



2 PLAYERS
AGE 12+

Battle Cry™

150th

*** Civil War ***

Anniversary Edition

Rulebook



“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

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 capital 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." McDowell then drew up plans 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 leaders 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.

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Introduction

The **Battle Cry™** game features 30 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.

Components

- 1 Game Board
- 1 Flag Label Sheet
- 1 Terrain Reference Sheet
- 8 Battle Dice
- 9 Double-sided Entrenchment/Fieldwork Tokens
- 14 Double-sided Flag Tokens
- 46 Double-sided Terrain Tiles
- 60 Command Cards

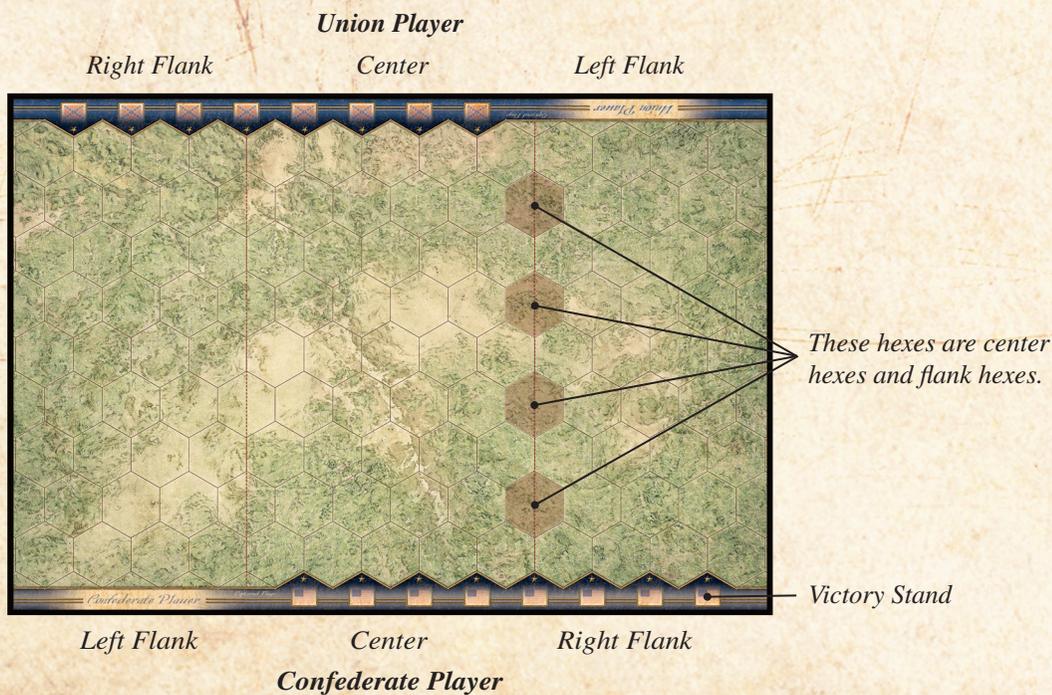
Confederate (gray) and Union (blue) armies, each with the following plastic figures:

- 3 Generals with Flags
- 3 Artillery with Flags
- 3 Cavalry with Flags
- 6 Artillery Crewmembers
- 6 Cavalry
- 10 Infantry with Flags
- 30 Infantry



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.

Sample Section Cards



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.

Sample Tactic Cards



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:



Infantry



Infantry



Cavalry



Artillery



Flag



Sabers

How To Win

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

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 on page 17. 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.

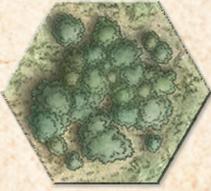
| Silhouette | Place This Many Figures | Silhouette | Place This Many Figures |
|---|--|--|---|
|  | 1 figure with flag and 3 without  |  | 1 figure with flag and 2 without  |
|  | 1 figure with flag and 2 crewmember figures without  |  | 1 figure  |

A Note on Scale

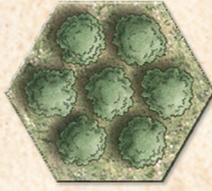
The number of historical forces represented by a game unit varies by scenario. For example, in some scenarios an infantry unit in the game may represent an entire division, while in other scenarios it might represent a single regiment.

Terrain

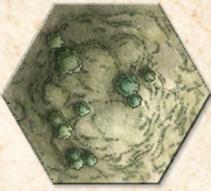
Terrain has a variety of effects as described in the Terrain section on page 12 and on the quick-reference sheet.



Woods



Orchard



Hill



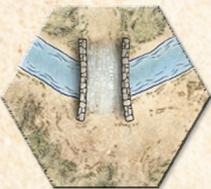
Town



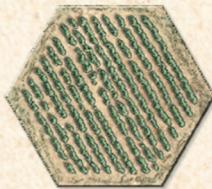
Homestead



Waterway



Bridge



Field



Rough Terrain



Fence



Entrenchment



Fieldwork

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 labeled 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, pg. 12.)
- 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, pg. 12.)
- 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, pg. 11.

