

~ BATTLE CRY ~

READY THE CANNON! FIX BAYONETS! PREPARE TO CHARGE!

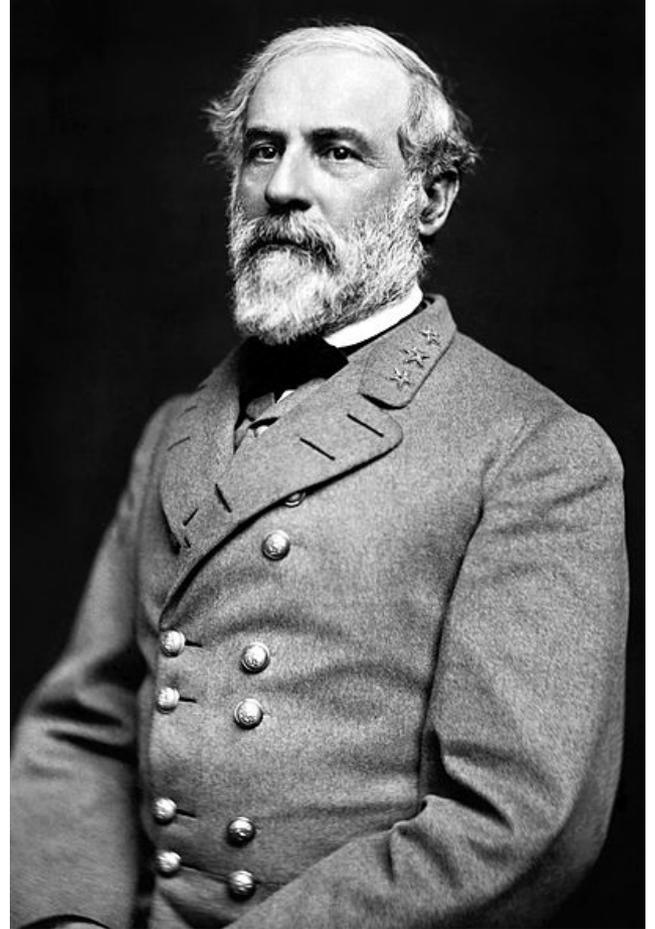
ADVANCED RULEBOOK FOR BATTLE CRY: 150TH CIVIL WAR ANNIVERSARY EDITION (2010)

COLLATED BY THE HOB'S LANE MINING COMPANY, MARCH 2013



Ulysses S. Grant

"Unconditional Surrender" Grant, 1822-1885
Commander of the Army of the Tennessee
1869-1877 - 18th President of the United States



Robert E. Lee

"Granny Lee", 1807-1870
Commander of the Army of Northern Virginia
1865 - General-in-Chief of Confederate Forces

WELCOME	2
HISTORICAL SUMMARY	2
ONLINE RESOURCES	3
MULTIMEDIA	4
MAIN RULES	4
Fair-Play.....	4
Components.....	4
Victory.....	4
Starting a Game.....	4
Command Decks.....	4
Flag Tokens.....	5
Player Turns.....	5
Command Cards.....	5
Movement.....	5
Line-of-Sight (LoS).....	5
Armies.....	5

Generals.....	6
Attacking.....	6
Melee.....	7
THE BATTLEFIELD	7
The Board.....	7
Terrain Tiles.....	7
Obstacles.....	7
Identifying Terrain.....	8
GAMES	8
Chancellorsville.....	8
Annual Games.....	9
Campaign Games.....	9
Epic Games.....	9
Doubles.....	10
Archie.....	10
Nightfall.....	10

WELCOME

Victory requires 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...

This Advanced Rulebook is intended to create a better simulation of the American Civil War, while remaining true to the spirit of Battle Cry's original simplicity. An oft-heard criticism of Command & Colours games has been that games sooner or later stagnate into hands of unusable cards. The end-game usually results in units on both sides standing adjacent to each other, with the players unable to do a thing until one of them draws a relevant card. I have therefore improved the existing system so that moving an army across the battlefield is more realistic, without being too easy. I have also incorporated interesting ideas from other contributors to Board Game Geek that best-fit with this style of game. Although the rules have been lengthened, they have been kept as easy to use as possible. It is assumed that you already own the game, which means that none of the scenarios, instructions on how to attach the flags, or what the figures look like, need be listed.

Battle Cry is a popular board wargame, designed by Richard Borg and first published by Avalon Hill in 2000. Battle Cry's starting point is from the General's point of view, not the Soldier's, concentrating on the end-result of each attack, not on who had the better weapons or fancier uniforms. One copy of the game contains everything needed to re-fight the battles of the American Civil War. The game originally included only 15 official scenarios. Avalon Hill later published 3 extra scenarios, called The Jackson Campaign, for the Origins 2000 and Gen Con 2000 conventions. Battle Cry was a 2000 Charles S. Roberts Best Pre-World War II Boardgame Nominee and won the 2001 International Gamers Awards - General Strategy (Two-players) category. The same game mechanics were later used in Richard Borg's other famous games - Memoir '44, published by Days of Wonder; Commands & Colors: Ancients and Commands & Colors: Napoleonic, published by GMT Games; and Battle Lore, published by Fantasy Flight Games. In 2010, a revised 150th Anniversary edition was published by Wizards of the Coast, including 14 of the 15 original scenarios, the Jackson Campaign, and 13 new Scenarios.

Enthusiasts devoted to this pivotal war in American history, presumably the principle target-group for the game, have not always been comfortable with the game's lack of important historical detail, even taking into account the necessary limitations of the game. That said, Battle Cry was a revolutionary wargame when it was first published, bringing an accessible wargame into the family setting that was not limited to just wargaming enthusiasts. It eliminated the need for rulers and many of the unnecessary dice rolls that slowed-down traditional wargames to a crawl. The inclusion of colourful flags and plastic soldiers, instead of tiny cardboard counters for boardgames or expensive metal miniatures for wargames, made the game much more visually interesting and understandable to the casual gamer, such as a wife, girlfriend or child.

Battle Cry quickly achieved the status of a classic, much respected, and well-known game design. It is a simpler and more playable game than its later cousins, not least because of the lack of too-numerous and overly-expensive expansions that effectively destroyed Memoir '44, its Second World War cousin. Memoir '44 became far too big to play. The number of Terrain Tiles alone became a major storage problem, not to mention all the tokens and markers. The development of Breakthrough Boards and the introduction of the Equipment Pack, for instance, added a lot to the expense. Expansions, such as the Air Pack, were functionally irrelevant. Being British, I intensely disliked that too many scenarios seemed to concentrate on British defeats rather than British victories. The Mediterranean Theatre expansion actually made the Italians tougher than the British and Germans combined, even though there were no Italian figures included. I felt the designers could have chosen better tanks, such as the Churchill or Matilda tanks, not one that killed its crew because of design deficiencies. The less said about the shorts, the better. Having had family who fought and suffered in that war from its first day to its last, it did make me wonder who Days of Wonder thought had actually won the war. Maybe they had watched Patton (1970) one too many times.

