

"It is for us the living, rather, to be dedicated here to the unfinished work which they who fought here have thus far so nobly advanced. It is rather for us to be here dedicated to the great task remaining before us—that from these honored dead we take increased devotion to that cause for which they gave the last full measure of devotion—that we here highly resolve that these dead shall not have died in vain—that this nation, under God, shall have a new birth of freedom—and that government of the people, by the people, for the people, shall not perish from the earth."

Abraham Lincoln  
Gettysburg  
November 19, 1863

## THE CIVIL WAR

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At the outbreak of hostilities, both sides were unprepared for war. The weeks after Fort Sumter saw both North and South gripped with an enthusiasm for a war which most thought, optimistically, would be decided swiftly. The Union regular army was only 16,000 strong, and many of those troops were at

frontier posts in the West. In addition to them, Lincoln could call on the state militias. In April 1861, Lincoln called for 75,000 volunteers to serve for three months. In July, he asked for another 400,000 to fight for three years. The Confederacy had to raise its army virtually from scratch, although the Southern state militias were generally better prepared than those in the North. The Confederate Congress authorized President Davis to raise 100,000 volunteers in February 1861 for up to twelve months. In August, this was increased to 400,000 for a period of three years. General in Chief Winfield Scott urged Lincoln to offer Robert E. Lee command of the Union army. Lee, however, declined the offer and resigned from the army. Within four weeks, Lee took command of Virginia's military forces as a major general in the Confederate army.

The South, by avoiding defeat, hoped to win by making the war so costly for the North that public support for the war would wane. President Davis preferred to wage a defensive war, trading space for time. However, he could ill afford to lose territory, which would further deplete the South's limited resources and weaken Southern morale. The Confederacy adopted what has become known as an "offensive-defensive" strategy. While maintaining a cordon defense, Confederate armies would exploit opportunities to counterattack and raid. The objective was to disrupt Union plans and undermine Northern morale.

Unlike the South, the North had to win the war. Gen. Scott proposed the "Anaconda Plan," in which the Union would impose a naval blockade on the South and win control of the Mississippi. This would deprive the South of military resources and split the Confederacy in two. Scott believed this plan would bring the South to terms with less bloodshed than any other plan. However, Scott's method would take time, and he feared, quite rightly, "the impatience of our patriotic and loyal Union friends. They will urge instant and vigorous action, regardless, I fear, the consequences." Scott was right. With the Confederate capitol only a hundred miles away, the cry in the Northern press was "On to Richmond."

In early July 1861, Confederate forces were within a day's march of Washington. Mindful of public opinion and that the initial three-month enlistment period was coming to a close, Lincoln pressed Gen. Irvin McDowell to take action. McDowell expressed concern because the army was not yet ready for battle. But Lincoln was adamant. "You are green, it is true," the president remarked, "but they are green, also; you are all green alike." With a force of about 30,000 troops, McDowell drew up plans to attack the main Confederate army under the command of Gen. Beauregard. McDowell's plan of attack was to advance with 35,000 troops on the main Confederate army of 20,000 under Pierre G. T. Beauregard, which was camped near Manassas Junction.

The first major battle of the Civil War was about to unfold, and like so many battles that would follow—Bull Run to Appomattox Courthouse—the soldiers and Generals of North and South would display a measure of courage and sacrifice that would, more than any other event in our nation's history, set the direction for America's future.

## INTRODUCTION

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The Battle Cry game features stylized Civil War battles and skirmishes. These scenarios focus on important terrain features from the original battlefields and represent the historical deployment of Union and Confederate forces that participated in each battle.

Victory will require strategic card play, timely dice rolling, and an aggressive, yet flexible, battle plan. The stage is set, the battle lines are drawn, and you are in command. The rest is history.

## HOW TO WIN

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Be first to capture a set number of opponent's flag figures and/or flag tokens, as noted in the scenario, to win!

## COMPONENTS

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1 Game Board  
60 Command Cards  
46 Double-sided Terrain Tiles  
9 Double-sided Entrenchment/Fieldwork Tokens  
14 Double-sided Flag Tokens  
8 Battle Dice  
1 Flag Label Sheet  
Confederate (gray) and Union (blue) armies, each with the following plastic figures:  
3 Generals with Flags  
3 Artillery with Flags  
6 Artillery Crewmembers  
3 Cavalry with Flags  
6 Cavalry  
10 Infantry with Flags  
30 Infantry

## BATTLE SCENARIOS

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### Classic Battle Cry Scenarios

First Bull Run, Virginia — July 21, 1861  
Pea Ridge, Arkansas (Elkhorn Tavern) — March 7, 1862  
Kernstown, Virginia — March 23, 1862  
Shiloh, Tennessee (first day of battle) — April 6–7, 1862  
Gaines Mill, Virginia — June 27, 1862  
Second Bull Run, Virginia (Brawner's Farm) — August 28, 1862  
Antietam, Maryland — September 17, 1862  
Fredericksburg, Virginia — December 13, 1862  
Murfreesboro, Tennessee (first day of battle) — Dec. 31–Jan. 2, 1863  
Gettysburg, Pennsylvania (Devil's Den & Wheat Field, second day of battle) — July 1–3, 1863  
Gettysburg, Pennsylvania (Pickett's Charge, third day of battle) — July 1–3, 1863  
Chickamauga, Georgia (second day of battle) — September 19–20, 1863  
New Market, Virginia — May 15, 1864  
New Hope Church, Georgia — May 25, 1864  
Jackson Campaign Supplement  
McDowell, Virginia — May 8, 1862  
Winchester, Virginia — May 25, 1862  
Cedar Mountain, Virginia — August 9, 1862  
150th Civil War Anniversary Edition Battles  
Falling Waters, West Virginia — July 2, 1861  
Wilson's Creek, Missouri (Bloody Hill) — August 10, 1861  
Greenbrier River, West Virginia — October 3, 1861  
Belmont, Missouri — November 7, 1861  
Dranesville, Virginia — December 20, 1861  
Fort Donelson, Tennessee (Confederate Breakout) — February 15, 1862  
Little Sugar Creek, Arkansas — February 17, 1862  
Williamsburg, Virginia (North of Fort Magruder) — May 5, 1862  
Oak Grove, Virginia — June 25, 1862  
Richmond, Kentucky (Union Final Position) — August 30, 1862  
Ox Hill, Virginia — September 1, 1862  
Perryville, Kentucky — October 8, 1862  
Prairie Grove, Arkansas — December 7, 1862

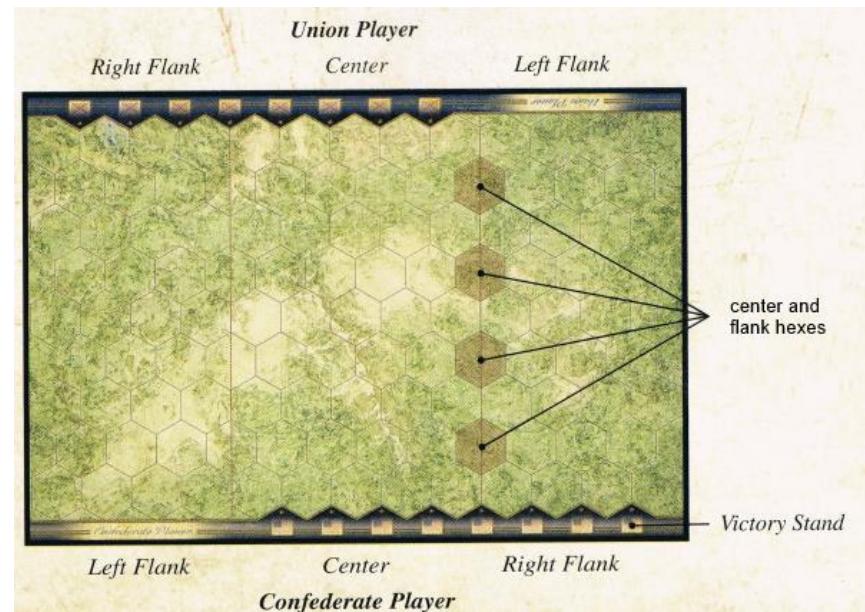
## Applying Flag Stickers

Apply an appropriate flag sticker to each figure with a flag stand.