4. Battle

After completing all moves, your ordered units are 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, pg. 9, and Line of Sight, pg. 10.)

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 no effect on the number of battle dice rolled. Casualties do not affect the number of battle dice rolled by a unit. As long as one playing piece remains, a unit battles at full strength.

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.
- **Take Ground:** An attached general and the infantry or cavalry unit to which it’s attached *may* “take ground” after battling an adjacent enemy unit that is eliminated or that retreats from its hex. The unit with the attached general takes ground by moving onto the hex that was occupied by the enemy unit. A general’s ability to take ground overrides terrain features that require a unit to stop and move no further on the turn. A unit with an attached general may not take ground after using the Fight Back card.

- 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).

Range

Infantry — Range of 4 hexes.

An ordered infantry unit may battle an enemy target that is 4 or fewer hexes away in any direction. An infantry unit rolls 4 battle dice when the target is in an adjacent hex, and 1 die less for each additional hex away from the enemy. For example, to battle an enemy that is 4 hexes away in clear terrain, an infantry unit would roll 1 battle die.

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, 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.

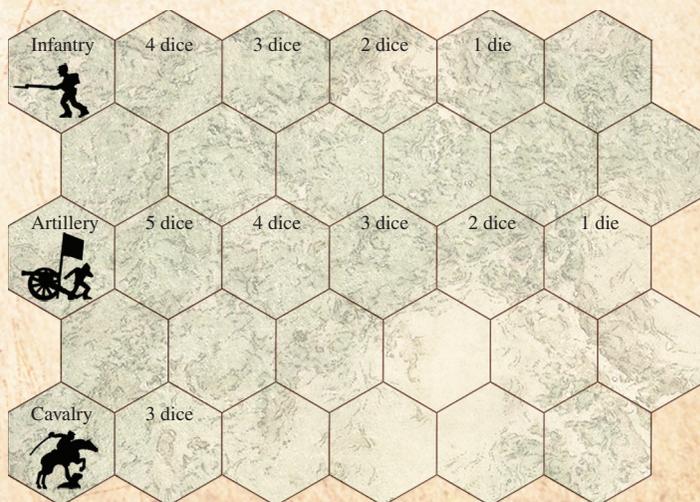
Cavalry — Range of 1 hex.

An ordered cavalry unit rolls 3 battle dice, but may battle only an adjacent enemy target.

General — No range.

See Generals in Battle, pg. 9.

Range Diagram



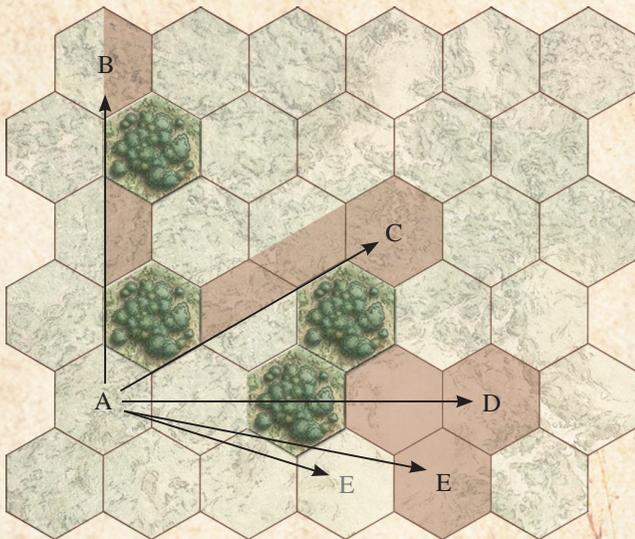
Line of Sight

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, pg. 12.) 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



“A” may fire at “B” even though the imaginary line between their hex centers passes along the edge of 2 hexes containing woods. (These only block line of sight on one-half of the target hex.)

“A” may not fire at “C” because the woods hexes are on both sides of the imaginary line between the hex centers. This leaves no part of the enemy’s target hex visible.

“A” may not fire at “D” because the imaginary line between their hex centers passes through the woods hex, thereby blocking line of sight.

“A” may not fire at “E” because the imaginary line between their hex centers passes through part of the woods hex, thereby blocking line of sight. If “E” moved 1 hex forward, then “A” would have a clear line of sight.

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. Reduce the number of dice when targeting a unit on terrain.
3. Add to the number of dice for any command card effects.

Example: You play a Leadership tactic card and order an 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. The attacker also scores a hit for each sabers symbol rolled, regardless of the type of unit attacked. For example, a targeted infantry unit suffers 1 hit for each infantry symbol and 1 hit for each sabers symbol rolled.



Artillery hit



Infantry hit



Cavalry hit



Any unit/general hit

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 space 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.

Hitting a General

A general may only be attacked and hit when alone in a hex.

When attacking a general, calculate the number of battle dice to be rolled as usual. The attacking player must then roll at least one sabers symbol. 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.