Considering what happened to Memoir '44, it should be hoped that Battle Cry **doesn't** receive any expansions. Fortunately, Wizards of the Coast have shown no sign of publishing one. If they did, however, I would recommend publishing a single, easily-affordable, small-boxed expansion. They might include an additional cavalry unit for each side and maybe several extra terrain tiles (such as an additional Field tile), providing they are exactly the same as in the main game. Another page of flags that stick better might also be an option. I would also recommend 14 extra Command Cards, enough to make each type an even number so that the deck can be divided equally between both players. The publishers might also add two each of three brand-new card types, that can also be divided equally. I would hope that the battles from later in the war might be covered in a paperback Campaign Booklet that also incorporates already existing scenarios. I would like an official campaign for the Overland Campaign plus another one covering every major action of the Gettysburg Campaign. I do not want to see any additional tokens or new miniature types. There should also be no cross-over from big-battles to skirmish actions (such as Memoir tried to do when Tide of Iron became popular) or any alternative-history Anglo-French intervention rubbish.

Games grow popular by increasing the number of people who enjoy playing them, not by selling more expansions to an ever-smaller group of people. The world's most successful boardgame is probably Monopoly. It has never had an expansion. To be fair, there have been a few changes and many themed editions, but it essentially remains the same game people have been playing since it first became Monopoly. It is so popular it will continue to exist for hundreds or thousands of years. The simple reason for its success is that people continue to regularly play it in their millions with their family. If you like Battle Cry, then you should invite other people to play the game with you at dinner-parties and family events, such as Christmas. It is simple enough for people to play straight out of the box. If you can afford to do so, give a copy to someone as a birthday or Christmas present. It might encourage others to have fun playing it with their family and friends, who will hopefully do the same in turn. This is the best way of ensuring that there will always be others who want to play a game of Battle Cry.

You will find this rulebook easier to use if it is printed double-sided. It has been given a wider margin along one side with this intention in mind. Saving paper will also save weight and space during storage or on the games table. Sole credit for this game must go to Richard Borg who created it. However, this rulebook includes suggestions from Rick Barber's House Rules v1.3; lee70's Command Deck Structure; John Foley's Rule Variants, Mark McG's (Minedog3) Variant Rules v2, Memoir '44 for the rules used in the Games section, and the Official Battle Cry FAQ v2.0 (February 2013).

Anyway, have fun gaming and good luck. The more you roll the dice, the greater your chance of winning in the end.

paulmarlow@hotmail.com
London. March 2013.

HISTORICAL SUMMARY

The American Civil War (or War Between The States) was fought from 1861 to 1865 between the United States (or Yankees, Union, North) and the Confederate States of America (or Rebels, Dixieland, Confederacy, South). Abraham Lincoln, a long-

term opponent of slavery, won the presidential election of 1860. Seven slave-states immediately formed the Confederacy while eight others temporarily rejected immediate calls for secession. Hostilities began on April 12, 1861, when Confederate forces fired on Fort Sumter, a key fort held by Union troops in South Carolina. Lincoln called for the creation of an army to retake it and four border slave-states joined the Confederacy, bringing their total to eleven.

The Union soon controlled the border states and established a naval blockade that crippled the southern economy. The 1862 Confederate Maryland campaign ended with the deadly Battle of Antietam. Lincoln issued the Emancipation Proclamation, making ending slavery a war aim. To the west, the Union destroyed first the Confederate river navy and then their western armies. The Union victory at Vicksburg split the Confederacy in two at the Mississippi River. In 1863, Robert E. Lee's Confederate invasion ended at the epic Battle of Gettysburg. The Union's best General, Ulysses S. Grant, took command of all Union armies in 1864. In the Western Theatre, William T. Sherman captured Atlanta before marching to the sea, destroying the Confederate infrastructure along the way. The Union had the overwhelming resources and manpower to attack the Confederacy from all directions. It could afford to fight battles of attrition through the Overland Campaign towards Richmond. The defending Confederate army failed, leading to Lee's surrender to Grant at Appomattox Court House on 9 April 1865.

What happened to cause the Civil War, and many of the more important battles, are still very well known to every American. Despite no longer being within living memory, the War Between The States still remains a controversial war with the power to dramatically divide opinion. For instance, some people consider the still often-seen Rebel Flag as a racist symbol of slavery and segregation used to threaten and intimidate. Others consider it a patriotic emblem of courage against federal tyranny and a continuing symbol of southern communal pride. By comparison, the flag of the United States itself would have been considered either a symbol of traitors, extremists, and terrorists or as a patriotic emblem of courage against royal tyranny and a continuing symbol of American pride, IF patriotic British forces had defeated the American Rebellion.

Having said that, the slave-owning Confederate aristocracy started a war against an overwhelmingly powerful opponent to preserve its elite social status. It did so without widespread support from its black slaves and poor white farmers, the most substantial portions of the southern population. The agricultural economy of the Confederacy was clearly no match for the industrialised economy of the United States, either in manpower or war production. The reliance on courage against cold steel and simple mathematics needlessly condemned men to death and mutilation. The false assumption that winning battles with no hope of winning the war might somehow lead to the United States giving-up had no place in reality. The other great Confederate hope was that when the flow of 'King Cotton' ceased, the European powers would intervene in favour of the Confederacy. This never happened as the European powers just increased buying cotton from other countries.

In real-life, the most that the French and British might have done is increase the supply of weapons and supplies through Mexico. The Royal Navy had already spent upto 53 years actively suppressing the slave trade. The West African Squadron alone had captured 1,600 slave ships and freed 150,000 Africans. Even during the American War of Independence, the British had freed a large number of slaves, even using some as soldiers. Some stayed free in Canada while others became slaves once again in the Caribbean. It seems unlikely that British public opinion would have sided with a slave-owning Confederacy whose grandfathers had led the rebellion against legitimate British rule, especially after the Emancipation Proclamation was announced. The French were heavily engaged in Mexico during the American Civil War, trying to forcibly impose a Hapsburg monarchy instead of collecting the Mexican government's unpaid debts. They would not have had the resources to extend themselves into the American Civil War AND successfully fight the Mexican Republicans. As it was, the French left Mexico as soon as the American Civil War finished and the United States Government threatened them with invasion.

The idea of an Anglo-French intervention using Divisions of troops that never actually existed, that might have somehow won the war for the Confederacy, is a pure pipe-dream that only became established because of Confederate desperation, British diplomatic politeness and French imperial grandiosity. That it took so many years to blockade the Confederacy and overwhelm its defences is a tribute to the incompetence of many United States Generals. The morale of Confederate armies was never broken, but they engaged in reckless and costly battles such as Pickett's Charge that seems like utter folly to a Briton raised on Wellington, Waterloo, the Empire, the Somme, and The War (World War Two).

