

MEMOIR OF BATTLE

UNITS:

Type of Unit:	Represented by:
Infantry	Four foot figures.
Machine Guns	One machine gun and two crew figures.
Artillery	One gun and two crew figures.
Cavalry	Three mounted figures.
General	One foot or mounted figure.

COMBAT DICE:

Dice Symbol:	Number of faces showing Symbol:
Infantry	2
Machine Guns/Artillery	1
Cavalry	1
General	1
Retreat	1

TURN SEQUENCE:

1. Combat (Artillery)	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								
	a) Artillery fire is simultaneous; Destroyed figures and/or Units are removed after all Artillery Units have fired												
	b) All ranges are measured through the edges of the grid areas <u>not the corners</u> .												
	c) The range at which each type of Artillery Unit is firing determines the number of Combat Dice it throws.												
	d) Fire is in direct line-of-sight, and Artillery Units may not fire over friendly Units in front of them.												
	e) Each Artillery Unit <u>may</u> fire only once each turn.												
	f) An Artillery Unit may not be moved if it has fired.												
	g) For each face of the Combat Dice that matches the target Unit's type, the target Unit loses a figure.												
	h) When all the figures in a Unit have been removed, the Unit is destroyed.												
	i) 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.												
	j) A Unit in fieldworks <u>must</u> suffer two Retreat results in the same turn as a consequence of an enemy Unit's Combat Dice throws in order for it to be forced to retreat.												
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	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 1 <u>or</u> Conduct a Combat											
	Cavalry	Move 3 grid areas and conduct a combat											
	General	Move 3 grid areas											
		a) All movement is measured through the edges of the grid areas <u>not the corners</u> .											
		b) Units on roads move at normal movement rate, plus 1 grid area if the <u>entire</u> move is made along a road.											
	c) Units must stop when they enter a wooded, forested or built-up grid area.												
	d) Units must stop when they enter a grid area that contains a river, a stream, a hedge, a fence, or barbed wire.												
	e) 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.												
	f) Only Infantry may enter rough terrain.												
	g) Units moving on sand may only move a maximum of two hexes.												
	h) 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.												
4. Combat (Non-artillery Units)	Combat Range (in grid areas) =	1	2	3	4	5	Notes						
	Infantry (with firearms)	4	3	2	1		<i>The numbers show how many Combat Dice are thrown at different ranges</i>						
	Infantry (with Close Combat weapons)	4											
	Machine Guns	5	4	3	2	1							
	Cavalry	3											
	a) Infantry or Cavalry Units that are in the same grid area as a General <u>increase</u> the number of Combat Dice thrown by 1.												

	<p>b) 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>c) 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>d) Units in Combat with enemy Units that are in fieldworks <u>reduce</u> the number of Combat Dice thrown by 2.</p> <p>e) For each face of the Combat Dice that matches the target Unit's type, the target Unit loses a figure.</p> <p>f) When all the figures in a Unit have been removed, the Unit is destroyed.</p> <p>g) 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.</p> <p>h) A Unit in fieldworks <u>must</u> suffer two Retreat results in the same turn as a consequence of an enemy Unit's Combat Dice throws in order for it to be forced to retreat.</p>
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SPECIAL RULES:

- Line of Sight is blocked by woods, forests, and built-up 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.