If a general is attached to a unit that has just been eliminated, and the attacker still has one or more additional sabers to use, those sabers hits do not affect the general. To hit and remove a general that is attached to a unit during a single turn, you must do the following:

1. Play a command card that orders at least 2 units that are within range and line of sight of the defending general's unit.
2. First roll the appropriate dice to completely destroy the attached unit.
3. Then, *another unit* must attack the lone general and roll a sabers symbol to score a hit and eliminate the general.

Retreat

After you resolve all hits and remove casualties, then resolve retreats. For each flag symbol rolled during the battle, 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.
 - o 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.
 - o 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.

Miss

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

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

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

Match Play

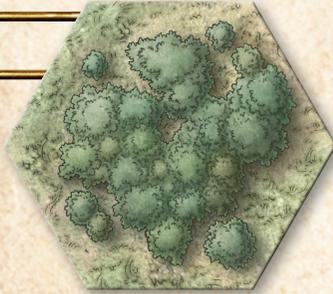
To play a match, swap sides after the first battle and play again. The winner is the player who captures the most flags from both battles combined.



Terrain

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



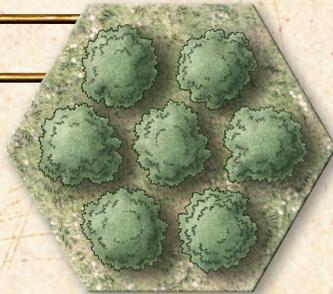
Movement: A unit or general that enters a woods hex must stop and may move no further that turn.

Battle: 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. The infantry unit rolls 2 dice when the target is on an adjacent hex and 1 die when target is 2 hexes away. An ordered unit that started the turn in a woods hex will battle with its standard number of battle dice.

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



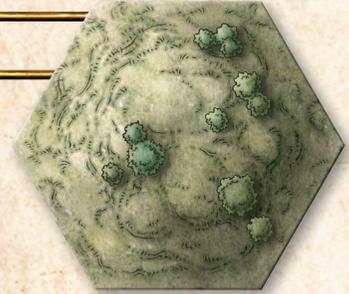
Movement: No restrictions.

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

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

Artillery firing from a hill hex has its range increased to a 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 a range of 6 hexes, roll 1 die.

An 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.

Line of Sight: A hill hex blocks line of sight for a unit trying to look over or through that hill hex. A unit on a hill hex, therefore, will not have line of sight to an enemy unit on another hill hex if there is an intervening hill hex between the two units.

Town Hex



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

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

An ordered infantry or artillery unit already on a town hex may battle an enemy unit that is 3 or fewer hexes away

in any direction. The infantry or artillery unit rolls 3 dice when the target is in an adjacent hex and 1 less die for each additional hex that the target is away.

An ordered cavalry unit on a town hex may battle an enemy unit that is adjacent in any direction. The cavalry unit rolls 2 dice when the target is on an adjacent hex.

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.



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

Battle: An infantry unit may move onto a homestead hex and may battle an enemy unit that is 3 or fewer hexes away in any direction. The infantry unit rolls 3 dice when the target is in an adjacent hex and 1 less die for each additional hex away from the target. An ordered infantry unit already on a homestead hex will battle with its standard number of battle dice.

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 2 dice when the target is in an adjacent hex. An ordered cavalry unit already on a homestead hex will battle with its standard number of battle dice.

An artillery unit may not battle the turn it moves onto a homestead hex. An ordered artillery unit already on a homestead hex may battle an enemy unit that is 4 or fewer hexes away in any direction. The artillery unit rolls 4 dice when target is in an adjacent hex and 1 less die for each additional hex away from the enemy.

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.



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

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

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.

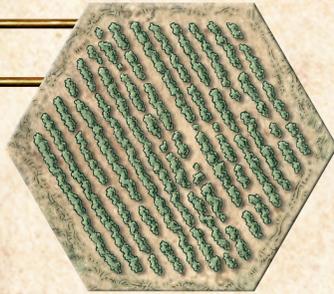


Movement: No restrictions.

Battle: No restrictions.

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

Field Hex



Movement: No restrictions.

Battle: 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.

Fence Hex



Movement: No restrictions.

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

Line of Sight: A fence hex does not block 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 Facing Diagram



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.



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: When targeting an enemy unit or general that is on an entrenchment hex, reduce the number of battle dice rolled by 2, 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, 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.

Fieldwork Token



Movement: No restrictions.

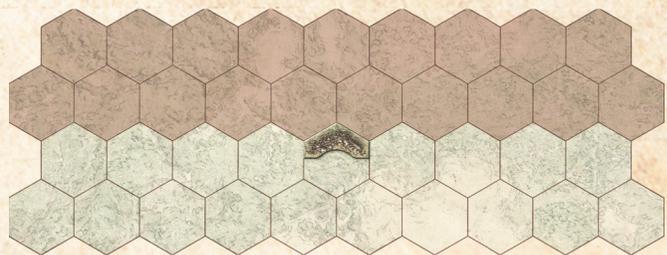
Battle: When targeting an enemy unit or general that is on a fieldwork hex, reduce the number of battle dice rolled by 1, unless the attacking unit is behind the fieldwork of the targeted unit or general. (See diagram.)

