






## MEMOIR OF MODERN BATTLE

**UNITS:**

| Type of Unit:                | Represented by:  | Basic Strength Value: | Notes:   |
|------------------------------|--|-----------------------|--|
| Infantry (Small Arms)        | Four individual figures <u>or</u><br>Three or four figures mounted on a base.  | 4                     | Elite troops increase their Strength Value by 1; Poor quality troops reduce their Strength Value by 1. |
| Infantry (Anti-tank Weapons) | An anti-tank weapon & two individual crew figures <u>or</u><br>An anti-tank weapon & two crew figures mounted on a base. | 2                     |  |
| Machine Guns                 | A machine gun & two individual crew figures <u>or</u><br>A machine gun & two crew figures mounted on a base.             | 2                     |  |
| Mortars                      | A mortar & two individual crew figures <u>or</u><br>A mortar & two crew figures mounted on a base.                       | 2                     |  |
| Artillery                    | A gun & two individual crew figures <u>or</u><br>A gun & two crew figures mounted on a base.                             | 2                     |  |
| Cavalry                      | Three individual mounted figures <u>or</u><br>Two or three mounted figures mounted on a base.                            | 3                     |  |
| Tanks                        | Single model tank that may be on a base.   | 3                     |  |
| Armoured Cars & Light Tanks  | Single model armoured car that may be on a base.   | 2                     |  |
| Armoured Transport           | Single model vehicle that may be on a base.  | 1                     |  |
| Soft-skin Transport          | Single model vehicle that may be on a base.  | 0                     |  |

**COMBAT DICE:**

| Dice Symbol:                               | Number of Symbols per dice: | Symbols:  |
|--|-----------------------------|---|
| Infantry, Machine Guns, Mortars, & Cavalry | 2                           |  |
| All Units                                  | 1                           |  |
| Tanks & Armoured Cars                      | 1                           |  |
| Retreat                                    | 1                           |  |
| Miss                                       | 1                           |  |

**TURN SEQUENCE:**

| 1. Combat<br>(Artillery Units) | 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  | The numbers show how many Combat Dice are thrown at different ranges. |
|                                | 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. AFVs)            | 3 | 3 | 3 | 3 |   |   |   |   |   |    |   |
|                                | Anti-tank Guns (vs. non-AFV targets) | 3 | 2 | 1 | 1 |   |   |   |   |   |    |   |

- Artillery fire is simultaneous; all losses of strength value are marked immediately and destroyed Units are removed after all Artillery Units have fired.
- Each Artillery Unit may fire only once each turn.
- All ranges are measured through the edges of the grid areas not the corners.
- The range at which each type of Artillery Unit is firing determines the number of Combat Dice it throws.
- Fire from Infantry Gun and Anti-tank Gun Units is in direct line-of-sight and such Units may not fire over friendly Units in front of them.
- 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 may fire over friendly Units in front of them.
- For each face of the Combat Dice that matches the target Unit's type, the target Unit loses 1 from its strength value.
- When a Unit's strength value has been reduced to nil, the Unit is destroyed.
- Units that have been forced to retreat as a result of Combat must do so immediately and must move 1 grid area

|  |  |                                |   |   |   |   |   |   |   |
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|  | away for the enemy Unit that has caused them to retreat. If they are unable to retreat, they lose one from their strength value.   |                                |   |   |   |   |   |   |   |
|  | <ul style="list-style-type: none"><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:   |   |   |   |   |   |   |
|  | Infantry (Small Arms)  |                                | Move 2 grid areas <u>or</u> Move 1 grid area and conduct a Combat.  |   |   |   |   |   |   |
|  | Infantry (Anti-tank Weapons)   |                                | Move 2 grid areas <u>or</u> conduct a Combat.   |   |   |   |   |   |   |
|  | Machine Guns   |                                | Move 2 grid areas <u>or</u> conduct a Combat.   |   |   |   |   |   |   |
|  | Mortars  |                                | Move 2 grid areas <u>or</u> conduct a Combat.   |   |   |   |   |   |   |
|  | Artillery  |                                | Move 1 grid <u>or</u> Conduct a Combat.   |   |   |   |   |   |   |
|  | Cavalry  |                                | Move 3 grid areas <u>or</u> Move 2 grid areas and conduct a Combat.   |   |   |   |   |   |   |
|  | Tanks  |                                | Move 3 grid areas <u>or</u> Move 1 grid area and conduct a Combat.  |   |   |   |   |   |   |
|  | Armoured Cars & Light Tanks  |                                | Move 3 grid areas <u>or</u> Move 2 grid areas and conduct a Combat.   |   |   |   |   |   |   |
|  | Armoured Transport   |                                | Move 3 grid areas <u>or</u> Load/Unload an Infantry, Machine Gun, or Mortar Unit <u>or</u> Limber/Unlimber an Artillery Unit. |   |   |   |   |   |   |
|  | Sift-skin Transport  |                                | Move 3 grid areas <u>or</u> Load/Unload an Infantry, Machine Gun, or Mortar Unit <u>or</u> Limber/Unlimber an Artillery Unit. |   |   |   |   |   |   |
|  | <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 <u>entire</u> move is made along a road.</li><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, a minefield, 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 a minefield <u>must</u> stop and throw 4 Combat Dice to determine what effect – if any – the minefield will have upon them.</li><li>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.</li><li>Only Infantry, Machine Gun, Mortar, and Tank Units may enter rough 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 (Small Arms)          |   | 3 | 2 | 1 |   |   | The numbers show how many Combat Dice are thrown at different ranges. |
| Infantry (Anti-tank Weapons)   |  | 3                              | 3   |   |   |   |   |   |   |
| Machine Guns   |  | 4                              | 3   | 2 | 1 |   |   |   |   |
| Mortars  |  | X                              | 4   | 3 | 2 | 1 |   |   |   |
| Armoured Car & Light Tank Guns   |  | 3                              | 2   | 1 | 1 |   |   |   |   |
| Tank Guns  |  | 3                              | 3   | 3 | 3 |   |   |   |   |
| <ul style="list-style-type: none"><li>Units <u>may</u> initiate 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>Mortar Units <u>may not</u> fire at enemy Units if the range is less than 2 grid areas.</li><li>Combat may only be conducted with enemy Units that are in direct line-of-sight and, with the exception of Mortar Units, Units <u>may not</u> fire over friendly Units in front of them.</li></ul> |  |                                |   |   |   |   |   |   |   |

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|--|---|
|  | <ul style="list-style-type: none"> <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>• 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> <li>• Infantry (Small Arms), Machine Gun, and Mortar Units in Combat with enemy Armoured Car &amp; Light Tank Units reduce the number of Combat Dice thrown by 1.</li> <li>• Infantry (Small Arms), Machine Gun, and Mortar Units in Combat with enemy Tank Units reduce the number of Combat Dice thrown by 2.</li> </ul> |
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#### **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.