## Game Board

The game board represents a battlefield and is divided into three sections by two dotted lines—giving each player a left flank section, a center section, and a right flank section. Where a dotted line cuts through a hex, the hex is part of both the flank section and the center section. The victory stand areas hold captured enemy flags.

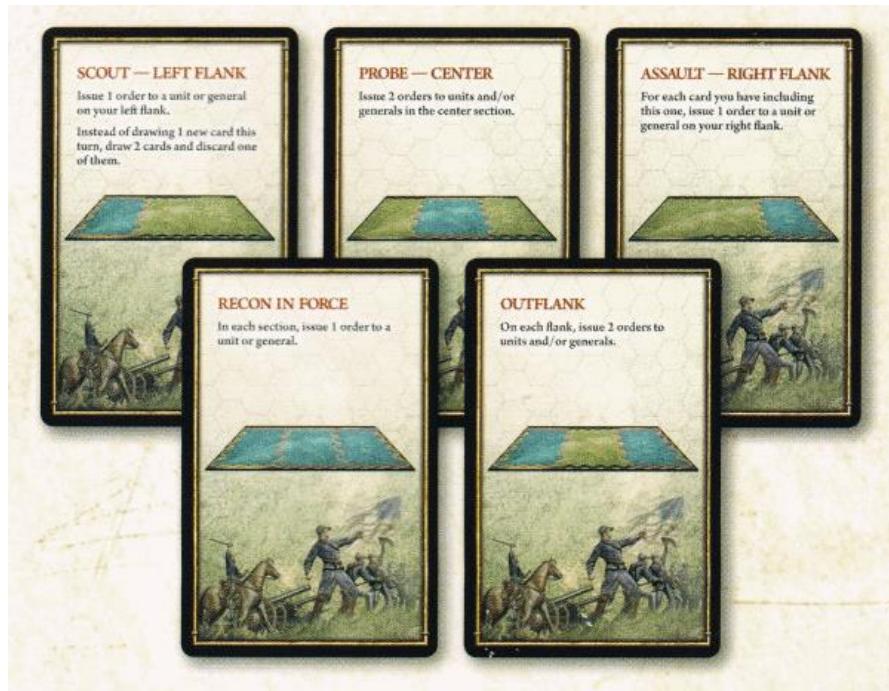


## Command Cards

Using command cards, you'll order your troops to move, attack, and/or do something special. There are two types of command cards: section cards and tactic cards.

### Section Cards

When you play a section card, the card will indicate how many and which type of units you may order to move and/or battle. The card will also indicate in which section or sections of the battlefield you may issue orders.



## Tactic Cards

Tactic cards feature special rules that enable units to move and/or battle in unique ways or that create other effects as noted in the text of the card.



## Dice

You'll roll a variable number of dice to resolve battles. The dice are custom made for this game and have the following 6 sides:



## SETUP

### Choose a Battle Scenario

Select one of the 30 battle scenarios from the Scenarios section, starting on page 17. Each scenario includes a battlefield map, a brief overview of the battle, and staffing notes.

The 30 scenarios are based on actual Civil War battles. Every attempt has been made to ensure accuracy, within the boundaries of the game system. Keep in mind, however, that history is, by definition, interpretive. "Facts" are often contradictory. Press and government reports are not always accurate. Historians, sometimes disagree. People are misquoted. Embellishment, mistakes, faulty memories and conflicting records also play a role. In war, nothing is certain.

### First Game?

If this is your first game of Battle Cry, start with the First Bull Run scenario. This scenario will help you become familiar with the rules and the basics of fighting a Civil War battle.

### Set up the Game Board

Each scenario has a battlefield map that shows where to deploy armies and place terrain tiles and tokens on the game board. Set up the game board according to the map.

## Generals and Units

Each silhouette on the map represents either a single general figure or a unit comprised of multiple troop figures.

Silhouette	Place This Many Figures	Silhouette	Place This Many Figures
Infantry unit	1 figure with flag and 3 without	Cavalry unit	1 figure with flag and 2 without
Artillery unit	1 figure with flag and 2 crewmember figures without	General	1 figure

A Note on Scale The number of historical forces represented by a game unit varies by scenario. For example, in some scenarios an infantry unit in the game may represent an entire division, while in other scenarios it might represent a single regiment.

## Terrain

Terrain has a variety of effects as described in the Terrain section and on the quick-reference sheet. See last pages for further terrain reference.

## Flag Tokens

Flag tokens mark special units or objective hexes. When a special unit or objective hex is present in a scenario, it will be labelled on the map and explained in the staffing notes.



**Special Unit:** When you move a special unit, move the corresponding token along with it. The token doesn't count as a piece that can be removed to satisfy losses, and the token is not transferable. Remove the token from the battlefield when the last piece in the special unit is eliminated.

**Objective Hex:** Place a flag token on the objective hex. Normally when your unit occupies an objective hex, you capture the flag token and place it on your victory stand.

## Review the Staffing Notes

Each scenario includes staffing notes with information on the following:  
The generals in command. In some scenarios, the generals aren't present on the battlefield; only the field officers whose presence affected the actual outcome of the battle are represented.

- Each player's hand size of command cards.
- The player who goes first.
- The number of captured flags needed to win the game.
- Any special rules or victory conditions that apply.

When a battle's special rules require a unit to occupy an objective hex to earn a victory flag token, a general figure by itself can't capture that objective hex; only an infantry, cavalry or artillery unit can capture a victory flag token.

## Deal Command Cards

Shuffle the command cards and deal the number of cards shown in the staffing notes to each player. Players keep their cards secret. Place the remaining cards face down in a draw pile, within easy reach of both players.

## WHAT TO DO ON A TURN

The player listed in the staffing notes goes first. Players then alternate taking turns. On your turn, follow the sequence shown below:

1. Play a command card.
2. Announce orders.
3. Move.
4. Battle.
5. Draw a new command card.

### 1. Play a Command Card

Play one command card from your hand. The card will tell you in which section(s) of the battlefield you may issue orders and how many orders you may give. Some cards allow you to take special actions, as explained on the card.

### 2. Announce Orders

Announce which of your generals and/or units you will order. Only those ordered figures may move, battle, or take a special action this turn. You can't give more than one order to each general or unit.

### 3. Move

You may move generals and units you've ordered in any sequence you wish. However, you must complete each move before beginning another. All moves must be completed on a turn before you may battle. (Battling is step 4 of the turn sequence.)



**Infantry** — An ordered infantry unit may move 1 hex in any direction and battle.



**Cavalry** — An ordered cavalry unit may move up to 3 hexes in any direction and battle.



**Artillery** — An ordered artillery unit may move 1 hex in any direction or it may battle. An artillery unit may not move and battle.