Each time a unit or general on a fieldwork hex is attacked, 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/ Fieldwork Facing Diagram



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.



Tactic Card Explanations

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 or her 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 force 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.

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 references 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 then 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.

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.



Classic Battle Cry Battles

First Bull Run, Virginia — July 21, 1861



Staffing Notes

Union Player

- Irving McDowell
- Take 6 command cards.
- You move first.

Confederate Player

- Pierre G. T. Beauregard
- Take 6 command cards.

Victory

6 flags

Historical Overview

The Confederates occupied a defensive position along the southern bank of a meandering river called Bull Run. With the bulk of his forces on his right, Beauregard planned to attack the Union left flank, but a little after sunrise on July 21, Union artillery was heard to the North. McDowell had moved first.

With three divisions, McDowell crossed at Sudley Ford and was pushing the only Confederate brigade on the left

flank back, before Bee, Bartow, and Jackson marched to its support. At about 2 p.m., the Confederate line reformed along the reverse slope of Henry House Hill, with Jackson in command. Bee, encouraged by Jackson, shouted to the men in his command, "Look! There is Jackson standing like a stone wall! Rally behind the Virginians!" Thereafter, Jackson was known as "Stonewall Jackson" and his troops as the "Stonewall Brigade."

The Union attack was halted, and a bitter struggle ensued for control of the hill. With the arrival of fresh troops, the Confederate line began to gain the upper hand and the Union forces withdrew. The Confederates had won the first major engagement of the Civil War.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Pea Ridge, Arkansas (Elkhorn Tavern) — March 7, 1862



Staffing Notes

Union Player

- Samuel R. Curtis
- Take 5 command cards.

Confederate Player

- Earl Van Dorn
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

In December 1861, Gen. Samuel R. Curtis took command of the Union Army of the Southwest and was instructed to drive the Confederates out of Missouri. Van Dorn, newly appointed commander of Confederate forces in Arkansas, joined with Price and McCulloch and had grand plans to invade Missouri, take St. Louis, and then move against Grant from the north. Rather than attack head on against Curtis's men, who were drawn up in a good defensive position, Van Dorn planned to march around the Union right flank and attack them from the rear.

By midmorning on March 7, Van Dorn's leading division, under Price, had reached a position north of Elkhorn Tavern.

Unfortunately, his second division, under McCulloch, had fallen behind. Van Dorn ordered McCulloch to strike south and attack toward Leetown, several miles west of Elkhorn Tavern. This resulted in two separate engagements being fought.

Curtis was alerted to the Confederate flank march and managed to reorganize his defenses to face north instead of south. He sent Col. Eugene A. Carr's division to block Price, while his remaining three divisions moved toward Leetown.

Near Elkhorn Tavern, Carr had occupied strong defensive positions on top of the Pea Ridge plateau. Following a prolonged artillery barrage, the Confederates attacked. Carr's troops fought stubbornly and gave ground slowly. Toward dusk, Carr was able to withdraw his battered regiments.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Kernstown, Virginia — March 23, 1862



Staffing Notes

Union Player

- James Shields
- Take 5 command cards.

Confederate Player

- Thomas J. “Stonewall” Jackson
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

Jackson’s Valley Campaign of 1862 was arguably his finest. His small army, which never numbered more than 17,000 troops, won five of six battles against three enemy forces totaling 33,000 troops. The largest group included 23,000 soldiers commanded by Nathaniel P. Banks. Confederate forces in the valley sometimes marched thirty-five miles a day and became known as Jackson’s “foot cavalry.” They repeatedly outmaneuvered Union forces and succeeded in tying down more than 60,000 Union troops. The first battle of the campaign took place at Kernstown.

Hearing that the larger part of Banks’s force was moving east, Jackson advanced against what he believed to be

the Union rear guard. The 4,500 Confederates under his command had actually attacked elements of Shield’s division, which had almost 9,000 troops in the vicinity.

As the Confederates reached their positions on the left at about 4:30 p.m., it became apparent that the enemy was present in greater numbers than expected. Garnett fought against mounting pressure until about 6 p.m., when, with ammunition running low, he ordered the Stonewall Brigade to retreat. Although a minor defeat for Jackson, the battle achieved its strategic objective of pinning Banks’s force.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Shiloh, Tennessee (first day of battle) — April 6–7, 1862



Staffing Notes

Union Player

- Ulysses S. Grant
- Take 5 command cards.

Confederate Player

- Albert Sidney Johnston
- Take 5 command cards.
- You move first.

Victory

6 flags

Special Rules

A Confederate unit that occupies any hex in the first row of hexes on the Union side of the battlefield counts as one victory flag. When a Confederate unit occupies one of those hexes, place a flag token on the Confederate victory stand. As long as the Confederate unit remains on the baseline hex, it continues to count toward Confederate victory. If the unit moves off or is eliminated, remove the flag token from the victory stand.