The morale of that other American army, the United States Army, also never collapsed despite being put under greater pressure for longer. Neither side could stop the war until the other side was comprehensively defeated, meaning the foregone result was never going to be anything other than a costly and bloody undertaking. The Civil War Sites Advisory Commission identified 384 principal battles of the war: 45 had a decisive impact on the course of the war, 104 had a decisive influence on its campaign, 128 had a noticeable influence on its campaign, while 107 had only a limited influence on its campaign. The other 10,071 actions of the war increased the casualty figures.

The American Civil War was one of the earliest industrial wars, using railways, telegraph, steamships, and mass-produced weapons. The mobilisation of civilian factories, mines, shipyards, banks, transportation and food supplies all foreshadowed World War I. It remains the deadliest war in American history, resulting in the deaths of an estimated 750,000 soldiers and an undetermined number of civilian casualties. Historian John Huddleston estimates the death toll at ten percent of all Northern males 20-45 years old, and 30 percent of all Southern white males aged 18-40. However, after four years of war, the Confederacy was defeated and slavery abolished, leaving freed slaves and poor white farmers divided against each other into the Civil Rights era and beyond. American society has continued to remain racially-divided ever since, something that is still being resolved, step by step, to this day.

ONLINE RESOURCES

Board Game Geek - <http://boardgamegeek.com/boardgame/88827/battle-cry-150th-civil-war-anniversary-edition>

The Unofficial Battle Cry Website - <http://www.angelfire.com/games2/battlecry/scenes.html>

Consimworld - <http://talk.consimworld.com/WebX/.ee6ca04>

The Wargamer - <http://www.thewargamer.com/BattleCry/>

Civil War Facts - <http://www.civilwar.org/education/history/faq/>

History of the American Civil War - http://en.wikipedia.org/wiki/American_civil_war

History of the Confederate Army - <http://www.historyshots.com/civilwar/backstory.cfm>

Memoirs of Ulysses S. Grant - <http://www.gutenberg.org/ebooks/4367>

Memoirs of Philip H. Sheridan - <http://www.gutenberg.org/ebooks/4362>

Memoirs of William Tecumseh Sherman - <http://www.gutenberg.org/ebooks/4361>

Memoirs of James Longstreet - <http://archive.org/details/manassasappomatt00longrich>

MULTIMEDIA

(1959) **The Horse Soldiers** - http://en.wikipedia.org/wiki/The_Horse_Soldiers

(1989) **Glory** - [http://en.wikipedia.org/wiki/Glory_\(1989_film\)](http://en.wikipedia.org/wiki/Glory_(1989_film))

(1990) **The Civil War** - [http://en.wikipedia.org/wiki/The_Civil_War_\(TV_series\)](http://en.wikipedia.org/wiki/The_Civil_War_(TV_series))

(1993) **Gettysburg** - [http://en.wikipedia.org/wiki/Gettysburg_\(1993_film\)](http://en.wikipedia.org/wiki/Gettysburg_(1993_film))

(1996) **Andersonville** - [http://en.wikipedia.org/wiki/Andersonville_\(film\)](http://en.wikipedia.org/wiki/Andersonville_(film))

(2003) **Gods and Generals** - [http://en.wikipedia.org/wiki/Gods_and_Generals_\(film\)](http://en.wikipedia.org/wiki/Gods_and_Generals_(film))

(2007) **Sherman's March** - [http://en.wikipedia.org/wiki/Sherman%27s_March_\(2007_film\)](http://en.wikipedia.org/wiki/Sherman%27s_March_(2007_film))

Recommendation - *The best Civil War film to watch is Gettysburg. At upto 4½ hours, depending on the version, it covers the entire battle in some detail, without any unnecessary Hollywood sub-plots. It fairly and even-handedly represents the issues and feelings on both sides of the battle. The film has an incredible cast, an excellent script, thousands of re-enactors, and takes place in many of the real-life locations. The film is probably in the top ten list of most-epic war movies.*

MAIN RULES

FAIR-PLAY

Playing this game should always be fun. If you find you cannot play nice with others without getting into an argument, then you have lost the point. Players are **ALWAYS** expected to interpret the rules reasonably and in good humour, concentrating on winning by playing the game well rather than by looking for loopholes to exploit. Players should jointly agree solutions by asking themselves which common-sense alternative most fits these unforeseen circumstances.

Disputes or uncertainties that cannot be agreed through reason or the spirit of already existing rules, may be resolved by a coin-toss. Players are expected to accept in good grace and humour any decisions that may go against their wishes or knowledge, no matter how unfair such decisions may seem at the time. Competitiveness and aggressive play is to be expected and encouraged, but only within the bounds of common courtesy and the spirit of the game.

Players are expected to make reasonable allowances when their opponent makes a genuine mistake. Missed opportunities, such as forgetting a particular rule or rolling an incorrect number of dice, may only be changed at the time they happen. Players may not try to correct mistakes after the event, such as after all movement has been finished, after any dice have been thrown, or after the next player begins their turn. Opponent's may not accuse each other of cheating.

Poor playing and emotional difficulties will only lead to being rightfully excluded from participating in future games. Players are therefore required to behave like rational, emotionally mature adults. Players should remember that its only a game, played for fun and amusement. If they remember not to insult or upset the other players, then they can expect to continue playing more games with people who will remain their friends.

COMPONENTS

Main Components:

- 1 Flag Label Sheet
- 1 Game Board
- 1 Rulebook
- 1 Terrain Reference Sheet
- 8 Attack Dice
- 9 Entrenchment/Fieldwork Tokens
- 14 Double-Sided Flag Tokens
- 60 Command Cards
- Provide for yourself:**
- 20 penny-sized coins as
- Fresh Troops markers

46 Double-Sided Terrain Tiles:

- 26 Woods/Hill Tiles
- 6 Straight River/2-Sided Fence
- 2 Straight River/Farm
- 1 Straight River/Orchard
- 1 Straight River/1-Sided Fence
- 3 Curved River/Field
- 2 Curved River/Town
- 1 Curved River/Farm
- 1 Bent River/3-Sided Fence
- 1 Bridge/Lake
- 2 Farm/Rough

One Confederate in grey and one Union Army in blue, each with:

- 3 Artillery with Flags
- 3 Cavalry with Flags
- 3 Generals with Flags
- 10 Infantry with Flags
- 3 Artillery Officers
- 3 Artillery Loaders
- 6 Cavalry
- 30 Infantry

VICTORY

The 30 scenarios included with this game are based on historical battles from the American Civil War. Every effort was taken by the game's original designers to ensure accuracy, within the limitations of the game system and the current understanding of the period. However, not all the scenario's are balanced as real-life battles are rarely fair.

Each player commands first one side, then the other in an immediate re-match. The winner of each game is the first player to demoralise their opponents army by capturing upto 8 enemy flag figures and flag tokens, as listed in each scenario, by the end of a friendly player turn. The overall winner is the player who captured the most flags at the end of both games.