**General** — An ordered general may move up to 3 hexes in any direction. When alone, a general may not battle.

## Moving Units

- A unit may move only once per turn.
- A unit that is ordered doesn't have to move.
- A unit may move from one section of the battlefield to another.
- A unit may not move onto or through a hex occupied by a friendly unit, an enemy unit, or an enemy general.
- You may move a unit onto a hex occupied by a friendly general if the general is alone in the hex. The unit stops there and may move no further that turn. The general is then attached to the unit.
- You may not split a unit. The individual figures within a unit must stay together and move as a group.
- Units that have been reduced through casualties may not combine with other units.
- Some terrain features affect movement and may prevent a unit from moving its full distance or battling. (See Terrain.)
- Aside from special rules, a unit may not exit the battlefield.

## Moving Generals

- A general may move only once per turn.
- A general that is ordered doesn't have to move.
- A general may move from one section of the battlefield to another.
- A general may move through a hex occupied by a friendly unit, a friendly unit with an attached general, or a friendly general that is alone in a hex.
- A general may end its movement in a hex occupied by a friendly unit as long as there is no other general in the same hex. The general is then attached to the unit.
- A general may not move onto or through a hex occupied by an enemy unit or general.
- Some terrain features affect movement and may prevent a general from moving its full distance or battling. (See Terrain.)
- Aside from special rules, a general may not exit the battlefield.

## Attached Generals

A general in the same hex as a friendly unit is “attached” to the unit.

- Only one general may be attached to a unit.
- If a unit with an attached general is given an order, the general must move with the unit to the same hex. The movement of the unit and attached general only counts as one order.
- You may give an order to an attached general to move away from the unit that it's attached to for a cost of one order. The unit that the general moves away from is not ordered unless it is also given an order.
- A general may move away from one unit and attach to another, but the unit it attaches to is not automatically ordered.
- A general that moves and joins a unit may not move again with a unit it has just joined.

*Note:* Retreating is a different type of movement with slightly different rules. See Retreat.

## 4. Battle

After completing all moves, your ordered units able to battle may battle. However, they must first be close enough to the enemy and be in a position to “see” the enemy. (See Range, and Line of Sight.) Adjacent units can always Battle. A unit may battle only once per turn. You must resolve each battle before starting the next.

### Units in Battle

- A unit may never split its battle dice between several enemy targets.
- If a unit is adjacent to one or more enemy units, it may not attack a more distant enemy.
- The number of playing pieces in a unit has an effect on the number of battle dice rolled.

### Generals in Battle

- Embolden Troops: Each time a unit with an attached general is attacked, that unit may ignore one retreat flag rolled against it.
- Each time a general that is alone in a hex is attacked, that general may ignore one retreat flag rolled against it.
- A general alone in a hex may not battle.
- A general attached to a unit will not normally add any battle dice to a unit when it is battling.

To battle, do the following:

1. Determine the range (distance to the enemy target).
2. Determine the line of sight (whether or not you can see the target).
3. Roll the dice (to determine hits, retreats, and misses).

### RANGED COMBAT



#### Infantry — Range of 3 hexes.

An ordered infantry unit may battle an enemy target that is 3 or fewer hexes away in any direction. An infantry unit rolls 1 battle dice per figure. If the unit moved, halve the number of dice (rounding up). For example, to battle an enemy that is 3 hexes away in clear terrain, a full strength 4 figure infantry unit would roll 4 battle die. (2 dice if the infantry moved).



#### Artillery — Range of 5 hexes

An ordered artillery unit may battle an enemy target that is 5 or fewer hexes away in any direction. An artillery unit rolls 5 battle dice when the target is in an adjacent hex (see Melee), and 1 die less for each additional hex away from the enemy. For example, to battle an enemy that is 5 hexes away in clear terrain, an artillery unit would roll 1 battle die.

**Horse Artillery** will battle with 4 dice in adjacent hex (see Melee), 3 dice, 2 dice and 1 die at four hex range (4-3-2-1).

Horse Artillery may move 2 hexes and not battle or move 1 hex and battle. Also note that a Horse artillery unit ordered to move by a Bombard card may not battle.

Artillery and Horse Artillery units with only 1 figure battle with 1 die less



#### Cavalry - Range 2 hexes

**Optional** An ordered cavalry unit may target an enemy unit two hexes away in any direction, subject to being in line of sight of the firing unit. The base number of battle dice rolled in ranged combat when the cavalry unit does not move is equal to the number of figures in the cavalry unit. When a cavalry unit moves, the unit may not range fire.



#### General — No range.

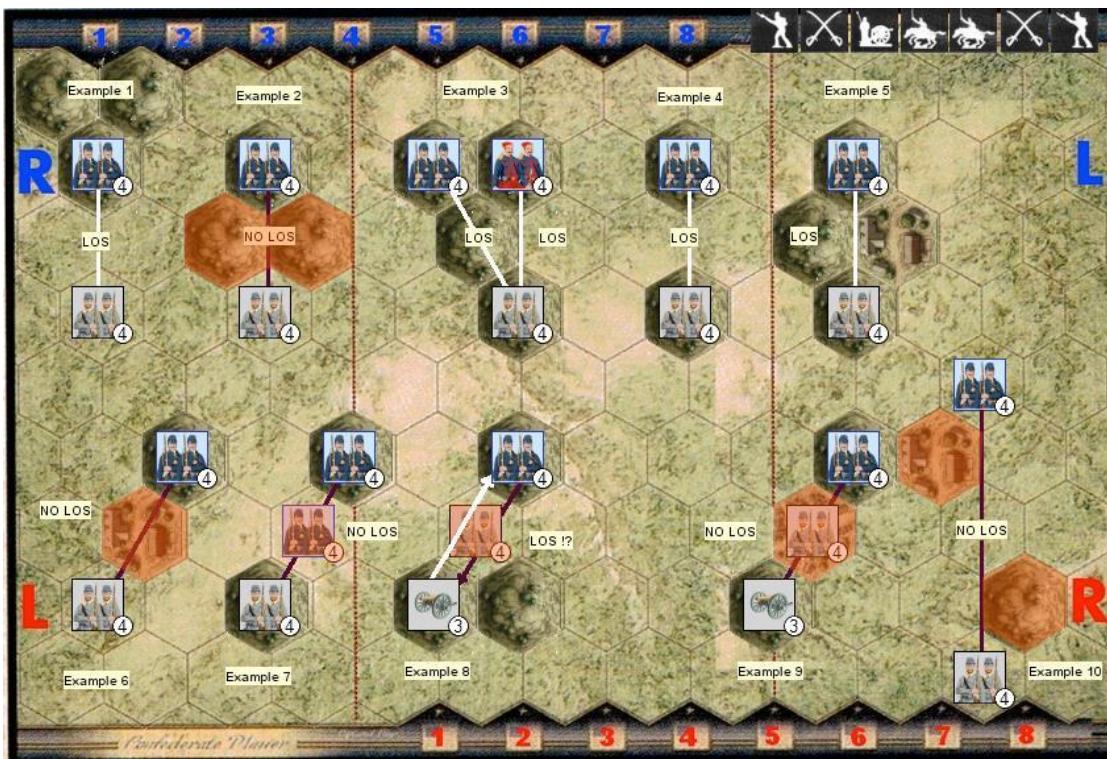
See Generals in Battle.

## LINE OF SIGHT

A unit must be able to see the enemy unit it wants to battle. This is known as having line of sight to the enemy.

Imagine a line drawn from the center of the hex containing the battling unit to the center of the hex containing the enemy target. This line of sight is blocked if a hex (or part of a hex) between the battling unit and the target hex contains an obstruction. Obstructions include a unit or general (regardless if friend or foe) and some terrain. (See Terrain) The terrain in the target hex does not block line of sight.