Historical Overview

Following his capture of Fort Henry and Fort Donelson, Grant's army of 40,000 soldiers was ordered to move south, up the Tennessee River, to Pittsburg Landing. Buell was

ordered to join him there with 35,000 troops. Once united, they could attack the important railroad junction at Corinth, twenty miles to the south. This would cut deep through the Confederate defense line in northern Tennessee.

With just over 42,000 soldiers, Johnston knew he must act quickly before Buell arrived. The Confederates attacked at daybreak on April 6 and threw back the Union line. At the center of the Union line stood the remnants of the Sixth division, under Prentiss, along with Wallace's fresh Second division. They had taken up a strong position behind an oak thicket. Initial rebel attacks were repulsed. During one of these attacks, Johnston was killed while urging several brigades forward. Confederate soldiers dubbed the position the "Hornet's Nest." By midafternoon, realizing that repeated infantry attacks were suicidal, General Daniel Ruggles amassed over 50 guns to bombard the Union positions. At about 5:30 p.m., with Union troops falling back on their left flank, the defense finally collapsed. Wallace was mortally wounded and Prentiss was captured along with 2,250 Union soldiers. As the victorious Confederate troops cheered, a defiant Prentiss called out, "Yell boys, you have a right to shout for you have this day captured the bravest brigade in the United States Army."

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Gaines Mill, Virginia — June 27, 1862



Staffing Notes

Union Player

- George B. McClellan
- Take 4 command cards.

Confederate Player

- Robert E. Lee
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

Following the defeat at Bull Run, Lincoln appointed George B. McClellan as the commander of the army. He quickly set about improving the army. The troops were drilled, equipment was improved, and soon the newly christened Army of the Potomac was a fighting force second to none. The troops admired McClellan and the press dubbed him “The Young Napoleon.” Despite organizing such a formidable force, McClellan was hesitant. Prompted to act by Lincoln, McClellan decided not to advance on Richmond directly. Instead he devised a plan to ship his army to the peninsula between the York and James Rivers. From here he would advance westward toward the Confederate capitol.

Following the battle of Seven Pines, during which General Joseph E. Johnston was wounded, command of the Army of Northern Virginia fell to Robert E. Lee. He decided to attack and drive the Union forces from the vicinity of Richmond. The series of engagements to follow became known as the Seven Days Battles. The first attack at the Battle of Mechanicsville did not go well for the Confederates, but McClellan decided to withdraw. The next day Lee attacked again. Porter occupied a new defensive position along Boatswain Creek. The Confederate assaults made little headway against fierce and determined resistance. At 7 p.m., Lee ordered an all-out assault on the Union positions. At first, the Union line held against the renewed attacks, but then crumbled in the center when one of A. P. Hill’s brigades broke through. Gaines Mill was the most costly of all the Seven Days Battles, with Lee losing almost 8,000 soldiers.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Second Bull Run, Virginia (Brawner's Farm) — August 28, 1862



Staffing Notes

Union Player

- John Pope
- Take 5 command cards.

Confederate Player

- Thomas J. “Stonewall” Jackson
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

Following the Seven Days battles, Lee correctly guessed that McClellan would make no further offensive move toward Richmond. Lee organized his army into two commands under Jackson and Longstreet, and launched an offensive to take the war northwards. Lee ordered Jackson on a flanking march to cut Pope’s rail link to the north. Jackson made a lightning march, covering fifty miles in two days and destroyed the Union supply depot at Manassas. He then fell back toward Stony Ridge, a position some two miles northwest of the ridge where he had stood “like a stonewall” a little over a year before.

Pope, commander of the Army of Virginia, saw an opportunity to trap Jackson and ordered his scattered corps to concentrate around Manassas. On the evening of August 28, Rufus King marched east and crossed the front of Jackson’s position. Jackson ordered his troops to attack the Union brigades, which were strung out in column of march. Thinking the enemy was merely elements of J. E. B. Stuart’s cavalry, Gibbon ordered his brigade to drive off the enemy artillery. Despite surprise, and with two of his divisional commanders wounded, Jackson broke off the engagement. The fight had been a bloody stalemate.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Antietam, Maryland — September 17, 1862



Staffing Notes

Union Player

- George B. McClellan
- Take 4 command cards.
- You move first.

Confederate Player

- Robert E. Lee
- Take 6 command cards.

Victory

6 flags

Special Rules

- The 3 fence tiles represent the sunken road. A unit battling an enemy unit on a fence hex reduces the number of battle dice rolled by 2 instead of 1.
- Antietam Creek can be crossed only at the bridge. No units may move or retreat onto a river hex tile.

Historical Overview

Having gained a victory at Second Bull Run, Lee struck north toward Maryland. This would enable him to keep the initiative, supply his army from the rich farmlands, and keep the campaign out of Confederate territory. McClellan had over 70,000 troops in the farmland around Sharpsburg. They

would greatly outnumber Lee's army of 35,000. McClellan deployed three corps on his right, another was to engage the Confederates on his left, while two others covered the center and formed the reserve. Lee deployed Jackson on his left flank, with Longstreet covering the center and right flank. Lee hoped to be supported by A. P. Hill's division marching up from Harper's Ferry.

