






MEMOIR OF MODERN 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	
Mortars	A mortar 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	
Tanks	A single model tank.	3	
Armoured Transport	A single model vehicle	1	
Soft skin Transport	A single model vehicle	0	

COMBAT DICE:

Dice Symbol:	Number of Symbols per dice:	Symbols:
Infantry/Machine Guns/Mortars	2	
All Units	1	
Tanks	1	
Retreat	1	
Miss	1	

TURN SEQUENCE:

1. Combat (Artillery)	Artillery Range (in grid areas) =	1	2	3	4	5	6	7	8	9	10	Notes
	Medium/Heavy 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>
	Field Artillery	4	4	3	3	2	2	1	1			
	Mountain Artillery	3	3	2	2	1	1					
	Infantry Guns	3	2	2	1	1						
	Anti-tank Guns (vs. Tanks)	3	3	3	3							
	Anti-tank Guns (vs. non-Tanks)	3	2	1	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) Each Artillery Unit <u>may</u> fire only 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) Fire from Infantry Gun and Anti-tank Gun Units is in direct line-of-sight and such Units <u>may not</u> fire over friendly Units in front of them.</p> <p>f) Fire from Mountain, Field, Medium, and Heavy Artillery Units may be indirect if a friendly Unit is in direct line-of-sight with the target; in these circumstances such Units <u>may</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 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.</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					
	Mortars	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					
	Tanks	Move 3 grid areas <u>or</u> Move 1 grid area and conduct a Combat					
	Transport	Move 3 grid areas <u>or</u> Load/Unload another Unit <u>or</u> Limber/Unlimber an Artillery Unit					
	<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, a minefield, 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 a minefield <u>must</u> stop and throw 4 Combat Dice to determine what effect – if any – the minefield will have upon them.</p> <p>h) Units that enter a grid area that contains barbed wire <u>must</u> stop; Units (other than Tank Units) <u>must</u> remove the barbed wire next turn before they can move again.</p> <p>i) Only Infantry, Machine Guns, Mortars, and Tanks may enter rough terrain.</p> <p>j) Units moving on sand may only move a maximum of 2 grid areas.</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 for 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)	Combat Range (in grid areas) =					Notes	
	Infantry	3	2	1			
	Machine Guns	4	3	2	1	The numbers show how many Combat Dice are thrown at different ranges.	
	Mortars	4	3	2	1		1
	Tanks	3	3	3			
	<p>a) Units <u>may</u> Combat only 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) 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>e) 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>f) 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>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 has been reduced to nil, the Unit is destroyed.</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 for 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>						

SPECIAL RULES:

- With the exception of Transport Units that are moving other Units or loading/unloading other Units or limbering/unlimbering Artillery Units, 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.
- 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 that are being carried or towed by Transport Units are destroyed if the Transport Units are destroyed.
- 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.