Battle Cry

Units and Battle

If a unit is issued an order, can it attack if it doesn't move?
Yes.

Some scenarios include special rules for horse artillery, which has a maximum range of 4 hexes. Does this change only affect the range, or does it alter the attack strength? In other words, is horse artillery's strength 5-4-3-2 or 4-3-2-1?
The reduction affects both strength and range, so horse artillery has strengths 4-3-2-1. The same logic applies to the VMI cadets, whose attack strengths are 3-2-1.

If a unit has more than one flag result that it can't fulfill (a hex that it can't retreat), does it lose one piece for each flag?
Yes.

Can you opt to eliminate a figure rather than retreat off the board if forced to retreat?
No. A unit and/or general that is forced to retreat when it is in the last row is eliminated.

What is the sequence of combat? That is, are casualties from all firing units removed before any retreats from any firing unit are resolved?
Each unit's battle result is fully resolved before the next unit's battle is started. Hits from a single attacking unit are removed, and then the unit retreats, if that necessary. This can force the target unit to a less advantagous range for other attackers, or even completely out of range. Picking the right order for your attacks is important.

If a card is played that allows more than one unit to attack, must targets be identified for all those attacks before any are resolved?
No. In Battle Cry, shots are not predesignated. The attacker can see the result of one attack before picking a target for the next.

If a unit is activated with a card that specifies what board section it must be in, can that unit then move into a different section?
Yes.

Generals

Can a general move, attach to, and fight along with a unit in a building hex, the same as with a unit in a woods hex?
Yes.

Is there a simple way to sum up the rules on generals moving through units and vice versa?
It's really not complicated.
A unit can never move into or through a hex that already contains another unit;
A unit can move into, but not through, a hex that contains a lone, friendly general;
A general can move into, but not through, a hex containing a friendly unit. (The exception to this is that a retreating general must move its full retreat distance. If its retreat is blocked by a unit that is not already attached to a general, it can move through.)

Is it legitimate to move a general onto a unit's hex to become attached, and then move the general again along with the unit? Is it allowed if the general hasn't moved three hexes already?

It's not allowed at all, regardless of how far the general moved. A general's movement ends when he enters a hex with another unit, and he can't move again even if that unit has not yet moved.

Is the movement of an unattached general affected by terrain -- i.e, must an unattached general stop moving upon entering a woods, building, or waterway hex?
Yes. Terrain affects generals exactly the same as units.

Does an unattached general block Line of Sight?
Yes.

Terrain

Terrain restrictions are ignored during retreats. Does this mean that a unit or general can move into or through a rough terrain hex?
No. A unit cannot retreat into or through a hex that contains another unit, rough terrain, or impassable terrain. The retreating unit doesn't need to stop when it enters a woods, building, or waterway hex.

Can more than one Field Works be built in the same hex?
Not with a single card -- the card states "Place a Field Works token on 2 different hexes …" If you draw the Field Works card twice in the game, you can build your fort.

Is a Bridge hex also considered a Waterway hex?
Yes. Note that this prevents Field Works from being constructed on Bridge hexes.

Is LOS blocked if it travels along the edge of the board and the on-map terrain is blocking? In other words, what sort of terrain surrounds the board?
In the above situation, LOS is blocked. Off-board hexes are considered to be blocking terrain for LOS purposes.

Does an Infantry or cavalry unit on a hill have its line of sight blocked when attacking over a unit in an adjacent hex that is not on a hill and not in LOS blocking terrain? Artillery can take that shot; does that apply to infantry and cavalry also?
Infantry or Cavalry on a hill cannot fire over any units or generals. That is a special function of artillery.

Both the attacker and the target are on hills, but there is an unoccupied hill between them. Is the LOS blocked by the intervening hill?
Yes.

Cards

Can I play a card and do nothing? Can I play a card that can't possibly affect any of my units?
Yes to both. In effect, you can discard any card on any turn, not just those that can't apply or when you don't hold any effective cards.

Can you play an order card that, for example, states "Issue an order to 3 units on your left flank" if you have only one or two units on your left flank?
Yes. Also, even if you had three units on your left flank, you could play the card and move only one or two of them, or even none of them.

What happens when you reach the end of the Command Card deck?
Shuffle the discard pile and keep playing. This shouldn't happen often unless someone is hoarding the All-out Offensive card.

Can a card be played if it can't affect any units -- i.e., there are no friendly units on the flank named on the card?
Yes.

Specific Cards

Bombard -- Can an artillery unit fire both bombardments before the target retreats?
No. Bombard lets the unit make two attacks, not one super-attack. Each attack is resolved exactly as normal.

Bombard -- If this card is used to move an artillery unit twice, can it move into a woods, waterway, or building hex with the first move and then leave with the second move?
Yes. Each move is separate. The artillery's first move ends when it enters the restricted hex, but the second move is a whole new move.