STARTING A GAME

- ◆ Select a specific scenario and choose sides.
- ◆ Place all units and terrain tiles on the board as shown on the scenario's map.
- ◆ Each player selects their player deck and pile of extra cards, before thoroughly shuffling them together.
- ◆ Each player selects the correct number of face-down command cards from the top of their own command deck.

Each scenario lists which player goes first, the number of command cards used by each player, the number of captured flags needed to win the game, and any special rules or victory conditions.

COMMAND DECKS

Player Deck - Each player has their own deck of cards to draw from, comprising the following 23 command cards - **1 each of:** Assault Centre, Assault Left Flank, Assault Right Flank, Attack Left Flank, Attack Right Flank, Scout Centre, Scout Left Flank, Scout Right Flank, Battle and Hold Position, Bombard, Counter-Attack, Fight Back, Forced March, Hit and Run, Leadership. **Plus 2 each of:** Attack Centre, Probe Centre, Probe Left Flank, Probe Right Flank.

Extra Cards - There are 14 other cards - Attack Left Flank, Attack Right Flank, Battle Cry, Call for Reinforcements, Construct Fieldworks, Coordinated Advance, Fight Back, Leadership, Outflank, Probe Centre, Rally, Recon in Force, Sharpshooter, and Short Supply. Shuffle them, before dealing them face-down into two equal piles. Each player selects one pile and thoroughly shuffles it into their player deck. Players may not examine the piles before making their selection. These cards are extracted at the end of each game, in preparation for repeating the same process at the beginning of the next game.

FLAG TOKENS

The only tokens in the game are the cardboard counters with the "Old Glory" Flag of the United States on one side and the Battle Flag of the Confederate Army of the Tennessee on the other side. Some scenario's use these tokens in several ways:

Special Unit - Some scenario's include special units that are identified by permanently placing a flag token on the same hex as the unit. The token does not count as a figure. It cannot be used as a casualty and may not be transferred to another unit. The token is returned to the box when the unit's flag figure is removed to one of the enemy victory stands.

Objective Hex - Some scenario's use flag tokens to indicate ownership of a territorial objective. The side that captures its objective, moves the flag token to their victory stand. If the occupying unit moves from the objective, or is eliminated, then the flag token is returned to the objective hex. Only artillery, cavalry, or infantry unit's may capture objectives, not generals.

Victory Condition - Any side that has a territorial objective must either occupy at least one objective hex OR gain 8 flag figures to win the game. If the enemy gains the required number of flags before the territorial objective has been achieved, then the enemy is considered to have won the game, even if they captured less flags by comparison.

PLAYER TURNS

Players alternate taking turns, starting with the scenario's first player. The following actions take place during each player turn:

1. Play command card.
2. Movement.
3. Attacks.
4. Discard used command card.
5. Draw new command card.

COMMAND CARDS

Fog of War - Each side is only expected to be able to successfully move several units in any one player turn. Messengers get lost or killed. Generals misunderstand or refuse to carry-out their orders. Men and horses are reluctant to get hurt or killed. Everything is delayed. Command cards represent the confusion and errors that happen in all real-life battles.

High Command - Each player receives the number of command cards listed in each scenario, plus 1 card for each friendly general currently on the board. This capacity is immediately reduced by 1 card for each general belonging to that player eliminated from the game. It is the holding players choice which card is placed in their discard pile.

Playing Command Cards - One command card is played at the beginning of each players turn to order their unit(s) to move, attack, and/or perform a special action. Each unit may not normally carry-out more than one order in a single player turn, unless specifically allowed by the rules or a command card.

Skirmish Action - Players might not have the right cards for a vital section of the board or may wish to hold their better cards in reserve for later. Any single card may be used to order any single friendly unit anywhere on the board, instead of using the card as intended (e.g. A Bombard or Assault Centre card may instead be used to move an infantry unit on the Left Flank).

Drawing New Command Cards - Each player completes their turn by placing the used command card in their own discard pile and replacing it with a command card drawn from their own player deck. If there are no more unused command cards, then shuffle the discard pile before drawing the new card. Begin a new discard pile.

Fight Back Card - Players may use this card following either artillery attack from a Bombard card. It may also be used after a cavalry unit has attacked with a Hit And Run card but before the cavalry unit has made its second move. A Fight Back card may not be used against a Fight Back card. Units ordered by a Fight Back card must confirm their own LoS.

Other Cards - *Counterattack*: Players may use a Counterattack card against a Counterattack card, but not against a Fight Back card. *Forced March*: This card may not be used to order Infantry Marches. *Hit And Run*: All movement steps on a card must be kept separate, but no step is compulsory. *Short Supply*: A unit may be placed on a hex one row away from the edge if there are no vacant hexes along the edge.

MOVEMENT

Movement is always voluntary. Units are moved, one at a time, in the sequence of the owning players choice. A units movement is finished as soon as a player moves a different unit. All movement is finished as soon as a player begins their attacks. Units may not continue their movement once they become adjacent to an enemy unit or leave the board.

A unit may only normally be moved once per turn, unless forced to retreat. It may not occupy or move through the same hex as an enemy unit. It may not finish its movement in the same hex as a friendly unit, although it may move through a friendly-occupied hex. The figures within a unit remain together and may not be added to, or amalgamated with, other units.

LINE-OF-SIGHT (LOS)

Units must be able to "see" the enemy unit before the enemy can be attacked. Draw an imaginary line from the centre of the attacking unit's hex to the centre of the defending unit's hex. LoS is considered blocked if this imaginary line crosses any terrain tile (or part of a terrain tile) that blocks LoS OR any hex (or part of a hex) containing friendly or enemy units. LoS is blocked if the imaginary line runs along the edge of 2 or more hexes blocking **both** sides of the imaginary line, but not if only one side of the imaginary line is blocked. Terrain in the defending hex does not block the attackers LoS.

ARMIES

The historical size of each unit is considered to vary according to which scenario is being played. An infantry unit may represent anything from an infantry division to an infantry regiment. Each Confederate and Union army may have upto 10 infantry units, 3 cavalry units, 3 artillery units, and 3 generals:

- ◆ **Infantry** - Represents infantry armed with bayonets and rifled-muskets. Each infantry unit has 1 flag figure and 3 infantry figures. It may advance 1 hex AND attack. Range is 3 hexes with 3, 2, 1 attack dice.
- ◆ **Cavalry** - Represents cavalry armed with swords, pistols and carbines. Each cavalry unit has 1 flag figure and 2 cavalry figures. It may advance upto 2 hexes AND attack. Range is 1 hex with 3 attack dice.
- ◆ **Foot Artillery** - Represents a number of artillery batteries collected together into a grand battery. Each artillery unit has 1 artillery model and 2 artillery figures. It may advance 1 hex OR attack. Range is 4 hexes with 4, 3, 2, 1 attack dice.
- ◆ **Horse Artillery** - May only be used if allowed by a scenario. Place a flag token on each horse artillery unit. May advance 2 hexes and not attack OR advance 1 hex and attack. Otherwise the same as Foot Artillery.

