

MEMOIR '44

DAY CYCLE



rasmussen81

Day Cycle

This variant will slow battles down but will allow for interesting maneuvering because it represents a full Day Cycle.

The chart to the right shows the steady progression through a full day. The token is moved up the chart after both players have taken their turns. The Afternoon and Night times last for 2 turns, as shown by the two Star Tokens, while every other time of day only lasts for 1 turn.

Random Cycle: To add a more random element to the Day Cycle, players can choose the Turn Length for Afternoon and Night. These 2 times become the only fixed lengths of the Day Cycle. Roll 4 dice just like the normal Night Visibility Chart for each of the other Times of the Day; stars move the Battle Star Token up the Visibility Chart.

Air Rules: If the Air Pack is being used, planes will have less chance to fly.



They can safely enter the battle field with a Visibility of 5 or 6. If the plane stays on the battle field, add 1 die to Air Check rolls for Visibility of 4; add 2 die to Air Check rolls for Visibility of 3. Planes cannot enter the battle field or remain in combat with less than 3 hexes of Visibility.



Note: The Day Cycle Chart continues to be used after reaching the top. Simply move the Battle Star Token back to the bottom of the chart and start over.

Note: Unless the scenario says otherwise, start the battle in the Afternoon with 6 hexes of visibility.