The attacks against the Confederate left flank were poorly coordinated. The fighting in the woods and cornfields around Dunker Church was particularly bloody. Casualties had also been heavy along the line of the sunken road, dubbed "Bloody Lane" by those who fought there. On the Confederate right flank, Burnside finally moved forward. At the height of this crisis, Hill's division arrived and crashed into Burnside's formation and forced him to retreat.

With Lee's left and center sorely punished, McClellan had an opportunity to destroy Lee's army. McClellan, despite having two fresh corps, chose not to attack further. The following day, Lee's army remained in place, but McClellan was not inclined to renew the fighting, and Lee was able to withdraw his army across the Potomac. While seen as a Union victory, McClellan had failed to destroy Lee's army.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Fredericksburg, Virginia — December 13, 1862



Staffing Notes

Union Player

- Ambrose Burnside
- Take 4 command cards.
- You move first.

Confederate Player

- Robert E. Lee
- Take 6 command cards.

Victory

6 flags

Special Rules

- A Union unit that occupies a Marye's Heights hill hex counts as one victory flag. When a Union unit occupies one of those hexes, place a flag token on the Union victory stand. As long as the Union unit remains on the hill hex, it continues to count toward Union victory. If the unit moves off or is eliminated, remove the flag token from the victory stand.
- Jackson's artillery is "horse artillery." Place a flag token on the unit to distinguish it from the other units. Horse artillery has a range of 4 hexes and may move 2 hexes and not battle, or it may move 1 hex and battle.

- The Rappahannock River can be crossed only at the bridge. No units may move or retreat onto a river hex tile.

Historical Overview

McClellan failed to pursue Lee's army vigorously following the Battle of Antietam. It would be his last display of hesitancy. On November 7, 1862, Lincoln replaced him with Ambrose Burnside, who quickly organized his army and marched rapidly to the Rappahannock River opposite Fredericksburg. But by the time he was ready to force crossing, Lee had been able to deploy his army of about 70,000 in strong positions on the heights above Fredericksburg.

Sumner crossed at Fredericksburg and deployed two corps on the edges of the town. Franklin crossed river a mile downstream with two additional corps and assaulted Jackson's forces, but was thrown back. North of Fredericksburg, the situation was to be even more desperate for the federal soldiers. At midday, Burnside ordered Sumner to attack against Longstreet's soldiers on Marye's Heights. The troops had to advance across open ground in the face of withering fire. It was one of the Union army's worst defeats of the war.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Murfreesboro, Tennessee (first day of battle) — Dec. 31–Jan. 2, 1863



Staffing Notes

Union Player

- William S. Rosecrans
- Take 4 command cards.

Confederate Player

- Braxton Bragg
- Take 4 command cards.
- You move first.

Victory

6 flags

Historical Overview

After Shiloh, Grant campaigned to gain control of the Mississippi, while Buell advanced from Corinth toward the vital Confederate rail junction at Chattanooga. To draw Buell away from his intended target, the Confederate Generals Edmund Kirby Smith and Braxton Bragg moved north toward Kentucky. Buell was forced to give chase. Gen. William S. Rosecrans replaced Buell in late December, and soon succeeded in bringing Bragg to battle by the icy Stones River near the town of Murfreesboro.

As the two armies deployed, both commanders planned to attack the enemy's right flank. Bragg's attack was launched first, forcing Rosecrans to call off his own assault. The

Confederate troops, under the command of Hardee, pushed back the federal right flank.

As the day wore on, the Confederates continued to push the Union forces back, and by midafternoon the Union line was a rough V shape. Although the Confederates attacked furiously, William Hazen's brigade held the position until nightfall. Bragg believed he had won a major victory, despite being outnumbered. Therefore, he was surprised to find the federal troops still deployed for battle the next day.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Gettysburg, Pennsylvania

(Devil's Den & Wheat Field, second day of battle) — July 1–3, 1863



Staffing Notes

Union Player

- George G. Meade
- Take 5 command cards.

Confederate Player

- Robert E. Lee
- Take 5 command cards.
- You move first.

Victory

7 flags

Special Rules

- At the start of the Confederate turn, if Confederate units occupy the Peach Orchard hex, Wheat Field hex, and any one of the Little Round Top hill hexes place 3 flag tokens on the Confederate victory stand. As long as Confederate units occupy all 3 hexes, it continues to count toward the Confederate victory. If any hex is not occupied, remove all 3 of the flag tokens from the victory stand.
- An infantry unit may enter Devil's Den, but must stop and may not battle that turn. When targeting a unit on Devil's Den, the defending unit may ignore 1 flag rolled against it, and the number of battle dice rolled against it is reduced by 2.

- A Union unit on any of the 3 hill hexes of Little Round Top may ignore 1 flag rolled against it.

Historical Overview

Lee reasoned that his plans to invade Pennsylvania would keep the war in the north and allow his army to feed off the rich northern farmlands. He further hoped another victory could influence Britain and France to recognize the Confederacy, and provide further “ammunition” to the Washington Peace Democrats and their cause.

