# MEMOIR '44

## HALF-TRACKS - DETAILED RULES




### Half-tracks - Unit

The number of Half-Track figures to deploy in a Half-Track unit is indicated in the small yellow circle located in the lower right corner of the Half-Track icon. This number may range from 1 to 3 figures. For instance, on the *Tobruk* Battle Map, there are three German Half-Track units, each with 2 Half-Track figures.

### Half-tracks - Targeting

A Half-Track unit is treated as armor when being targeted in battle. The attacker scores 1 hit for each Armor dice symbol or Grenade rolled against the Half-Track unit.




### Half-tracks - Medals

A Half-Track unit hit by enemy fire and destroyed does not necessarily provide the opponent with a Medal, unlike other units in the game.

To keep track of this, we recommend placing each eliminated Half-Track figure on a Medal stand, until three figures are gathered, at which point you can replace the figures by a Medal token. Half-Track figures removed from the board as a result of re-supplying your troops (see Re-Supply, below) never count toward a medal; instead, these figures are simply removed from the board, once used.

# • HALF-TRACKS •

## Half-tracks - Movement & Battle

An ordered Half-Track unit may move up to 2 hexes and battle any enemy target unit 2 or fewer hexes away. It combats with 2 dice. On a successful Close Assault, it may ***Take Ground*** but not do an ***Armor Overrun***. Instead of battling, it may *re-supply* another unit (see below).

### ADDITIONAL TERRAIN CONSIDERATIONS

A terrain that is identified in the rules as *Impassable* or *Impassable to Armor & Artillery* is also considered as impassable to Half-Track units.

In addition:

- **Oceans & Shorelines** - Half-Tracks cannot retreat into ocean hexes, except when on a Landing Craft.
- **Cliffs & Sea Bluffs** - Half-Tracks may not move up/down from the beach, oceans or shorelines.
- **Wire** - Half-Tracks may remove wire.
- **Railroad Bridges & Railroad Tracks** - Half-Tracks moving onto a Railroad Track or Railroad Bridge must stop.

## Half-tracks - Re-supply

When a Half-Track is adjacent to a friendly ground unit that is weakened, i.e. that no longer has the full figure count it had at the start of the scenario, the Half-track may re-supply that ground unit *instead of battling*.




Units that can thus be re-supplied include infantry, armor, artillery and cavalry units, among others.

Units that are formed of a single figure (e.g. Snipers, Airplanes on the ground, etc...), Trains, and Landing Crafts can never be re-supplied.

A Half-Track unit may move before it re-supplies a weakened unit and a weakened unit may move before it is re-supplied.

The Re-Supply Action takes place during the Battle phase of the Game Turn (Step 4 on the Game Turn sequence on page 6 of the Memoir '44 Rule book).

For each Half-Track figure removed by the player from its Half-Track unit, one figure (of the correct type) is returned to a weakened adjacent friendly ground unit. A re-supplied unit may not gain more figures than it had at the start of the game.

More than one adjacent weakened unit may be re-supplied from the same Half-Track unit during this phase, but none of the units being re-supplied nor the Half-Track unit can battle this turn.

Half-Track figures that are used to re-supply an adjacent friendly unit are removed from the game, and never count toward a Medal for the opponent.

### COMMAND CARD CONSIDERATIONS

- **Armor Assault** - Half-Track units may be ordered by this Command card. Units in Close Assault roll 1 additional die.
- **Ambush, Close Assault, Firefight** - Half-tracks units may be ordered by these Command cards.
- **Behind Enemy Lines, Dig-in, Medics & Mechanics** - Half-Track units may not be ordered using any of these Command cards.
- **Their Finest Hour** - A Half-Track unit may be ordered by this Command card when an Armor symbol or a Star is rolled. Ordered units battle with 1 additional die.

***Note:*** *Tactic cards that order Infantry units (Infantry Assault, Move Out) do not order Half-Track units.*

### ACTIONS CONSIDERATIONS

- **Collapsible Rafts and Boats** - A Half-Track unit may not be transported by Collapsible Rafts or Boats.
- **Heroic Leader** - A Heroic Leader may not be added to a Half-Track unit.
- **Hospital Recovery, Oasis Recovery** - A Half-Track unit may not recover in a Hospital or Oasis.
- **Reinforcements** - A Half-Track unit may not be used as Reinforcement.

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