

# LIGHT TANKS



## MEMOIR '44

### LIGHT TANKS-DETAILED RULES

#### LIGHT TANK-UNIT

A light tank unit consist of three figures.

#### LIGHT TANK-MOVEMENT

A light tank unit moves four hexes normally, three when used with Blitz rules, or five when unit spends it's entire movement on road hexes.

#### LIGHT TANK-BATTLE

A light tank unit battles at a range of three rolling two dice against all but medium armor, heavy armor (Tiger tanks), and tank destroyers. Light tanks may not battle other heavier armor. Light tanks may make armor overrun and move one extra hex before battling as long as movement restrictions allow.

#### LIGHT TANKS AND COMMAND CARDS

Light tanks are treated as normal armor except that they may never battle heavier armor.



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