Artillery Range - If there is any doubt that an enemy unit can be attacked, players should trace an artillery units range in all 6 directions with their finger, connecting the end of each line to the next one in the shape of a giant hex. A target is in range if it falls within one of the arc's of this hex. Players must then prove LoS to the enemy unit before an attack can be made.

High Ground - Artillery units firing from a hill have their range increased by an extra hex with only 1 attack die. They do not have their LoS blocked by an adjacent friendly unit, provided that the friendly unit is on terrain that does not block LoS.

Dismounted Cavalry - Any cavalry unit that did not move that player turn is considered to have dismounted and may now attack with carbines. Range is 2 hexes with 3, 2 attack dice. Dismounted cavalry may not count as Fresh Troops.

Green Troops - Place a flag token on any unit indicated to be Green Troops by a scenario. These units must retreat 2 hexes instead of 1 for each retreat result rolled against them.

Fresh Troops - Place a penny with each infantry unit at the beginning of the game. Units attacking for the first time score a hit for each swords result. The penny is removed from play and the unit no longer hits with swords results, except in melee.

Cavalry Charge - Horses are not Tanks capable of being driven at maximum speed all day long. A horses strength and stamina needs to be conserved until it is most needed. A cavalry unit may move 3 hexes, not 2, provided that such a move will place the cavalry unit adjacent to an enemy unit. Cavalry charges must always result in a compulsory melee.

Infantry March - Infantry march faster in column than advance in lines on the battlefield. Infantry units may march 2 hexes and NOT attack or melee. Infantry must stop their movement when they enter a hex within attack range of enemy infantry or artillery units with LoS. Infantry must also stop when they enter a hex within charge distance of enemy cavalry units with LoS.

GENERALS

Purpose - Generals are a special kind of unit considered responsible for directing a battle. Each general has just 1 flag figure, representing the real-life General, plus his aides, staff, messengers, guards, and sundry others. Generals do not fight, but do gain command cards and provide special abilities to individual units. They also benefit from Leadership cards.

Orders - Lone generals may move freely without needing any command cards. Once a general is placed on the same hex as another unit, then both of them may no longer move that player turn. They may move together in the following player turns at the cost of one order. The general may freely leave that unit, at no cost in orders, at the beginning of its movement.

Attacks - A general in the same hex as a friendly unit is considered to be in command of that unit. Units with a general in command ignore the first retreat result rolled against them. Players should remember that Leadership cards give an extra die to infantry and cavalry units under the command of a general.

Movement - Generals either move the same distance as the unit they command or upto 3 hexes on their own. They are not effected by a terrain tiles entry costs, including Rough Terrain. Generals take command of a unit when both of them jointly end their movement together in the same hex. Generals may not enter a hex already occupied by another general.

Valour - Units may attack any lone general in melee only. Generals may also be immediately attacked for free if the unit they were commanding is eliminated. Generals are eliminated if the attacking player rolls a swords or cavalry result in melee OR only a swords result at longer ranges. Generals make a single retreat of upto 3 hexes, at the player's choice, if no hits were scored. Generals are eliminated if they retreat off the board. Captured generals are placed on an enemy victory stand.

Killed in Action - In addition to the normal victory conditions, a player wins the game the moment every enemy General has been eliminated from the board.

ATTACKING

Attack Dice - Battle Cry has eight dice decorated with five different symbols (*see below*). In the interests of fair play, both players should share the same dice to prevent any feelings of being given unlucky dice. Players are required to re-roll any dice that fall outside of the designated area for rolling dice, such as a bowl or lid, or were not lying flat when they come to rest.



Artillery



Cavalry



Swords



Flag



Infantry (x2)

Chipped Dice - The symbols on the dice are painted-on, not embossed. It is possible for this paint to become chipped-away in time, although there is no sign of this happening to my dice. One possible solution mentioned by others is to paint the dice with nail polish, although reports indicate the symbols might smudge a little. Uneven nail-polish might also effect the randomness of a die. Another solution is to entirely replace the dice once they show signs of becoming chipped. Find some ordinary 6-sided dice in similar colours. When rolled, the results are as follows:

Ordinary Result	Battle Cry Result	Means of remembering connection:
1	Flag	Number of hexes a unit retreats for each result
2	Swords	Number of swords shown in the swords symbol
3	Cavalry	Maximum number of attack dice for cavalry
4	Artillery	Maximum number of attack dice for artillery
5-6	Infantry	The two biggest numbers on the die

Casualties - The number of figures removed from a unit has no effect on the number of dice it can roll. Lost figures represents the gradual break-down of a unit's ability to continue fighting. It does not mean that every soldier has been killed or wounded. When the last figure is removed, its real-life soldiers are considered to have either surrendered or run-away.

Basic Rules - Attacks are always voluntary for the attacker, but their effects are compulsory for the defender. A unit may only normally attack once per player turn. Each attack happens one at a time, in the sequence of the attacking players choice. Each attack is considered finished as soon as the next attack begins. All attacks are finished as soon as the attacking player draws a replacement command card. Units may not split their dice between several enemy targets.

Attack Procedure - Players must complete the following procedure each time a friendly unit attacks an enemy unit:

- ◆ Confirm that the defending unit is within range.
- ◆ Confirm which terrain type the defending unit is occupying.
- ◆ Confirm LoS to the defending unit.

- ◆ Roll the correct number of attack dice, based on the attacking unit type, defending terrain type, and the distance to the defending unit.

Hit - A single figure is removed from the defending unit for each die-symbol matching the defending unit. The last figure to be removed is **always** the flag figure. The attacker places captured flag figures on their own victory stands. Defending units cannot lose more figures than they possess. Any surplus hits are ignored.

Retreat - Retreats may only be resolved after all hits have been removed. The defending player decides where their unit retreats according to the following rules:

- ◆ Retreating units must move 1 hex towards the rear for each flag rolled against them, not sideways or forwards.
- ◆ Retreating units may retreat through friendly units, provided they do not end their retreat in the same hex.
- ◆ Retreating units may NOT retreat into or through hexes adjacent to enemy units OR occupied by enemy units.
- ◆ Retreating units may not retreat into rough terrain or off the board, but may ignore the entry costs of all other terrain.
- ◆ Retreating units lose 1 figure for each retreat move that cannot be completed according to the above rules.

Miss - Die symbols that are not a retreat flag or do not match the defending unit, are considered a miss result. A swords result normally represents a miss, except in the case of the Fresh Troops rule (see *Armies, above*).

MELEE

A unit's commanding officer would normally order his troops into melee against the enemy, without waiting for orders from the army's General. Melee represents an exchange of close-range rifle or pistol-fire, followed by an immediate bayonet or cavalry charge. Any unit adjacent to an enemy unit must make a compulsory melee against that enemy unit. Both sides continue using their player turns to make compulsory attacks until a unit is either eliminated or receives a retreat result.