In early June, Lee started his army northwest to the Shenandoah Valley, then north across the Potomac and toward the Cumberland Valley. The Army of the Potomac, under its new commander, George Meade, marched swiftly north in pursuit. On July 1, the two armies made contact. What began as a skirmish quickly escalated as both sides fed in reinforcements. On July 2, Lee launched a series of attacks against the Union line. Longstreet began the attack around 4 p.m. The fighting was often at close range, with federal troops bitterly contesting key points such as Little Round Top, Devil's Den, and the Wheat Field. The second day, however, ended with the Union army still deployed in its defensive positions.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Gettysburg, Pennsylvania (Pickett's Charge, third day of battle) — July 1–3, 1863



Staffing Notes

Union Player

- George G. Meade
- Take 5 command cards.

Confederate Player

- Robert E. Lee
- Take 5 command cards.
- You move first.

Victory

7 flags

Special Rules

- Remove the Construct Fieldworks command card from the deck.
- Because of heavy fighting on day two, Pettigrew's infantry units (on the left flank) each start the battle with only 3 pieces.
- At the start of the Confederate turn, if a Confederate infantry unit occupies any fence hex, it counts as one Confederate victory flag. Place the flag token on the Confederate victory stand. As long as the Confederate unit occupies the hex, it counts toward Confederate victory. If the unit moves off or is eliminated, remove the flag token from the victory stand.

Historical Overview

Lee planned to launch the main assault against the Union center. Longstreet had misgivings and cautioned Lee, but spent the morning readying his brigades for the attack. An artillery bombardment prior to the attack failed to inflict significant casualties or knock out the Union artillery. When Longstreet ordered the attack, the Confederates had to advance over nearly three-quarters of a mile of open ground, and as soon as the advance left cover it came under Union artillery fire.

One of Pickett's divisional commanders, Lewis A. Armistead, with hat on the tip of his sword, led from the front and was one of the few soldiers that managed to reach the Union lines. Almost half of the Confederate troops engaged in the attack failed to return. The Confederate loss at Gettysburg marked a turning point in the war.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Chickamauga, Georgia (second day of battle) — September 19–20, 1863



Staffing Notes

Union Player

- William S. Rosecrans
- Take 5 command cards.

Confederate Player

- Braxton Bragg
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

After Gettysburg, both armies maneuvered for position. Lincoln wanted to maintain pressure and pressed Rosecrans to advance with the Army of the Cumberland. Although slow to act, “Old Rosy,” as his troops called him, executed a masterful campaign and forced Bragg to abandon Chattanooga. Meanwhile, Bragg received reinforcements under the command of Longstreet from the Army of Northern Virginia.

Bragg planned to drive the Union from Chattanooga and ordered Polk to attack the Union left at Chickamauga, while Longstreet would advance on the Union center. Rosecrans ordered a division from the center to move to support Thomas, who was being pressed by Polk. The move created

a gap in the Union battle line, and it was at this point that Longstreet launched his attack and smashed through the Union center. Rosecrans and his army, except for Thomas, raced back to Chattanooga. Thomas, despite repeated attacks, held fast, earning him the nickname “Rock of Chickamauga.” Although the battle had been a Confederate victory, Bragg had failed to regain Chattanooga for the Confederacy.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

New Market, Virginia — May 15, 1864



Staffing Notes

Union Player

- Franz Sigel
- Take 4 command cards.

Confederate Player

- John C. Breckinridge
- Take 6 command cards.
- You move first.

Victory

6 flags

Special Rules

- The Union and Confederate artillery as noted are “horse artillery” units. Place a flag token on these units to distinguish them from the other units. Horse artillery has a range of 4 hexes and may move 2 hexes and not battle, or it may move 1 hex and battle.
- The Virginia Military Institute’s corps of cadets (VMI Cadets) starts with only 3 pieces, and has a range of 3 hexes instead of 4. Place a flag token on this infantry unit to distinguish it from other infantry units.

Historical Overview

In early May, Sigel’s Union force of about 8,000 advanced south through the Shenandoah Valley toward Staunton. It

was hoped that the capture of this town would put further pressure on Lee’s supplies for the Army of Northern Virginia. To defend the valley, Gen. John C. Breckinridge had an improvised command of some 5,000 troops. This force included 247 boys from the Virginia Military Institute, aged between 14 and 18 years old.

The two armies met near New Market. Sigel occupied a low ridge north of the town known as Bushong’s Hill. He organized his force into two defensive lines, one behind the other. As Sigel was unwilling to attack, Breckinridge took the offensive. Imboden’s cavalry advanced across Smith’s Creek and succeeded in driving back the Union cavalry. In the center, Breckinridge’s infantry managed to push back the first line of Union troops. However, the Confederate advance slowed as they engaged the second line. It was at this point that Sigel should have counterattacked. However, he hesitated and Breckinridge was able to shore up his battle line. He instructed his ordnance officer, “Put the boys in and may God forgive me for the order.” The young cadets of the Virginia Military Institute moved into the battle line as Sigel finally launched his counterattack. The attack was made up of only three regiments and was beaten back by the Confederates who then resumed their own attack. The Union troops, tired and disheartened, fell back.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

New Hope Church, Georgia — May 25, 1864



Staffing Notes

Union Player

- William T. Sherman
- Take 4 command cards.
- You move first.