If the imaginary line runs along the edge of 1 or more hexes that contain obstructions, line of sight is not blocked unless the obstructions are on both sides of the line.



### Line of Sight Example

**Example 1:** No terrain, units, or generals block line of sight between the units on the hill hex and clear hex.

**Example 2:** Hill hexes block line of sight on both sides of the line between the units on the hill and clear hexes.

**Example 3:** The hill does not block line of sight between the two units on the hill hexes. They are part of the same complex of hills to form a plateau. The hill hex is on only one side of the line of sight to the Zouaves (on the right).

**Example 4:** No terrain, units, or generals block line of sight between the two units on the hill hexes.

**Example 5:** The Homestead hex only blocks the line of sight on one side of line. The hills form a plateau.

**Example 6:** The Homestead hex blocks line of sight between the unit on the hill hex and the clear hex.

**Example 7:** The unit in the clear hex blocks line of sight between the units on the hill hexes.

**Example 8:** Confederate artillery on a hill hex has line of sight over a friendly unit in an adjacent hex at a lower level in a clear hex to the Union Infantry on the hill hex. The Confederate Infantry unit on the clear hex blocks the Union infantry line of sight to the Confederate artillery on the hill hex.

**Example 9:** The rough terrain hex is blocking the line of sight between the two units on the hill hexes.

**Example 10:** Two different pieces of blocking terrain are on both sides of the line of sight, even though apart.

## *Resolving Battles*

Determine the total number of battle dice a unit will roll as follows:

1. Determine the number of battle dice a unit will roll because of range.
2. Halve for moving Infantry (round up)
3. Reduce the number of dice when targeting a unit on terrain.
4. Add to the number of dice for any command card effects.

Example: You play a Leadership tactic card and order a reduced 3 figure infantry unit with an attached general that is targeting an enemy infantry unit 2 hexes away on a woods hex. First, determine the dice to be rolled based on range, 3 dice, then deduct the woods protection of -1 die, which equals 2 dice. Then add the Leadership bonus of +1 die for a total of 3 dice.

Once you've determined how many battle dice to use in a battle, roll the dice. Each die rolled will result in a hit, a retreat, or a miss. Hits are resolved first, followed by retreats.

### **Hit**

The attacker scores one hit for each symbol rolled that matches the target unit. (not Sabres).

### **Flag**

Each flag may cause a retreat (see Retreat rules)

### **Miss**

You failed to roll any of the symbols needed to hit an enemy target or to force the enemy to retreat.

## **MELEE COMBAT**



**Infantry**—An ordered infantry unit may stay in position or move one hex and melee an enemy unit on an adjacent hex. In melee combat, the base number of battle dice rolled is equal to the number of figures in the unit, even if the infantry unit has moved prior to the melee combat.



**Cavalry**—An ordered cavalry unit may stay in position or move 3 hexes and melee an enemy unit on an adjacent hex. In melee combat, the base number of battle dice rolled is equal to the number of figures in the unit, even if the cavalry unit has moved prior to the melee combat.



**Artillery**—An ordered artillery unit, which does not move, may target an enemy in the adjacent hex in melee. An artillery unit rolls 5 battle dice when the target is in an adjacent hex.

**Horse Artillery** will battle with 4 dice in adjacent hex

Artillery units with only 1 figure battle with 1 die less



**General — No melee**

See Generals in Battle

### **Hit**

In melee combat, the attacker scores 1 hit for each troop symbol rolled that matches the target unit and 1 hit for each saber symbol rolled. A saber symbol scores 1 hit regardless of the troop type being targeted. Each flag may cause a retreat (see Retreat rules) Other symbols rolled are a miss.

For each hit scored, remove one figure from the target unit. Remove the flag bearer piece last. When the flag bearer (last piece) in the opponent's unit is removed, place it on an empty star of the victory stand on your side of the battlefield.

If an attacking player rolls more hits than the number of playing pieces in the defending unit, the additional hits have no effect.

### **Flag**

Each flag may cause a retreat (see Retreat rules)

### **Miss**

You failed to roll any of the symbols needed to hit an enemy target or to force the enemy to retreat.

## **GENERALS IN BATTLE**

### **Hitting a General**

When attacking a unit with an attached leader, any hit on the unit will also require a General Casualty Check to determine if the General is also eliminated.

When attacking an unattached general, calculate the number of battle dice to be rolled as usual. The attacking player must then roll at least one sabers symbol in melee or two in ranged combat. If the roll succeeds, the defending general is eliminated.

When you eliminate a defending general, place it on an empty space of the victory stand on your side of the battlefield.

## **GENERAL CASUALTY CHECK**

Your opponent will always roll for your General Casualty check. When a General is hit, remove the General figure from the battlefield and collect a Victory Banner.



**Attached General:** When a General is attached to a unit and the unit loses one or more figures without being eliminated, there is a chance that the General may also be hit. Make a General casualty check by rolling 2 battle dice. To hit the General two saber symbols must be rolled.

A General casualty check must be made when a unit loses a figure from:

- Ranged Combat
- Melee Combat
- Failure to complete a retreat move

Only one General casualty check is required from a single combat dice roll. For example, when a unit with an attached General is attacked and the unit loses one or more figures from the combat dice rolled, after the combat loss figures are removed, there is a General casualty check. If the unit is also forced to retreat, but the unit the General is with cannot complete its entire retreat movement, the unit must also lose additional figures, another General casualty check is not required, however, because the same combat dice roll caused the retreat figure losses.



**Attached General's Unit Eliminated:** When a General is attached to a unit and the unit loses one or more figures, eliminating the unit and leaving the General alone in the hex the General casualty check is made with 1 battle die. To hit the General a saber symbol must be rolled. If the General is not hit, the General must retreat 1, 2, or 3 hexes. If the General is on a friendly map edge hex, he must retreat off the map.

When a General is attached to a unit that is forced to retreat and the unit has all of its figures eliminated because it could not complete its retreat movement, the General must retreat from the hex where the last unit figure was removed.

When a unit's retreat is blocked by enemy units and the unit loses its last figure, the General must use "Escape" rules to move through one of the enemy units and reach an open or friendly hex.

When a unit loses its last figure at the map edge because it cannot retreat further, the General must retreat off the map edge. A General that retreats off a friendly map edge hex does not give your opponent a Victory Banner.

When a unit loses its last figure because its retreat path is occupied by impassable terrain hexes, the attached General is also eliminated if it too cannot retreat into the hex. In this instance, the General's elimination yields a Victory Banner to the opponent.

When a unit is eliminated any flags rolled against an eliminated unit have no effect on the General, however the General, after the General casualty check, must retreat 1, 2, or 3 hexes.

When a General's unit is eliminated in melee combat, the attacking unit may Take Ground into the vacated hex after the General retreats from the hex.

#### Unattached General:



A Leader alone in a hex, may be targeted in ranged combat. When a Leader is alone in a hex, the attacking enemy unit rolls its normal ranged battle dice. Two Sabers symbols rolled will score a hit and eliminate the Leader. If the Leader is not hit, the Leader must retreat 1, 2, or 3 hexes. Flags rolled against the Leader have no effect on the unattached Leader.



An unattached General may be attacked in melee. When a General is alone in a hex, the attacking enemy unit rolls its normal melee battle dice. One or more Sabers symbols rolled will score a hit and eliminate the General, even from a unit that normally does not score a hit on a Sabers roll in melee combat.

If the General is not hit, the General must retreat 1, 2, or 3 hexes.