Melees are resolved before any other form of attack. Units in melee may not receive any orders until the melee is finished. They may choose which adjacent enemy unit to attack but may not attack more distant enemy units. Each swords result represents a hit, not a miss. If the enemy unit retreats or is eliminated, then the victorious infantry or cavalry unit may occupy the abandoned enemy hex, **provided it is commanded by a general**.

Each cavalry or horse artillery unit may voluntarily withdraw 1 hex if they are attacked by an advancing infantry unit in melee. The defending unit may no longer voluntarily withdraw after the roll of the first melee dice. Artillery units may not be moved adjacent to enemy units, although enemy units may be moved next to them. Attacking cavalry and infantry gain 1 extra attack die when attacking an artillery unit in melee.

THE BATTLEFIELD

THE BOARD

Each scenario is fought on a board measuring 13 hexes at its widest by 9 hexes deep. Every hex that does not have a terrain tile is considered an open hex (see *table, below*). The board is divided into 3 sections by 2 red lines, giving each player a left flank, centre, and right flank. A hex is considered part of both a flank section and the centre if a red line passes through the middle of it. Each side of the board has a row of 8 victory stands, each one decorated with an enemy flag.

TERRAIN TILES

Terrain Tile	Entry Cost	LoS	Restriction
Bridge	None	Clear	None
Entrenchment	Unit Stops	Clear	Lose 2 attack dice when attacking an enemy unit behind an embankment.
Farm	Unit Stops	Blocks	Artillery units may not attack on the same turn they enter a farm. Occupying artillery units lose 1 attack die when attacking from this terrain. Cavalry units lose 1 attack die when attacking on the same turn they enter a farm. Occupying cavalry units may attack normally. Lose 1 attack die when attacking this terrain.
Fence	None	Clear	Lose 1 attack die when attacking an enemy unit behind a fence.
Field	None	Blocks	Lose 1 attack die when attacking this terrain.
Fieldwork	None	Clear	Lose 1 attack die when attacking an enemy unit behind a fieldwork.
Hill	Unit Stops	Blocks	Lose 1 attack die when attacking this terrain, even if attacking from adjacent hill. Unit on hill ignores first flag result rolled against it by enemy NOT on adjacent hill.
Open	None	Clear	None
Orchard	None	Blocks	Lose 1 attack die when attacking this terrain.
River	Unit Stops	Clear	Lose 1 attack die when attacking from this terrain.
Rough	No Entry	Blocks	None
Town	Unit Stops	Blocks	Units may not attack on the same turn they enter a town. Occupying artillery units are reduced to 3 hexes range with 3, 2, 1 attack dice. Occupying cavalry units lose 1 attack die when attacking from this terrain. Lose 2 attack dice when attacking this terrain.
Woods	Unit Stops	Blocks	A cavalry or artillery unit may not attack on the turn it enters this hex. An infantry unit loses 1 attack die on the turn it enters this hex. Any unit that started its turn on woods may attack normally. Lose 1 attack die when attacking this terrain.

*Any unit required to stop once it enters a hex, must stop and may move no further that player turn.
A unit on a hill hex does not have LoS on another hill if there is an intervening hex that blocks LoS.*

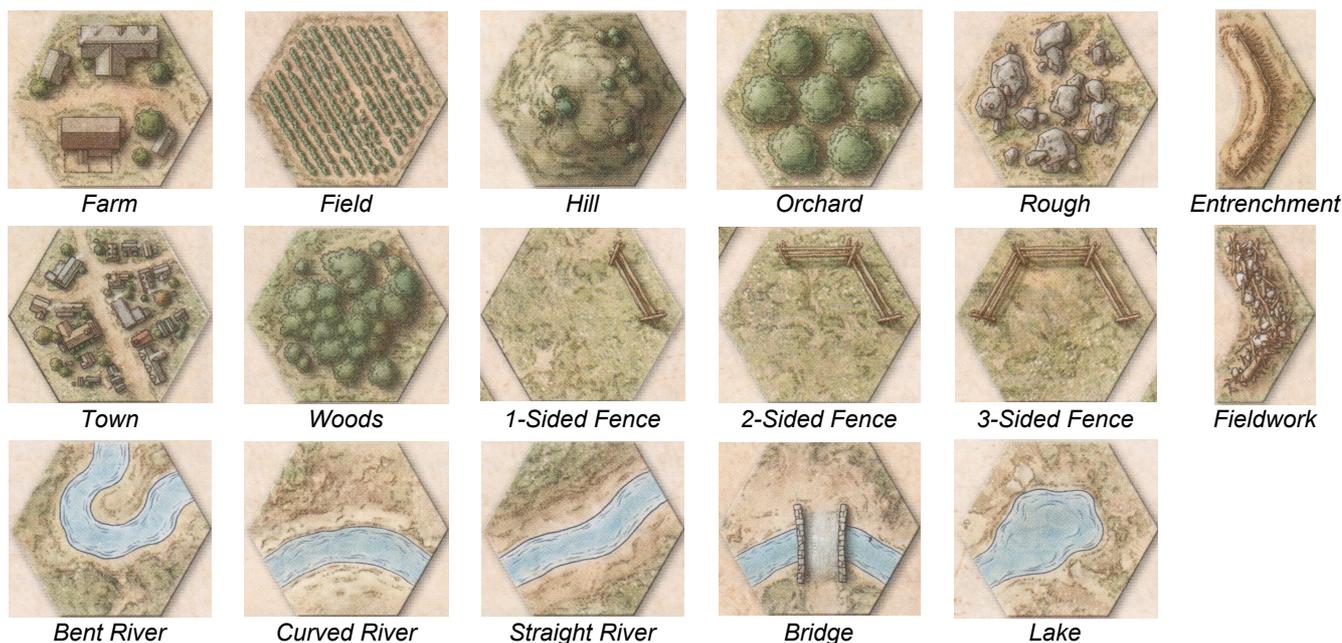
OBSTACLES

All entrenchments, fences, and fieldworks count as obstacles. Obstacles may benefit any unit occupying that hex, but only across the protected hex-sides. Unprotected hex-sides are covered by the rules for that terrain type.

Units may ignore the first flag result rolled against them across the hex-sides of an entrenchment or fieldworks. When combined with a general, a commanded unit may ignore the first two flags rolled against it.

Fieldworks are left permanently in place once placed on the board. Attack die reductions for entrenchments and fieldworks are not added together with those of a terrain type. Players may only select whichever reduction is the highest.

