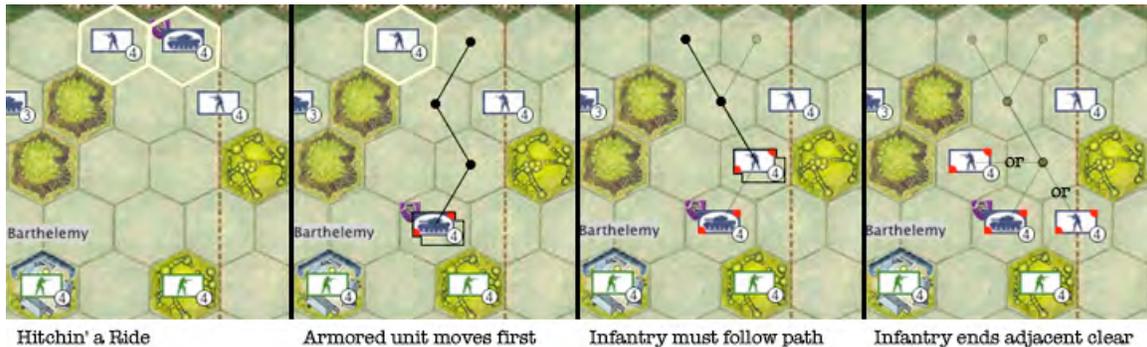
An infantry unit that is ordered but neither moves nor fires this round and is in applicable terrain may instead Dig In. Place a sandbag with the unit. All sandbag rules and effects now apply to this unit.

Brave Initiative

If a card is played in a section where no units are available to order the player may attempt a Brave Initiative for any one of his units. To do so, the player first declares which unit he will try to order then rolls one die. If he rolls the units symbol then that unit may be ordered as normal. He orders the unit and discards as normal (note; this is not a Recon so only one card is drawn at the end). Should he roll a flag the unit must immediately retreat one hex. The Soviet player may never use this rule.

Hitchin' a Ride

If an armored unit and infantry unit are ordered and are adjacent, the infantry may 'hitch a ride' with the armored unit. The player first moves his armored unit up to 3 hexes, he then moves the infantry unit hitching a ride in the trail of the armored unit until the last hex where it must be placed adjacent to the armored unit (see example). The infantry unit must also as a result move 3 hexes. Once moved the player then rolls a single die. The result determines which unit, if any gets to battle as well. If an infantry symbol is rolled, the infantry unit may now battle, if the armored symbol is rolled then the armored unit may battle. If a star is rolled, both units may now battle as normal (units may take ground and conduct overruns).



Change of Command

On his turn, a player may use the Change of Command option. This is used when the player believes his command cards will no longer be effective and may exchange them all for new ones. The player discards all of the cards in his hand and draws new ones but draws one card less than what he had originally to a minimum of 3 cards. Doing a Change of Command uses up the players turn.

Call for Reinforcements

Instead of playing a Command Card on his turn a player may instead call for reinforcements. To do this he must first remove a medal from his victory track (the medal cannot be a contested objective medal) the medal is lost permanently. He may then roll 2 dice to determine if any reinforcements show up. He may place one unit for each unit symbol he rolls or a unit of his choice for a star on any hex on his edge (grenades and flags aren't worth anything). The units (if any) are then ordered as normal on the following turn.

Cam-Bush

When a camouflaged unit is attacked out of desperation the unit may make an Ambush (same effects as the card). He picks a card out of his hand and places it face down declaring "Ambush!" before his opponent rolls. He then makes his Ambush attack and regardless of the results his opponent may, at random, reduce the Ambushing players hand permanently by one card. Each player may only make one Cam-Bush play once per game. Set the chosen card off to the ambushing players side to indicate he has used his cam-bush for the game.

Combined Arms Attack

When an ordered infantry unit is in a situation where it can conduct a close assault on an enemy unit it may benefit from a combined arms attack. To conduct a combined arms attack another arm must also be attacking the same target unit that turn. The effects are that the attacker prevents the defending unit from retreating when a flag is rolled on the other arm portion of the attack. Only one of each type of arm may conduct an attack and get this bonus option. Another infantry unit is not considered part of a combined arms attack. See the example. The advantage here is that an armored unit or artillery unit or both can soften up the target for the infantry about to attack. At least one other arm must assist the close assaulting infantry to be considered a Combined Arms Attack.