Flags rolled against the General have no effect on the unattached General. The attacking unit may Take Ground into the vacated hex, after the General retreats from the hex.

## RETREAT

### Bolster Morale

Some situations allow a unit to disregard one or more flags rolled against it. Disregarding a flag result is optional and the owning player may always decide to accept a flag result. If more than one flag result can be ignored, the owning player can choose to ignore one (or more) and accept one (or more). A unit may choose to disregard flags rolled against it each time it is attacked.

If more than one of the following situations applies, the effects are cumulative.

- A unit may disregard one flag when a General is attached to the unit. If the unit loses one or more figures in combat, the General must survive the General casualty check for the unit to ignore the flag.
- A unit may disregard one flag when supported by two or more friendly units. Support units may be on any hexes that are adjacent to the unit.
- A General when alone in a hex may act as one adjacent support and can provide support just as a friendly unit does.
- Some terrain features will allow a unit defending on the terrain to ignore one flag. See Terrain rule section.

After you resolve all hits and remove casualties, then resolve retreats. For each flag symbol rolled during the battle that cannot be ignored, the defending unit must retreat 1 hex toward its own edge of the battlefield. Terrain has no effect on retreat moves; therefore, a retreating unit may move through terrain that normally would stop movement. Impassable terrain, however, may not be moved through during a retreat move.

The defending player decides to which hex a unit retreats using the following rules:

- A unit may not retreat onto or through a hex that contains another unit.
  - Exception 1: A unit, without a general attached, may retreat onto a hex that contains a friendly unattached general. If a unit retreats onto a hex with a friendly general, the unit must stop and the general attaches to that unit. The unit will ignore any other retreat flag symbols rolled by the attacker and may not retreat any further.
    - Exception 2: A general may retreat through a hex with a friendly unit or general. A general may retreat onto a hex that contains a friendly unit as long as the unit does not already have an attached general. After completing all retreat moves required, if the general is in a hex with a friendly unit, it is considered

attached to that unit. Any unit on a hex that a general passes through during his retreat move is unaffected.

- A unit with an attached general may not retreat onto a hex that contains another friendly general.
- An attached general must retreat with its unit to the same hex. If the unit is eliminated in battle, the general must make any retreat moves required.
- If a unit can't retreat because of reaching the edge of the battlefield, or if other units (friend or foe) or impassable terrain blocks the retreat, the player of the retreating unit eliminates one figure in the retreating unit for each retreat flag move that can't be completed. Such losses may include an attached general if there are no other figures available to be taken as casualties.
- If a general can't retreat because of reaching the edge of the battlefield, or if enemy units or impassable terrain blocks its retreat, the general is eliminated.

### General's Retreat

Generals retreat somewhat differently from units.

- A General, attached to a unit that must retreat, will retreat to the same hex as the attached unit.
- When a General is attached to a unit and the unit loses its last figure by ranged combat, melee combat, or because the unit cannot complete its entire retreat move, if the General is not eliminated on the General casualty check, the General must retreat 1, 2, or 3 hexes.
- When an unattached General is attacked in ranged or melee combat, if the General is not eliminated, he must retreat 1, 2, or 3 hexes.

When a General retreats he must follow these rules:

- A General's retreat movement is 1, 2, or 3 hexes back towards its controlling player's side of the battlefield. The player who controls the General determines the number of hexes he will move, and the path he will take as he retreats.
- Terrain that is not impassable has no effect on retreat moves, therefore a retreating General may move onto or through a forest, a fordable river, etc., without stopping. Impassable terrain will prevent a retreat movement, and a General unable to retreat one hex due to impassable terrain will be eliminated. The opponent gains one Victory Banner when the General is eliminated.

- A General may not end his retreat movement in a hex that contains another friendly General, an enemy unit or enemy General.
- A General may retreat through a hex that contains only a friendly unit or choose to stop his retreat in the hex and attach to the unit.
- A General may retreat through a hex that contains a friendly unit with a General or an unattached friendly General.
- A General retreating through a unit's hex does not affect a unit.
- You may choose to retreat your General off your side of the battlefield. This saves the General from becoming a Victory Banner for your opponent, but you lose a strong command piece by doing so.
- A retreating General may move through an enemy unit, but this is governed by the rules for General Escape.

### General Escape

When enemy units occupy a General's designated retreat path, the retreating General must attempt to escape through the enemy occupied hex.

**General Escape Procedure:** Move the General onto the enemy hex and allow the enemy unit in the hex to battle the General. The attacking unit uses its normal number of melee combat dice.

The General does not benefit from terrain in the hex. One or more Sabers symbols rolled will score a hit and eliminate the General, even from a unit that normally does not score a hit on a Sabers roll in melee combat. The opponent gains one Victory Banner when the General is eliminated.

If the General is not hit, his escape is successful and he continues with his retreat move. Should an enemy unit also occupy this hex, the General must again undergo the Escape procedure. Should the third hex also be occupied by an enemy unit, the General is eliminated and the opponent gains a Victory Banner.

## BATTLE BACK

The defending enemy unit may Battle Back against the attacking unit, if one or more of the defending unit's figures survived the melee combat attack and the defending unit did not retreat from its hex. The attacking player's unit, that conducted the initial attack, is now considered in a defending posture.

During a Battle Back the unit calculates its strength, any terrain battle dice reduction, rolls the battle dice, determines hits and retreats, and applies them in the same manner as the attacker.

After the defending player's Battle Back, the melee will stop; i.e. there is never any Battle Back on a Battle Back.

- If the defending unit is forced to retreat out of its original hex, it may not Battle Back, even if its retreat move places the unit in a hex that is still adjacent to the attacking unit.
- If the defending unit was unable to fulfill a required retreat, it may Battle Back as long as it still has one or more figures remaining on the battlefield after taking figure losses for not completing its retreat.
- A defending unit that is Battling Back may not Take Ground.
- A Fight Back Command card may not be played against a unit that is Battling Back.

## ADDITIONAL COMBAT ACTIONS

During the combat phase, after a melee combat an attacking unit may be entitled to take one or more additional actions. These actions are defined below.

### TAKING GROUND

When an ordered infantry or cavalry unit attacks in melee combat and eliminates or forces the defending enemy unit or General to retreat from the hex it occupies, the attacking unit has conducted a successful melee combat. The victorious attacking unit may advance (move) onto that vacated hex. This is referred to as Taking Ground.

- Taking Ground is never mandatory; it remains the attacking player's choice.
- Taking Ground is subject to normal terrain movement restrictions.
- An infantry unit that attacks a cavalry unit may Take Ground after the cavalry unit chooses to Retire and Reform.
- An unit that attacks a General alone in a hex may Take Ground after the General retreats or is eliminated

*An Artillery unit may not Take Ground.*

## **CAVALRY RETIRE AND REFORM**

When being attacked in melee by an enemy infantry unit (including Combined Arms attacks), a cavalry unit may choose to Retire and Reform instead of staying and fighting in the melee.

Before an infantry unit is about to melee an enemy cavalry unit, the attacking player must ask if the cavalry unit is going to Retire and Reform. The defending player must then declare that the cavalry unit will Retire and Reform or that the cavalry unit will not Retire and Reform, before the attacking infantry unit rolls its battle dice.

A cavalry unit may not Retire and Reform if it cannot retire 2 hexes towards its side of the battlefield. Occupied hexes, impassable terrain and the edge of the battlefield may prevent the cavalry unit from retiring 2 hexes. Passable terrain that normally halts movement does not prevent Retire and Reform.

