### 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.

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<tr>
<th>Unit</th>
<th>Move</th>
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<tr>
<td>Cavalry</td>
<td>3</td>
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<td>Woods</td>
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<td>-1 attacker</td>
<td>Blocks</td>
</tr>
<tr>
<td>Infantry</td>
<td>1</td>
<td>4 3 2 1</td>
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<td>Horse Artillery</td>
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*not for Artillery

**Order cards**

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

**Special Order cards**

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)*

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**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

*not for Artillery Very Rough Stop -2 attacker Blocks*

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**Defensive fire**  
1 die when 1st moved adjacent.  
Field-works --- -1 attacker ---

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