Conducting a Combined Arms Attack

1. Requirements are met an infantry unit is in close range and has another arm to support (two in this case artillery and armor).

2. Artillery attacks and rolls a Flag...and chooses it to be ignored

3. Armor attacks and rolls a Hit...the target is reduced by one

4. Armor cannot participate in this attack as the other Armor already has

5 & 6. Infantry unit now attacks and rolls a hit and a Flag, he reduces the target by one and forces the unit out of the town.

7. Armor may now attack (if ordered)

Smoke Screen

Artillery often laid down smoke screens to cover friendly movement or blind enemy attacks. Field Guns have the ability to lay Smoke Screens in place of attacking. To lay a Smoke Screen you designate any 3 adjacent hexes within range of your ordered Field Guns then roll 3 dice. You may place a Smoke Screen marker for each Grenade or Star rolled on your choice of the 3 hexes initially chosen. These hexes now block LOS but do not effect movement. Units on the hexes with Smoke can be seen and can see out. The Smoke Screen stays there until the end of your next turn where they are removed.

Additional Units –

A variety of new units will now be available and rules on how to incorporate them into any given scenario as well as guidelines for when certain units were introduced in order for them to qualify for any given scenario. Once a scenario is set up with the new units, the set up should be the same when players change sides. The new units are;

Field Guns - Artillery

Anti-tank Guns - Artillery

Heavy Armor - Armor

Medium Armor - Armor

Light Armor - Armor

Assault Guns – Artillery & Armor

Tank Destroyers – Artillery & Armor

Mechanized Infantry - Infantry

Some units will also get some special ability or have a special effect which are noted in their description and will be summarized on their cards. Currently special effects and abilities are;

Cam and Concealment – When a unit which has the CAM ability moves into any type of terrain without enemy units adjacent it may attempt to camouflage itself. Immediately after it's moved Roll 1 die in clear terrain, roll 2 dice in any other terrain. If a star is rolled place a Star marker beside the unit it is now considered camouflaged. If the unit starts a scenario dug in, it also begins camouflaged.

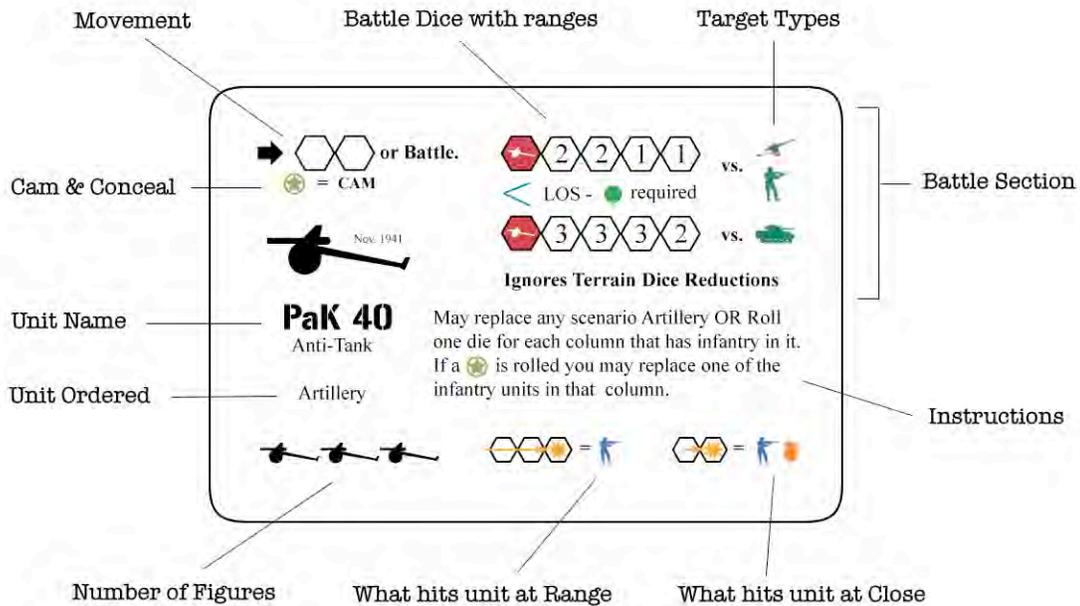
Tactical Targeting – Some units have one figure which confers a special ability on the unit (Fireflies for allied armor for example). Your opponent may attempt to knock that figure out specifically. If he does so, the unit loses it's special ability and is considered a normal unit thereafter (even if it does recover any lost figs via Medics and Mechanics the figures replaced are now normal figures). The attacker must have a direct LOS from the attacking unit, he then declares a Tactical Targeting and makes a normal attack roll against that unit. What is required to hit the figure targeted varies from unit to unit (see unit card). If successful the figure targeted is removed and the unit reverts to a normal unit. Note; on a Tactical Targeting attack only the special figure is affected, none of the other units are lost in that attack regardless of the number of hits scored against the unit. Flags are still in effect regardless of any hits or misses.