When the cavalry unit does not choose to Retire and Reform, or cannot Retire and Reform, the melee is resolved normally.

Before the cavalry unit conducts Retire and Reform, the attacking infantry unit determines and rolls the proper number of melee battle dice against the cavalry unit. Artillery battle dice in a Combined Arms attack are still rolled if the cavalry unit elects to Retire and Reform. Only cavalry symbols will score a hit in any combat against a cavalry unit electing to Retire and Reform. All other symbols, including sabers and flags, are ignored. If the cavalry unit receives a hit and has an attached General, a General's casualty check is made normally.

After the attacking infantry unit's dice roll, the cavalry unit's Retire and Reform movement of 2 hexes toward its own side of the battlefield is made.

- The attacking infantry may Take Ground after a cavalry unit vacates the hex.
- A cavalry unit may not Battle Back when it elects to Retire and Reform, even if it ends in a hex that is adjacent to the infantry unit that was making the melee attack.
- A cavalry unit may not Retire and Reform when an infantry unit Battles Back.

## **COMBINED ARMS COMBAT**

When an ordered infantry or cavalry unit is about to attack an enemy unit in melee, one or more ordered artillery units may combine their battle dice with the attacking unit. A combined arms combat must be declared before any battle dice are rolled. All ordered artillery units in the combined arms combat must be in range and have a clear line of sight to enemy unit that is being attacked. An Artillery unit on a hill may not combine arms if it has to fire over the heads of a friendly unit on a lower adjacent hex. The artillery unit must have an unobstructed line of sight path to the targeted enemy. No units or terrain may occupy the line of sight path in a declared combined arms combat.

### **Combined Arms Combat Procedure**

The infantry or cavalry unit determines the number of battle dice it will roll in the melee combat including any terrain reductions.

The artillery unit determines the number of battle dice it will roll including any terrain reductions. The artillery's battle dice are added to the battle dice of the friendly unit making the melee attack. All the dice are rolled together at the same time. There may be an occasion where the infantry or cavalry unit battle dice is zero. The artillery unit engaging in combined arms may still roll its battle dice. When an artillery unit engages in combined arms with a unit that does not hit on Sabers in melee, the artillery dice added to the melee roll will also not hit on Sabers.

When an artillery unit and the attacking unit are both adjacent to the enemy unit being attacked with combined arms, if the enemy unit Battles Back it must fight against the infantry or cavalry unit, not against the artillery.

Any artillery that declares a combined arms attack with a cavalry unit that is fighting an enemy infantry unit in square can lose its combined arms attack. This will happen if the infantry unit in square, when fighting first, either eliminates or causes the cavalry unit to bounce retreat. The artillery unit's combined arms battle dice are lost, because the cavalry attack is repulsed before the cavalry unit could make the melee attack.

### Fight Back Tactic Card

The Fight Back Tactic card works as normal, but cannot be used against a Battle Back

**OPTIONAL:** Play this card after opponent declares a melee attack, but before the dice roll. Your defending unit will battle first. If a defending unit plays a Fight Back card against a combined arms attack and either eliminates the attacking infantry or cavalry unit or forces it to retreat, the artillery's attack dice committed to the combined arms combat are lost because no attacker melee occurs. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. The defender may not Battle Back after this combat. At the end of the turn, you draw a replacement Command card first.

### GRAND BATTERY

When an army has two or more Artillery units in adjacent contiguous hexes, the units may be ordered to battle as a Grand Battery. The Artillery units in a Grand Battery may target the same enemy unit in ranged combat and will roll all their battle dice at the same.

- Each ordered Artillery unit, in the Grand Battery, determines the number of battle dice it will roll in the range combat including any terrain reductions.
- An Artillery unit must have range and have a clear line of sight to the enemy unit that is being targeted.
- An Artillery unit, on a hill, may not fire as part of a Grand Battery, if it must fire over the heads of a friendly unit on a lower adjacent hex.
- An ordered Horse Artillery unit that moves may not fire as part of a Grand Battery. After the battle dice are determined for each Artillery unit in the Grand Battery, the dice are added together, and all the dice are rolled together at the same time. If the number of allowed dice exceeds the number of dice you have, roll the dice and record the number of hits and flags. Then roll for the remaining number of allowed dice. Add the number of hits and flags to the first dice roll and apply all to the targeted enemy unit.

### 5. Draw a Command Card

After resolving all hits and retreats, discard the command card that you played and draw another card from the deck. Your turn is now over.

### WINNING THE GAME

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The first player to capture the required number of flags for the selected battle scenario's victory conditions wins the game.

### Match Play

To play a match, swap sides after the first battle and play again. The winner is the player who captures the most flags from both battles combined.

## TERRAIN

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Each type of terrain is described below. Place terrain tiles on the game board as shown on each scenario map. They remain in place and in effect for the entire game.

### Woods Hex



**Movement:** A unit or general that enters a woods hex must stop and may move no further that turn.

**Battle on Entry:** A cavalry or artillery unit may not battle on the turn that it moves onto a woods hex. On the turn that an infantry unit moves onto a woods hex, it may battle an enemy unit that is 2 or fewer hexes away in any direction.

**Battle Out:** An ordered unit that started the turn in a woods hex will battle with its standard number of battle dice.

**Battle In:** When targeting an enemy unit or general that is on a woods hex, reduce the number of battle dice rolled by 1.

**Line of Sight:** A woods hex blocks line of sight.

### Orchard Hex



**Movement:** No restrictions.

**Battle on Entry:** No battle restrictions for a unit that moves onto an orchard hex.

**Battle Out:** An ordered unit that started the turn in an orchard hex will battle with its standard number of battle dice.

**Battle In:** When targeting an enemy unit or general that is on an orchard hex, reduce the number of battle dice rolled by 1.

**Line of Sight:** An orchard hex blocks line of sight.

### Hill Hex



**Movement:** No restrictions.

**Battle on Entry:** No restrictions

**Battle Out:** An ordered unit that started the turn in a hill hex will battle with its standard number of battle dice.

Artillery firing from a hill hex has its range increased to maximum of 6 hexes. When battling from a hill hex, roll the standard number of battle dice for the normal range of 1 to 5 hexes. At range of 6 hexes, roll 1 die. (5-4-3-2-1-1)

Similarly, Horse Artillery on a hill increases the range NOT the number of dice, so a HA on hill battles 4-3-2-1-1.

An artillery or Horse artillery unit on a hill hex does not have its line of sight blocked by a friendly unit or general that is on an adjacent hex as long as that adjacent hex is lower and has no other terrain feature that blocks line of sight.

**Battle In:** When targeting an enemy unit or general that is up hill, reduce the number of battle dice rolled by 1 for Infantry and Cavalry. When a unit is on a hill hex and targets an enemy unit or general that is on another hill hex, reduce the number of battle dice rolled by 1, unless the unit battling and the target unit are on adjacent hill hexes.

**Line of Sight:** A hill hex blocks line of sight to units behind a hill hex. A unit on a lower level has line of sight to the first hill hex and vice versa. A unit on a lower level does not have line of sight through one hill hex onto a second hill hex and vice versa. Line of sight is not blocked between units on the same hill looking across connected hill hexes. The units are considered to be on a plateau. Line of sight is not blocked between units on hill hexes separated by one or more intervening hexes of lower elevation unless any of those hexes contain a unit, general or terrain that blocks line of sight.

## Town Hex



**Movement:** A unit or general that enters a town hex must stop and may move no further that turn.

**Battle on Entry:** A unit may not battle on the turn that it moves onto a town hex.

**Battle Out:** An ordered unit already on a town hex may battle an enemy unit in any direction. Artillery battle with 1 less dice than normal.