Counter Attack -- What exactly does this card do?
The phrasing "Play this card on your opponent" confuses people. When you play this card, it's like playing the same card that your opponent played last turn. You get to do the same thing he just did. The only difference is that if his card affected the right flank, you affect the left, and vice versa. If his card affected the center or every section, there's no change. So, if your opponent played Skirmish on the left flank, playing Counter-Attack lets you Skirmish on the right flank. It's as simple as that.
If your opponent's card was a Force March or Fire and Hold Position and he chose to use it on the right or left flank, you must use it on the opposite flank.
Some special order cards neither specify one section of the battlefield nor force a player to select one. Some state the type of units ordered (Bombard, Hit and Run, Leadership, and Construct Fieldworks). Units using these special actions can be anywhere on the battlefield. Some special order cards just state a special action (Rally, Call for Reinforcements, Short of Supply, Sharp Shooter). These can be used anywhere on the battlefield.

Force March -- Suppose an infantry unit is adjacent to an unattached general (both in clear terrain) and Force March is played. If the infantry unit moves into the general's hex, does the general automatically attach to the unit and move with the unit to the second hex?
Yes, the general attaches, but the infantry unit cannot keep moving; it must stop.

Hit and Run -- Does this card allow a cavalry unit to enter a woods or river hex on the first move and exit on its second move? Can it enter another woods or river hex on the second move?
Yes. The card gives the cavalry unit two separate opportunities to move. Entering woods or river stops the first move, but has no effect on the second. Also, the cavalry doesn't need to attack in order to get the second move. For that matter, it doesn't need to take the second move. This card does not, however, allow a cavalry unit to attack after entering woods, a building, or a waterway hex.

Leadership -- Does this card allow a general to move and attach to a unit, or does it only apply to generals that are already attached when the card is played?
The wording on this card is unclear. Here's how it works. Every general receives an order, whether he is attached or not. If the general was not attached, he can move to a unit and become attached. If the general was already attached, the unit can move with the general. In either case, attached infantry and cavalry units can battle and use two extra dice (one for the general and one for the Leadership card). Attached artillery can use one extra die (for the Leadership card).

Leadership -- Does this card override the normal restriction against attaching a general to an artillery unit?
There is no restriction against attaching a general to an artillery unit. Players are free to attach generals to artillery units if they choose. The restriction is only that an attached general does not increase the artillery unit's battle dice. The Leadership card doesn't really lift this restriction, but it does allow the artillery unit to attack with one bonus battle die if it has a general attached. The extra die is for the card, not the general, but the general must be there in order to claim the card's bonus.

Rally -- Do crossed sabers count as symbols that match the unit's figures?
No. Only exactly matching symbols count, not "wild card" symbols.

Reinforcements -- Can reinforcements that appear in a woods or building hex battle on that turn?
Yes.

Short of Supplies -- What if, by some chance, all the hexes in the back row of the affected section are filled? Is the whole unit eliminated?

No. A unit that cannot make it to the edge of the board is placed as close to the edge as possible. This is likely to occur only in the Pea Ridge scenario.

Short of Supplies -- Can this card be used on a lone general (friendly or enemy)?
No. The card is specifically for use on units. An attached general can retreat with the unit, but the card can't be played on a lone general.

Short of Supplies -- if this card is played on a unit that's already on the back row, is it eliminated?
No. In that case, the card has no effect.

Scenarios

In the Shiloh scenario, when are Confederate units on the back hex row counted -- at the end of the Confederate turn, or the end of the Union turn?
There is no set time in the turn when flags are counted. The game ends the moment one player captures six flags. A Confederate unit in the Union's back hex row counts as a lost flag from the moment it enters that row until the moment it leaves.

In the Shiloh scenario, can a lone general occupy the shaded area to count for a lost Union flag?
No. The special rules for Shiloh state that a "unit" must occupy a shaded hex to count as a Union flag lost. "Units" and "generals" are separate things.

In the Antietam scenario, the sunken road reduces attacks by two dice. Does this apply to attacks from every direction, or is the road treated like a fence section?
Treat the sunken road like a fence section. Only attacks that come from in front of the sunken road are reduced by two battle dice.

The Fredericksburg scenario shows the Union side deploying 11 infantry units, but the game only includes 10 per side.
There should be no infantry unit on the lower right hex (in the river).

Are there any other corrections to the scenarios?
Gaines Mill -- The waterway hex at the top right of the board should be a woods hex. The waterway should curve off the board to the right in the hex below this new woods hex.
Chickamauga -- The title is misspelled (as Chickamunga).
First Bull Run -- The Union commander was Irwin McDowell, not James Shields.
Fredericksburg -- This battle was fought on 13 Dec 1862, not 17 Sep as noted.

Download the rules to *Battle Cry*.