






MEMOIR OF BATTLE

UNITS:

Type of Unit:	Represented by:	Basic Strength Value:	Notes
Infantry	Four figures.	4	
Machine Guns	A machine gun and two crew figures.	2	<i>Elite troops increase their Strength Value by 1; Poor quality troops reduce their Strength Value by 1.</i>
Artillery	A gun and two crew figures.	2	
Cavalry	Three mounted figures.	3	
General	One foot or mounted figure.	1	

COMBAT DICE:

Dice Symbol:	Number of Symbols per dice:	Symbols:
Infantry	2	
Machine Guns/Artillery	1	
Cavalry	1	
All Units/General	1	
Retreat	1	

TURN SEQUENCE:

1. Combat (Artillery fire)	Artillery Range (in grid areas) =	1	2	3	4	5	6	7	8	9	10	Notes
	Rifled Fortress/Siege Artillery	5	5	4	4	3	3	2	2	1	1	<i>The numbers show how many Combat Dice are thrown at different ranges.</i>
	Rifled Field Artillery	4	4	3	3	2	2	1	1			
	Rifled Mountain Artillery	3	3	2	2	1	1					
	Smoothbore Fortress/Siege Artillery	6	5	4	3	2	1					
	Smoothbore Field Artillery	5	4	3	2	1						
Smoothbore Mountain Artillery	4	3	2	1								
<p>a) Artillery fire is simultaneous; all losses of strength value are marked immediately and destroyed Units are removed after all Artillery Units have fired.</p> <p>b) Artillery Units <u>may</u> only fire once each turn.</p> <p>c) All ranges are measured through the edges of the grid areas <u>not the corners</u>.</p> <p>d) The range at which each type of Artillery Unit is firing determines the number of Combat Dice it throws.</p> <p>e) The presence of a General in the same grid area as an Artillery Unit that is firing at an enemy Unit <u>increases</u> the number of Combat Dice that Artillery Unit throws by 1.</p> <p>f) Artillery may only engage targets that are in direct line-of-sight and Artillery Units <u>may not</u> fire over friendly Units in front of them.</p> <p>g) For each face of the Combat Dice that matches the target Unit's type, the target Unit loses 1 from its strength value.</p> <p>h) When a Unit's strength value has been reduced to nil, the Unit is destroyed.</p> <p>i) Units that have been forced to retreat as a result of Artillery fire must do so immediately and must move 1 grid area away from the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose 1 from their strength value.</p> <p>j) Units in fieldworks <u>must</u> suffer 2 'Retreat' results as a consequence of an enemy Unit's Combat Dice throws in order for them to be forced to retreat.</p> <p>k) Units in fieldworks <u>must</u> suffer 2 (or more) 'loss of strength value' results as a consequence of an enemy Unit's Combat Dice throws in order for them to lose 1 (or more) from their strength value (i.e. the first 'loss of strength value' result is ignored; the second 'loss of strength value' result counts as the first, the third counts as the second etc.).</p>												
2. Dice for initiative	Both sides roll a D6 die; the side with the highest score can move and conduct Combats with each of their Units in turn, first. Once they have finished, the other side follows the same procedures.											

3. Movement	Type of Unit:	Movement and Actions allowed:					
	Infantry	Move 2 grid areas <u>or</u> Move 1 grid area and conduct a Combat.					
	Machine Guns	Move 2 grid areas <u>or</u> Move 1 grid area and conduct a Combat.					
	Artillery	Move 1 grid area <u>or</u> Conduct a Combat.					
	Cavalry	Move 3 grid areas and conduct a Combat.					
	Generals	Move 3 grid areas.					
	<p>a) An Artillery Unit <u>may not</u> be moved if it has fired.</p> <p>b) All movement is measured through the edges of the grid areas <u>not the corners</u>.</p> <p>c) Units on roads move at normal movement rate, plus 1 grid area if the <u>entire</u> move is made along a road.</p> <p>d) Units must stop when they enter a wooded, forested or built-up grid area.</p> <p>e) Units must stop when they enter a grid area that contains a river, a stream, a hedge, a fence, or barbed wire.</p> <p>f) Units may only cross rivers or streams by bridge or at a ford. When using a ford in a river a Unit moves into the river on turn A and stops, then moves 1 grid area out of the river on turn B. Units in rivers may not take part in Combat.</p> <p>g) Units that enter a grid area that contains barbed wire <u>must</u> stop; Units <u>must</u> remove the barbed wire next turn before they can move again.</p> <p>h) Units moving on sand may only move a maximum of 2 grid areas.</p> <p>i) Units that have been forced to retreat as a result of Combat must do so immediately and must move 1 grid area away from the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose 1 from their strength value.</p>						
4. Combat (Non-artillery Units firing and close combat)	Combat Range (in grid areas) =	1	2	3	4	5	Notes
	Infantry (with firearms)	4	3	2	1		
	Infantry (with close combat weapons)	4					The numbers show how many Combat Dice are thrown at different ranges.
	Machine Guns	5	4	3	2	1	
	Cavalry	3					
	<p>a) Units <u>may</u> only Combat once each turn.</p> <p>b) All ranges are measured through the edges of the grid areas <u>not the corners</u>.</p> <p>c) The range at which each type of Unit is firing determines the number of Combat Dice it throws.</p> <p>d) The presence of a General in the same grid area as a Unit that is in Combat with an enemy Unit <u>increases</u> the number of Combat Dice that Unit throws by 1.</p> <p>e) Combat may only be conducted with enemy Units that are in direct line-of-sight and Units <u>may not</u> fire over friendly Units in front of them.</p> <p>f) Units in Combat with enemy Units that are in wooded, forested, or built-up grid areas <u>reduce</u> the number of Combat Dice thrown by 1.</p> <p>g) Units in Combat with enemy Units that are on hills <u>reduce</u> the number of Combat Dice thrown by 1 <u>except</u> when both Units are on the same hill; in this case the number of Combat Dice thrown is as per normal.</p> <p>h) Infantry and Cavalry Units that are in the same grid area as a General <u>increase</u> the number of Combat Dice thrown by 1.</p> <p>i) For each face of the Combat Dice that matches the target Unit's type, the target Unit loses 1 from its strength value.</p> <p>j) When a Unit's strength has been reduced to nil, the Unit is destroyed.</p> <p>k) Units that have been forced to retreat as a result of Combat must do so immediately and must move 1 grid area away from the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose 1 from their strength value.</p> <p>l) Units in fieldworks <u>must</u> suffer 2 'Retreat' results as a consequence of an enemy Unit's Combat Dice throws in order for them to be forced to retreat.</p> <p>m) Units in fieldworks <u>must</u> suffer 2 (or more) 'loss of strength value' results as a consequence of an enemy Unit's Combat Dice throws in order for them to lose 1 (or more) from their strength value (i.e. the first 'loss of strength value' result is ignored; the second 'loss of strength value' result counts as the first, the third counts as the second etc.).</p>						

SPECIAL RULES:

- With the exception of Generals, only one Unit may occupy a grid area at a time.
- Units may not move through grid areas that are already occupied by other Units unless the other Units are Generals.
- Line of Sight is blocked by woods, forests, and built-up areas; therefore all Combat between Units that are in woods, forests, and built-up areas may only take place between Units that are in adjacent grid areas.
- Line of Sight is blocked by hills except when Units on hills are looking at Units on other hills that are the same height.

- Units moving on a water grid area may only move a maximum of one hex if they are landing; Units may not retreat into water grid areas.
- Units on a water grid area may not take part in Combat.