**Battle In:** When targeting an enemy unit or general that is on a town hex, reduce the number of battle dice rolled by 2.

**Line of Sight:** A town hex blocks line of sight.

## Homestead Hex



**Movement:** A unit or general that enters a homestead hex must stop and may move no further that turn.

**Battle on Entry:** An infantry unit may move onto a homestead hex and may battle an enemy unit in any direction. The infantry unit rolls 1 less die. A cavalry unit may move onto a homestead hex and may battle an enemy unit that is adjacent in any direction. The cavalry unit rolls 1 less die when the target is in an adjacent hex.

An artillery unit may not battle the turn it moves onto a homestead hex.

**Battle Out:** An ordered infantry unit already on a homestead hex will battle with its standard number of battle dice. An ordered cavalry unit already on a homestead hex will battle with its standard number of battle dice. An ordered artillery unit already on a homestead hex may battle an enemy unit in any direction. The artillery unit rolls 1 less.

**Battle In:** When targeting an enemy unit or general that is on a homestead hex, reduce the number of battle dice rolled by 1.

**Line of Sight:** A homestead hex blocks line of sight.

## Waterway Hex



**Movement:** A unit or general must stop when it enters a waterway hex.

**Battle on Entry:** A unit on a waterway hex rolls 1 less battle die.

**Battle Out:** A unit on a waterway hex rolls 1 less battle die.

**Battle In:** When targeting an enemy unit or general that is on a waterway hex, a unit's battle dice are not reduced.

**Line of Sight:** A waterway hex does not block line of sight.

## Bridge Hex



**Movement:** No restrictions.

**Battle on Entry:** No restrictions.

**Battle Out:** No Restrictions

**Battle In:** No Restrictions

**Line of Sight:** A bridge hex does not block line of sight.

## Field Hex



**Movement:** No restrictions.

**Battle on Entry:** No battle restrictions for a unit that moves onto a field hex.

**Battle Out:** An ordered unit that started the turn in a field hex will battle with its standard number of battle dice.

**Battle In:** When targeting an enemy unit or general that is on a field hex, reduce the number of battle dice rolled by 1.

**Line of Sight:** A field hex blocks line of sight.

## Rough Terrain Hex



**Movement:** A unit or general may not enter a rough terrain hex.

**Battle:** None.

**Line of Sight:** A rough terrain hex blocks line of sight.

## Fence Hex



**Movement:** No restrictions.

**Battle on Entry:** No restrictions

**Battle Out:** No restrictions

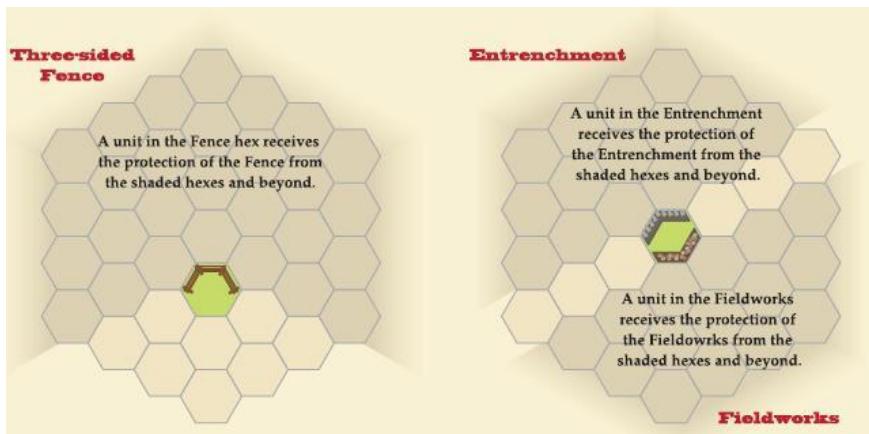
**Battle In:** When targeting an enemy unit or general that is on a fence hex, reduce the number of battle dice rolled by infantry and cavalry by 1 unless the attacking unit is behind the fence line of the targeted unit. See diagram below. Artillery fire is not reduced.

**Line of Sight:** A fence hex does not block line of sight.



There are 1-, 2-, and 3-sided fence lines. The shaded hexes are in front of the fence line(s). An attacking unit in front of a fence line reduces the number of battle dice rolled by 1 when targeting an enemy unit or general on a fence hex.

The clear hexes are behind the fence line. An attacking unit behind a fence line doesn't reduce the number of battle dice rolled when targeting an enemy unit or general on a fence hex; it will roll as normal.



**Fieldwork Token**



**Movement:** No restrictions.

**Battle on Entry:** No restrictions

**Battle Out:** No restrictions

**Battle In:** When targeting an enemy unit or general that is on a fieldwork hex, reduce the number of battle dice rolled by 1, unless the attacking unit is behind the fieldwork of the targeted unit or general. (See diagram.)

Each time a unit or general on a fieldwork hex is attacked across a Fieldwork hexside, it may ignore one retreat flag rolled against it, unless the attacking unit is behind the fieldwork of the targeted unit or general. This effect does stack with a general's ability for it or a unit to which it's attached to ignore one retreat flag (resulting in the ability to ignore 2 retreat flags).

When a fieldwork is on a hex with terrain, the battle dice reduction of the fieldwork does not stack with the terrain. For example, a fieldwork on a hill hex battle dice reduction is still only -1 die.

**Line of Sight:** A fieldwork does not block line of sight.

Entrenchment and fieldwork tokens follow the same rules when it comes to facing. The clear hexes are behind the token. If the attacking unit is behind the entrenchment/fieldwork line, then no dice roll reduction is made for the entrenchment or fieldwork, and no retreat flags may be ignored.

**Entrenchment Token**



**Movement:** A unit or general must stop when moving across a hex side with an entrenchment and may move no further on that turn.

**Battle on Entry:** No restrictions

**Battle Out:** No restrictions

**Battle In:** When targeting an enemy unit or general that is on an entrenchment hex, reduce the number of battle dice rolled by 2 for infantry and cavalry, and by 1 for artillery, unless the attacking unit is behind the entrenchment of the targeted unit or general. (See diagram.)

Each time a unit or general on an entrenchment hex is attacked across an Entrenchment hexside, it may ignore one retreat flag rolled against it, unless the attacking unit is behind the entrenchment of the targeted unit or general. This effect does stack with a general's ability for it or a unit to which it's attached to ignore one retreat flag (resulting in the ability to ignore 2 retreat flags).

When an entrenchment token is on a hex with terrain, the battle dice reduction of the entrenchment does not stack with the terrain. For example, if an entrenchment is on a hill hex, the higher battle dice reduction of -2 takes precedence.

**Line of Sight:** An entrenchment does not block line of sight.

## TACTIC CARD EXPLANATIONS

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This section contains further explanations of how some of the tactic cards work in certain situations.

### Fight Back

Play this card only on your opponent's turn after one of his units battles, and only if your defending unit wasn't eliminated or forced to retreat. Your defending unit battles the attacking enemy unit. At the end of the opponent's turn, you draw your replacement card first.