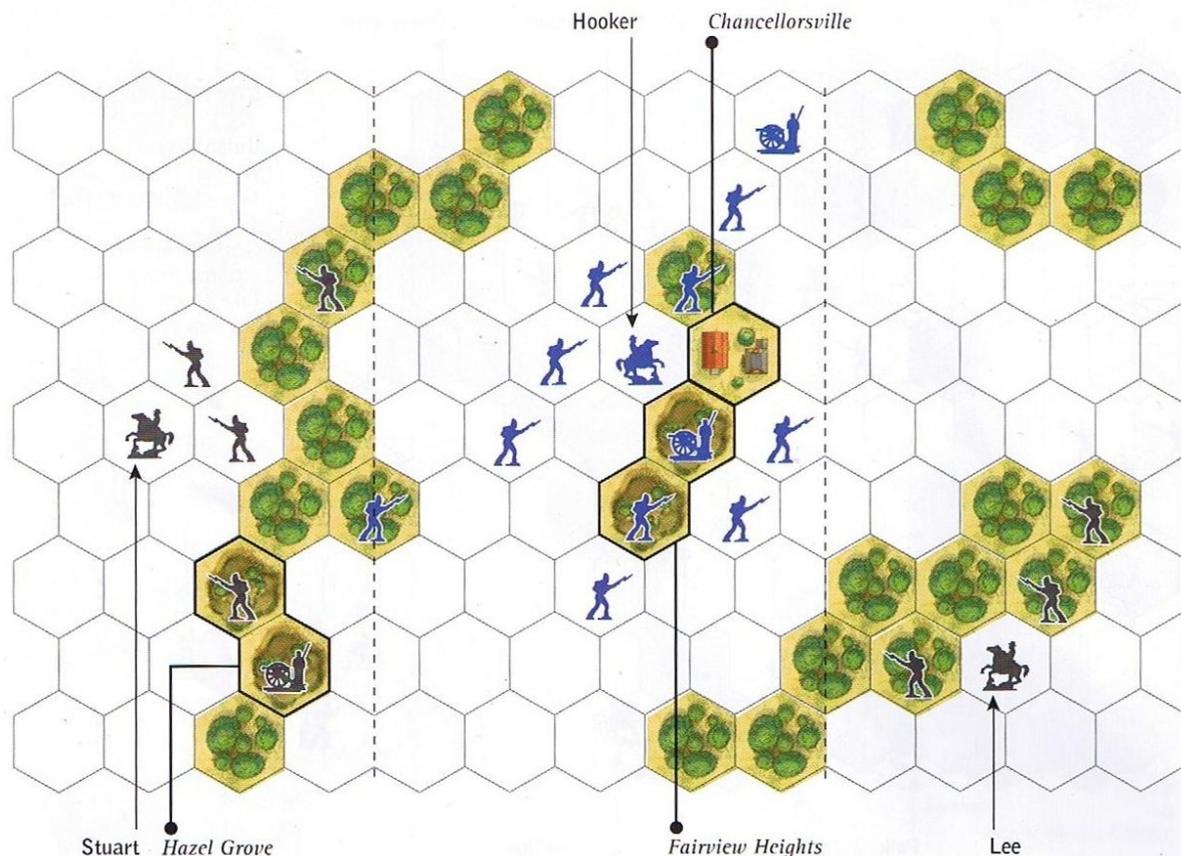
IDENTIFYING TERRAIN



GAMES

CHANCELLORSVILLE

The 150th Anniversary Edition kept all the Original Edition scenarios, except the Chancellorsville scenario. The most likely reason for its exclusion is that the Chancellorsville starting positions are too difficult for the average Command & Colours game. The Confederate player is going to experience significant problems if they start the game with nothing but centre cards. The Union starting positions are almost entirely concentrated in the centre, making about half their command cards potentially worthless. Fortunately, the changes listed in this rulebook should prevent these issues from becoming too much of a problem. In the interest of providing the complete Battle Cry experience, the Chancellorsville scenario is included below:



Terrain Tiles - 22 x Woods; 4 x Hills; 1 x Farm
Confederate Player - Robert E. Lee. Take 5 command cards. You move first.
Union Player - Joseph Hooker. Take 3 Command Cards.
Victory - 6 Flags.

ANNUAL GAMES

Although hard to do, it is possible to play each game on the anniversary of its battle, beginning the day after Valentine's Day with Fort Donelson and ending with Murfreesboro on New Year's Eve. The 25th of May and the 02nd of July both contain two scenario's for their dates (*see highlighted entries in following list*).

Just like in normal games, each player commands first one side, then the other, in an immediate re-match. However, the eventual winner is the player who won the most games by the end of the year, with upto 2 points available for each scenario. In the event of a draw, the winner is the player who won the most flags over the course of the year.

#	Battle	First Appearance	Date	State	First Player
1	Fort Donelson (Confederate Breakout)	150th Anniversary	15/02/1862	TN	Confederacy
2	Little Sugar Creek	150th Anniversary	17/02/1862	AR	Union
3	Pea Ridge (Elkhorn Tavern)	2002 Tournament	07/03/1862	AR	Confederacy
4	Kernstown	Original	23/03/1862	VA	Confederacy
5	Shiloh (1st Day)	Original	06/04/1862	TN	Confederacy
6	Chancellorsville (3rd Day)	Original (Discontinued)	03/05/1863	VA	Confederacy
7	Williamsburg	150th Anniversary	05/05/1862	VA	Confederacy
8	McDowell	Jackson Campaign	08/05/1862	VA	Union
9	New Market (3rd Day)	Original	15/05/1864	VA	Confederacy
10	New Hope Church	Original	25/05/1864	GA	Union
11	Winchester	Jackson Campaign	25/05/1864	VA	Confederacy
12	Oak Grove	150th Anniversary	25/06/1862	VA	Union
13	Gaines Mill	Original	27/06/1862	VA	Confederacy
14	Falling Waters (Hoke's Run)	2002 Tournament	02/07/1861	WV	Union
15	Gettysburg (2nd Day: Devil's Den & Wheatfield)	Original	02/07/1863	PA	Confederacy
16	Gettysburg (3rd Day: Pickett's Charge)	Original	03/07/1863	PA	Confederacy
17	First Bull Run	Original	21/07/1861	VA	Union
18	Cedar Mountain (3rd Day)	Jackson Campaign	09/08/1862	VA	Union
19	Wilson's Creek (Bloody Hill)	150th Anniversary	10/08/1861	MO	Union
20	Second Bull Run (Brawner's Farm)	Original	28/08/1862	VA	Confederacy
21	Richmond (Union Final Position)	150th Anniversary	30/08/1862	KY	Confederacy
22	Ox Hill	150th Anniversary	01/09/1862	VA	Union
23	Antietam	Original	17/09/1862	MD	Union
24	Chickamauga (2nd Day)	Original	20/09/1863	GA	Confederacy
25	Greenbrier River	150th Anniversary	03/10/1861	WV	Union
26	Perryville	150th Anniversary	08/10/1862	KY	Confederacy
27	Belmont	150th Anniversary	07/11/1861	MO	Union
28	Prairie Grove	150th Anniversary	07/12/1862	AR	Confederacy
29	Fredericksburg	Original	13/12/1862	VA	Union
30	Dranesville	150th Anniversary	20/12/1861	VA	Confederacy
31	Murfreesboro (1st Day)	Original	31/12/1862	TN	Confederacy

*States: AR - Arkansas; GA - Georgia; MD - Maryland; MO - Missouri;
PA - Pennsylvania; TN - Tennessee; VA - Virginia; WV - West Virginia.*

CAMPAIGN GAMES

Players may wish to use the official Jackson Campaign Scenario's as their first campaign.

