






# MEMOIR OF BATTLE

**UNITS:**

Type of Unit:	Represented by:	Basic Strength Value:	Notes:
Infantry	Four individual figures <u>or</u> Three or four figures mounted on a base.	4	<i>Elite troops increase their Strength Value by 1; Poor quality troops reduce their Strength Value by 1.</i>
Machine Guns	A machine gun & two individual crew figures <u>or</u> A machine gun & two crew figures mounted on a base.	2	
Artillery	A gun & two individual crew figures <u>or</u> A gun & two crew figures mounted on a base.	2	
Cavalry	Three individual mounted figures <u>or</u> Two or three mounted figures mounted on a base.	3	
General	An individual mounted or foot figure <u>or</u> A one or two mounted or foot figures mounted on a base.	1	

**COMBAT DICE:**

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

**TURN SEQUENCE:**

1. Combat (Artillery Units)	Artillery Range (in grid areas) =										Notes:	
	Rifled Medium/Heavy Artillery	5	5	4	4	3	3	2	2	1	1	The numbers show how many Combat Dice are thrown at different ranges.
	Rifled Field Artillery	4	4	3	3	2	2	1	1			
	Rifled Mountain Artillery	3	3	2	2	1	1					
	Smooth-bore Medium/Heavy Artillery	6	5	4	3	2	1					
	Smooth-bore Field Artillery	5	4	3	2	1						
	Smooth-bore Mountain Artillery	4	3	2	1							
<ul style="list-style-type: none"><li>Artillery fire is simultaneous; all losses of strength value are marked immediately and destroyed Units are removed after all Artillery Units have fired.</li><li>Each Artillery Unit <u>may</u> fire only once each turn.</li><li>All ranges are measured through the edges of the grid areas <u>not the corners</u>.</li><li>The range at which each type of Artillery Unit is firing determines the number of Combat Dice it throws.</li><li>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.</li><li>Artillery Units 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.</li><li>For each face of the Combat Dice that matches the target Unit's type, the target Unit loses 1 from its strength value.</li><li>When a Unit's strength value has been reduced to nil, the Unit is destroyed.</li><li>Units that have been forced to retreat as a result of Combat must do so immediately and must move 1 grid area away for the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose one from their strength value.</li><li>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.</li><li>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.).</li></ul>												
2. Dice for initiative	<ul style="list-style-type: none"><li>Both sides roll a D6 die; the side with the highest score can choose to move and conduct Combat with each of their Units in turn, first <u>or</u> to require their opponent to do so.</li><li>Once the side that moves and conducts Combats with each of their Units first has finished, the other side follows the same procedures.</li></ul>											
3. Movement	Type of Unit:		Movement and Actions allowed:									
	Regular Infantry		Move 2 grid areas or Move 1 grid area and conduct a Combat.									
	Irregular Infantry		Move 2 grid areas and conduct a Combat.									
	Machine Guns		Move 2 grid areas or Move 1 grid area and conduct a Combat.									
	Artillery		Move 1 grid <u>or</u> Conduct a Combat.									
	Cavalry		Move 3 grid areas and conduct a Combat.									
	Generals		Move 3 grid areas.									
	<ul style="list-style-type: none"><li>An Artillery Unit <u>may not</u> be moved if it has fired.</li><li>All movement is measured through the edges of the grid areas <u>not</u> through the corners.</li><li>Units on roads move at normal movement rate, plus 1 grid area if the entire move is made along a road.</li></ul>											

	<ul style="list-style-type: none"><li>Units must stop when they enter a wooded, forested or built-up grid area.</li><li>Units must stop when they enter a grid area that contains a river, a stream, a hedge, a fence, or barbed wire.</li><li>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.</li><li>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.</li><li>Only Infantry and Mountain Artillery Units may enter difficult or mountainous terrain.</li><li>Units moving on sand may only move a maximum of 2 grid areas.</li><li>Units that have been forced to retreat as a result of Combat must do so immediately and must move 1 grid area away for the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose 1 from their strength value.</li></ul>						
4. Combat (Non-artillery Units)	Combat Range (in grid areas) =	1	2	3	4	5	Notes:
	Infantry (armed with Magazine Rifles)	4	3	2	1		The numbers show how many Combat Dice are thrown at different ranges.
	Infantry (armed with Single-shot Rifles)	3	2	1			
	Infantry (armed with close combat Weapons)	4					
	Machine Guns	5	4	3	2	1	
	Cavalry	3					
	<ul style="list-style-type: none"><li>Units <u>may</u> Combat only once each turn.</li><li>All ranges are measured through the edges of the grid areas <u>not</u> the corners.</li><li>The range at which each type of Unit is firing determines the number of Combat Dice it throws.</li><li>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.</li><li>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.</li><li>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.</li><li>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.</li><li>For each face of the Combat Dice that matches the target Unit's type, the target Unit loses 1 from its strength value.</li><li>When a Unit's strength has been reduced to nil, the Unit is destroyed.</li><li>Units that have been forced to retreat as a result of Combat must do so immediately and must move 1 grid area away for the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose 1 from their strength value.</li><li>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.</li><li>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.).</li></ul>						

#### 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.