- You may play a Fight Back card after the first attack of an enemy artillery unit that is ordered by a Bombard card. If you eliminate the artillery unit or force it to retreat, it may not make its second attack.
- When an enemy cavalry battles under the orders of a Hit and Run card, you may play a Fight Back card after that cavalry unit battles and before it makes its second move. If you eliminate the cavalry unit or forced to it to retreat, it may not make its second move.
- You may not play a Fight Back card on a turn after your opponent plays a Sharp Shooter card.
- You may not play a Fight Back card on a turn after your opponent plays a Fight Back card.
- You may not play a Fight Back card against a more distant enemy unit when your unit being attacked is adjacent to an enemy unit.
- You may not play a Fight Back card against a unit if your unit being attacked doesn't have line of sight to the enemy unit that just attacked. This can occur when an artillery unit on a hill is firing over the heads of an adjacent friendly unit.
- *OPTIONAL:* Play this card after opponent declares a melee attack, but before the dice roll. Your defending unit will battle first. If the opponent's unit is neither eliminated nor retreats it may then battle as originally ordered. At the end of the turn, you draw a replacement Command card first.

### Counterattack

When you play this card, it becomes a copy of the card your opponent played on his or her last turn. Follow the instructions on that card as though you were actually playing it, except reverse any flank referenced made on the card ('left flank' becomes "right flank" and vice versa).

You may Counterattack a Counterattack card.

You may not Counterattack your opponent's play of a Fight Back card.

### Hit And Run

Issue 1 order to each of your cavalry units and generals that aren't attached to cavalry units. This turn, each cavalry unit may move, may then battle, and may move again. If you don't have any cavalry units, instead issue 1 order to a unit of your choice in any section.

Any step—first move, battle, or second move—is not required to do the next step. For example, a cavalry unit does not have to battle before it makes its second move. Treat the cavalry movement as two separate moves, with the second move completed after all units have battled.

Battle Back still applies if the Cavalry battles. The second move applies after resolving any retreats

### Short Supply

Choose 1 enemy or friendly unit in any section. That unit's player chooses a vacant hex on his or her edge of the battlefield in the same section as that unit and puts the unit on that hex, along with its attached general (if any).

If no hexes are vacant on the edge of the battlefield, place the unit in a vacant hex one row forward of the edge.

If the unit is your unit, it may not battle this turn.

## Tactician Cards Rules

Tactician cards add an element of suspense and will challenge players to coordinate their use in a timely manner. Players may soon realize that Tactician cards, and how they relate to the battlefield Leaders, are going to be some of their most precious assets. In terms of game play, Tactician cards represent Leader actions and American Civil War happenings or unit abilities. These cards may hinder the opposing army, enhance a player's units, or may instantly change the course of a battle.

The number of Tactician cards, each player will take at the start of a battle, is indicated in the scenario notes. Each scenario has the Army Commander's Tactician rating which is equal to the number of Tactician cards a player's Army starts with in the battle.

At the end of the player's turn, the player will draw one Tactician card, when the Command card played instructs a player to draw a Tactician card. There is no limit to the number of Tactician cards a player may hold.

Following Command Cards allows the active player to draw one new tactician card at the end of turn:

**Leadership; Recon in Force; Scout Center; Scout Left Flank; Scout Right Flank;**

Following Command Cards allows both players (active and passive) to draw one new tactician card at the end of turn:

**Battlecry;**

**NOTE:** A player, who plays a Tactician card during his or the opponent's turn, does not immediately replenish his Tactician card hand. Replenishment of Tactician cards is only done at the end of a player's turn when the Command card played instructs a player to draw a Tactician card.

Players must observe a number of simple, but critically important rules when bringing a Tactician card into play.

- A Tactician card must always be played when indicated. Some cards may be played out of turn, during the opponent's game turn, or in reaction to one of his actions or card play.
- When playing a Tactician card, place it in front of you at the appropriate time (possibly in reaction to one of your opponent's actions), and read it aloud.
- A player may play as many Tactician cards during a turn as desired, but only one card may be played on any given lone Leader, unit with an attached Leader or unit during a turn.
- In case of contradiction, between the effects of two Tactician cards played in succession, the second card trumps the effect of the first one.
- In case of conflict, between the basic rules in this book and a Tactician card, the

rules of the card take precedence.

- Terrain movement and battle restrictions will always apply, unless stated otherwise on the Tactician card.
- During a player's turn, when a Command card containing the words 'Equal to Command' is played, the player counts only Command cards. Tactician cards are not counted.

### Tactician card Default Action

All Tactician cards have a default action. Instead of using the text on the Tactician card, the default action of a Tactician card allows a player to discard a Tactician card after all combat is completed, but before drawing a new Command card, and re-position a Leader up to 3 hexes. Terrain restrictions still apply when the Leader is moved.

<http://www.commandsandcolors.net/battlecry/forum-main/variants/157-tactician-cards-for-battlecry.html>

### Tactical Ratings for Generals

<b>USA</b>	Cards		Cards
Banks	2	Nelson	2
Bowen	2	Ord	3
Buell	3	Patterson	2
Buford	4	Pleasanton	3
Burnside	3	Pope	3
Cameron	2	Reynolds	4
Carr	2	Rosecrans	3
Curtis	4	Schofield	3
Grant	6	Sheridan	5
Gregg	3	Sherman	5
Hancock	4	Shields	2
Herron	2	Siegel	2
Hooker	3	Slough	2
Lyon	4	Stevens	3
McClellan	3	Stone	2
McClernand	3	Sumner	3
McDowell	3	Thomas	5
Meade	4	Thomas	5
Milroy	3	Tyler	2

<b>CSA</b>	Cards		Cards
A.P. Hill	3	J. Johnston	5
A.S. Johnston	4	Jackson	5
B. Johnson	3	JEB Stuart	5
Beauregard	4	Jenkins	2
Bragg	3	Kirby-Smith	3
Breckinridge	3	Lee	6
Cleburne	3	Longstreet	5
Crittenden	3	Magruder	3
D.H. Hill	3	McCullough	3
Early	4	Pemberton	3
Evans	2	Pickett	3
Ewell	3	Pillow	1
Floyd	1	Price	3
H.R. Jackson	3	Scurry	2
Hebert	2	Taylor	3
Heth	3	Van Dorn	3
Hood	3		

The tactician Cards rule are similar to the new CCN rules, and work best with a new and expanded set of 90 Command Cards, which allows players to draw new tactician Cards as in CCN.

The revised Command cards list:

- Assault Center: 3
- Assault Left Flank: 3
- Assault Right Flank: 3
- Attack Center: 6
- Attack Left Flank: 5
- Attack Right Flank: 5
- Battle and Hold Position: 3
- **Battle Cry: 2**
- Bombard: 2
- Coordinated Advance: 3
- Counterattack: 3
- Forced March: 4
- Hit and Run: 3
- **Leadership: 4**
- Outflank: 3
- Probe Center: 6
- Probe Left Flank: 5
- Probe Right Flank: 5
- Rally: 3
- **Recon in Force: 4**
- **Scout Center: 2**
- **Scout Left Flank: 2**
- **Scout Right Flank: 2**
- Corps Command Any Section: 3
- Corps Command Center: 2
- Corps Command Left Flank: 2
- Corps Command Right Flank: 2

A revised 90 command cards deck (similar CCN).

The "red" cards allows to replenish the Tactician Cards (1 card, Battlecry 1 card for each player)

## BATTLE CRY MODIFIED 150 Edition Credits

**Game Design & Development:** Richard Borg

**Additional Playtesting:** Mark McG, Michael D.

**Editing:** Mark McG

These rules are a combination of rules from Richard Borg's Battle Cry 150<sup>th</sup> Edition and Commands & Colors Napoleonics. The Napoleonics rules have been added to the Battle Cry game rules as a variant to enhance the historical flavour of Battle Cry.

These rules are distributed free for personal use. Ownership of Battle Cry 150<sup>th</sup> Edition © is required to play the game.

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## Questions?

### FAQ

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