At least 3 Scenarios may be linked together as a campaign, preferably with some kind of common theme such as the Battle of Gettysburg. Players should keep a running-total of how many flags they won in total throughout the campaign. Players permanently represent either the Confederacy or the Union and do not swap-sides after each game.

Before the players take their command cards at the beginning of each game, each player rolls dice equal to the number of flags captured in the previous game. Each player also rolls 1 extra dice for each game they have won so far in the campaign. Players receive one enemy flag figure for each enemy unit destroyed before the game begins.

Dice Symbol	Result
Artillery	Your opponent removes a figure from any one of their own artillery units.
Cavalry	Your opponent removes a figure from any one of their own cavalry units.
Infantry	Your opponent removes a figure from any one of their own infantry units.
Flag	Your opponent must retreat any one of their own units by one hex. Effected units may only be retreated once before the game starts. Normal retreat rules apply.
Swords	Your opponent begins the game with one less command card. Their starting hand must always have at least 1 card at the beginning of the game. Your opponent may draw 2 cards at the end of each of their player turns, until the number of command cards they hold equals the number listed for the game.

In Epic Games, only Commanding Generals are allowed to roll the dice and decide which units are effected.

EPIC GAMES

Gameboard - Unlike the first edition, the board belonging to the 150th Anniversary Edition was designed to allow more than one board to be joined together at each end to play bigger battles. Double-boards are divided into three sections. The left flank is made from the two left-most sections on the left board, the right flank is made from the two right-most sections on the right board, while the centre is made from the remaining sections where both boards join together.

Limited Games - At the time of writing, there are no official Epic Games available. There are only three workable Epic Games to be found on Board Game Geek. All other Epic Games are considered unworkable as they require an intervening set of

printed hexes between two boards, which are joined together along their longest edges. Epic Games may therefore be played on a single board using any normal scenario, instead of double-boards. All other Epic Game rules remain the same.

Number of Players - Each side is represented by a team of players. Each team chooses one of their members to be their Commanding General. That player is not represented on the board. All other players are subordinate Major-Generals, already represented on the board by one specific general figure. There may **not** be more Major-Generals than there are general figures on the board, nor may there be more generals on the board than there are Major-Generals.

Chain of Command - The Commanding General commands all the Major-Generals in their team. Only Major-Generals may give orders to artillery, cavalry and infantry units. These are given to them by their Commanding General at the beginning of the game. Every unit must be under the command of one specific Major-General. The Commanding General may transfer command of any number of units to any Major-General at the beginning of that side's player turn.

Command Cards - The Commanding General holds their team's command cards, choosing which one is used each friendly player turn. Each command card may only be given to one Major-General for them to carry-out. Commanding Generals may only give their Major-General's suggestions, not orders. The Major-Generals make all decisions and dice rolls that apply to the units under their command. The team most likely to win is the one that communicates and co-operates the most.

Personal Authority - A Major-General may decide to act on their own initiative provided they did not receive a command card that player turn. The Major-General rolls one dice before the opposing team takes their player turn, with the following effect:

Dice Symbol	Result
Artillery	The Major-General may move and attack with 1 artillery unit.
Cavalry	The Major-General may move and attack with 1 cavalry unit.
Infantry	The Major-General may move and attack with 1 infantry unit.
Flag	The Major-General must retreat any 1 unit under their command, that is not in melee.
Swords	The Major-General may NOT move any units in the next friendly player turn, but they may still attack or melee.

Results only effect units under the rolling Major-General's command. Dice symbol's for types of unit not currently under the Major-General's command have no effect and are not re-rolled.

Killed in Action - Any player whose Major-General figure is eliminated by the enemy is no longer part of the game. Their team's Commanding General must transfer command of the eliminated player's units to one or more other players.

DOUBLES

ONE BAD GENERAL IS WORTH TWO GOOD ONES. - NAPOLEON.

This is limited to games for 3-4 players. Each player is a Major-General, represented on the board by a specific general figure. Any surplus general figures are removed. There may **not** be more Major-Generals than there are generals on the board, nor may there be more generals on the board than there are Major-Generals.

The First Player listed in each game is ignored. Randomly draw a player's name from a cup to decide which one has the next player turn. The cup holds two names for each side, including a repeated player's name if either side currently has only one Major-General. The cup is refilled with names when it has been emptied.

Players on the same side agree between themselves which units belong to which Major-General before the game starts. A Major-General may voluntarily transfer command of any number of their own units to their team-mate, at the **beginning** of their own player turn. The surviving player may take control of all the units on their side if their team-mate's general is killed.

Each Major-General has their own hand of cards. Each one receives the same number of command cards listed in the game notes, drawn from the same command deck as their team-mate. Each Major-General also shares the same discard pile as their team-mate. However, Major-Generals in the same team may not swap or give cards to each other.

ARCHIE

Solo games of Battle Cry are played as normal, with the following exceptions:

The real player is the first player in the first game and the second player in the re-match. Archie is the real player's imaginary opponent. If the real player notices that there was a mistake when playing as Archie, then the real player must reset the board to what it was, before re-starting the game from the corrected point.

Archie does not have a hand of cards and draws directly from its own face-down player deck. If any of Archie's cards are accidentally seen by the real player before being played, then the whole deck is immediately re-shuffled. The real player must also discard all their cards and replace them with new ones taken from the top of their own deck.

During Archie's player turn, the real player draws a card from the top of Archie's deck. It is the real players responsibility to play that card on behalf of Archie in the most advantageous way possible for Archie. Given Archie's handicap as an imaginary opponent, every one of Archie's dice rolls receive an extra attack die, but without extending the range of Archie's units.

Solo games are never as good as playing against a real opponent, but this system seems to represent the simplest method of playing a solo game in Battle Cry without masses of rules and dice throws. It is far better to play games with friends, colleagues and family, thereby creating a group of experienced and dedicated players who enjoy the game.

NIGHTFALL

OPTIONAL RULE FOR PLAYERS INTERESTED IN A SHORTER GAME.

Players must agree to use this rule before the game begins. For thousands of years, all battles ended when day turned to night and it became physically impossible for armies to fight each other. Each command card may only be used once during the game. The game ends if either Player may not take their turn because they have run-out of command cards to play. The winner is the player with the most flag figures and tokens on their victory stands at the end of the game. In the event of a draw, the winner is the player who caused the most casualties, excluding flag tokens.