

BATTLE CRY REFERENCE CARD

(Official Rules)

1. Play a card. 2. Order units. 3. Move. 4. Battle. 5. Resolve battle. 6. Draw a new card.

Unit	Move		Die & Range		Terrain	Move	Die Modifier	L.O.S.
Cavalry	3	And	③		Woods	Stop	-1 attacker	Blocks
Infantry	1	And	④③②①		Orchard	---	-1 attacker	---
Foot Artillery	1	Or	⑤④③②①		Hill	---	-1 attacker	Blocks
Horse Artillery	2	And	①		Building	Stop	-2 attacker	Blocks
Horse Artillery	1	And	④③②①		Waterway	Stop	-1 defender	---
Artillery (on hill)	---	---	Additional ①		Bridge	---	---	---
VMI Cadets	1	And	③②①		Field	---	-1 attacker	Blocks
General	3	And	+1 die to unit*		Rough	N/A	---	---
			*not for Artillery		Fence	---	-1 attacker	---
					Field-works	---	-2 attacker	---

60 Command Cards

Order cards

- 13 Probe (2 units:1 section) 4L-5C-4R
- 10 Attack (3 units:1 section) 3L-4C-3R
- 9 Skirmish (1 unit:1 section) 3L-3C-3R
- 6 Assault (all units:1 section) 2L-2C-2R
- 4 Coordinated Attack (1 unit: each section)
- 1 All-Out Offensive (all units: all sections)

Special Order cards

- 2 Bombard
- 2 Fire and Hold Position
- 2 Force March
- 2 Hit and Run
- 2 Leadership
- 2 Sharp Shooter

- 1 Call for Reinforcements
- 1 Construct Fieldworks
- 1 Counter-Attack
- 1 Rally
- 1 Short of Supplies

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BATTLE CRY REFERENCE CARD

(GLG House Rules)

1. Play a card. 2. Order units. 3. Move. 4. Def. fire. 5. Battle. 6. Resolve battle. 7. Draw a new card.

Unit	Move		Die & Range		Terrain	Move	Die Modifier	L.O.S.
Cavalry	3	And	3 1		Woods	Stop	-1 attacker	Blocks
Infantry	1	And	3 2 1		Orchard	---	-1 attacker	---
Infantry	2	And	0		Hill	Stop	-1 attacker	Blocks
Foot Artillery	1	Or	5 4 3 2 1		Building	Stop	-1 att, -1 def	Blocks
Horse Artillery	1	And	5 4 3 2 1		Waterway	Stop	+1 att, -1 def	---
Horse Artillery	2	And	0		Bridge	Stop	+1 att, -1 def	---
Artillery (on hill)	---	---	Additional 1		Field	---	---	Blocks
General	3	And	+1 die to unit*		Rough	Stop	-1 attacker	---
			*not for Artillery		Very Rough	Stop	-2 attacker	Blocks
					Fence	---	-1 attacker	---
Defensive fire	1 die	when	1 st moved adjacent		Field-works	---	-1 attacker	---

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