Recorded Targets – Each Field Gun unit gets one crosshair marker that are used similar to the Big Guns rule with the following exceptions. When a Field Gun unit scores a hit against a target it places its crosshairs marker on that hex. The crosshairs marker with it's +1 bonus stays on the hex until either the Field Gun fires on a different hex (if it hits there, the marker moves to that hex, if it misses, the marker returns to the unit) or the artillery unit moves at which time the marker is returned to the unit. Multiple Field Gun units can take advantage of any Recorded Target. When they hit their marker is also placed there but the effect will only be +1 maximum.

Improved Extended Range – Some units (like the Firefly and Panther) have improved fire beyond the range of normal armor by one hex. When they attack an armored unit at that additional range < 2 > they may re-roll one of the dice (if any) using the result of the re-rolled die instead. The card will have that range hex in light grey if it has this ability.

Unit Ordered =Armor & Artillery – Some units have the distinction of being of both these types (typically Tank Destroyers and Assault Guns). They in turn may be ordered with either of those specific command cards (Artillery Bombard or Armored Assault, both applies to them). They have the benefit of conducting an Overrun attack as well. When it comes to mobility, they apply the armor restriction instead of artillery if applicable.

Reading the Unit Card





→ vs. ALL

Aug. 1942



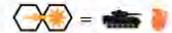
Use in place of a Special Forces armor OR
Select one armor unit and roll a die, if a is rolled replace unit with tigers.

Tiger I

Heavy Tank

Armor

Ignore first each attack



→ or Battle. 3 3 2 2 1 1 vs. ALL

Ignores Terrain Dice Reductions



If no Spotter can only on unit symbol

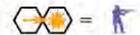
Each unit gets one Crosshair marker

sIG 33

Field Gun

Artillery

Use in place of standard scenario artillery



→ or Battle.

= CAM

2 2 1 1 vs.

< LOS - required



Nov. 1941

3 3 3 2 vs.

Ignores Terrain Dice Reductions

PaK 40

Anti-Tank

Artillery

May replace any scenario Artillery OR Roll one die for each column that has infantry in it. If a is rolled you may replace one of the infantry units in that column.



→

3 2 1 vs. ALL

Use to replace any Special Forces that are noted to be Panzer Grenadiers



Panzer Grenadiers

Mechanized Infantry

Infantry

If attacked at range and a is rolled PzGren can sacrifice it's status to remove just the halftrack figure for that attack. No other figures are removed from that attack. The unit is treated like regular infantry for the rest of the game.





→ vs. ALL

Firefly has Improved Extended Range.

Jun 1944
 Replace one figure in any Sherman armoured unit with Firefly.

Firefly
 Medium Tank

Armor

Unit gets the effects of the Firefly until the Firefly figure is destroyed.

Firefly figure may be Targeted =

= =



→ or Battle. vs. ALL

Ignores Terrain Dice Reductions

If no Spotter can only on unit symbol

25 Pdr.
 Field Gun

Artillery

Each unit gets one Crosshair marker

Use in place of standard scenario artillery

= =



→ or Battle. vs.

= CAM

< LOS - required

Feb. 1943 vs.

17 Pdr.
 Anti-Tank

Artillery

Ignores Terrain Dice Reductions

May replace any scenario Artillery OR Roll one die for each column that has infantry in it. If a is rolled you may replace one of the infantry units in that column.

= =



→ or Battle. vs.

= CAM

< LOS - required

Jan 1944 vs.

Jagdpanzer IV
 Tank Hunter

Armor & Artillery

Ignores Terrain Dice Reductions

May replace any scenario Artillery OR Roll one die for each column that has armour in it. If a is rolled you may replace one of the armour units in that column.

= =