Confederate Player

- Joseph E. Johnston
- Take 4 command cards.

Victory

6 flags

Special Rules

- Remove the Construct Fieldworks command card from the deck.
- At the start of the Union turn, if a Union unit occupies the New Hope Church hex, it counts as one Union victory flag. Place the flag token on Union victory stand. As long as the Union unit occupies the hex, it continues to count toward the Union victory. If the unit moves off or is eliminated, remove the flag token from the victory stand.

Historical Overview

While Grant pursued Lee in Virginia, Sherman was relentlessly hounding Johnston's army through Georgia toward Atlanta. Johnston was an able strategist and repeatedly maneuvered his army to confront Sherman's advance. In mid-May, Sherman attempted to turn Johnston's left flank and gain the road junction at Dallas. Confederate cavalry spotted the movement. Johnston was able to organize a defensive position along the wooded ridges that ran from Dallas to a small Methodist chapel called New Hope Church.

On May 25, the three Union divisions of Hooker's XX corps advanced, with Butterfield's division on the left, Geary's division in the center, and William's division on the right. Confederate cavalry and skirmishers slowed the Union advance. The Confederate defensive position consisted of entrenchments amidst dense woodland and thick underbrush. The Union soldiers, attacking in three lines, could barely see the Confederate rifle pits ahead of them. The Union troops were exposed to continuous canister fire from rebel artillery and close-range rifle fire. It is a testimony to the courage of Hooker's soldiers that some managed to advance within thirty paces of the Confederate defenses before being thrown back.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Jackson Campaign Supplement

McDowell, Virginia — May 8, 1862



Staffing Notes

Union Player

- Robert C. Schenck
- Take 6 command cards.
- You move first.

Confederate Player

- Thomas J. “Stonewall” Jackson
- Take 4 command cards.

Victory

5 flags

Special Rules

Reduce the Union player’s hand size by one card for each Union flag lost. Whenever that player loses a unit, he or she chooses a card from hand and discards it.

Historical Overview

At the beginning of May 1862, the defeats at Pea Ridge and Shiloh, and a federal Army advancing on Richmond, gave little hope for the Confederacy. Even “Stonewall” Jackson, in his first battle as an independent commander a few months earlier, was defeated at Kernstown.

Jackson, who now led a small Confederate army, knew Gen. Robert H. Milroy was near the town of McDowell. On May 8, forward elements of Jackson’s infantry, his “foot cavalry” as they came to be known, were in sight of McDowell. Having completed a series of tough marches, they now stood atop Sitlington’s Hill. Although outnumbered, the Union made the first move. Milroy launched an assault up the jagged slopes and through the tangled forest around Sitlington’s Hill. Taking advantage of depressions and the trees, the Union force dealt Johnson’s Confederates an alarming number of casualties. Johnson appealed to the nearest of Jackson’s Brigades, led by Taliaferro, for help. At this point, both sides were losing cohesion. Johnson was severely wounded, but Taliaferro took charge and, despite the confusion, was able to blunt a final enemy attempt to take Sitlington’s Hill. Around 9 p.m. the musketry sputtered to a conclusion. Milroy burned his camps and retreated northward toward Franklin.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Winchester, Virginia — May 25, 1862



Staffing Notes

Union Player

- Nathaniel P. Banks
- Take 4 command cards.

Confederate Player

- Thomas J. “Stonewall” Jackson
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

Jackson’s victory at Front Royal on May 23 threatened Banks’s line of retreat, so he evacuated Strasburg and marched toward Winchester. Jackson also headed north, but Banks’s Union forces reached Winchester before Jackson and deployed south of the city.

Despite religious scruples, Jackson prepared to order the attack on Sunday May 25. A morning mist was gathering as Winder, now commanding the Stonewall Brigade, pushed forward in the center. The main Union force occupied the hills just west of Winchester and, in the mist, looked much stronger to Winder as his force took the forward hill.

No sooner was the hill secure than the Union guns began to plaster the Confederate position. Ewell’s force, which had advanced up the Front Royal–Winchester Road, was just south of Abraham’s Creek when he heard this cannon fire. Jackson moved his artillery to the hill to support Winder, but could not match the superior position of the Union guns. The center attack stalled. As Jackson rode to find Taylor’s Louisiana Brigade, he knew that if he was to win, the Union right flank must be turned. When Jackson found Taylor, he pointed with his index finger toward the Union artillery position on the hills and said four words: “You must carry it.” Three thousand troops, in strict cadence, advanced in perfect formation. Northern cavalry advanced on the force, but was repulsed. The Confederates now could see the Union gunners limbering their pieces, as the command “Forward, double quick, charge!” rang out over the field.

For a time, Banks had held off Jackson and Ewell, but broke under Taylor’s grand assault. The Union army pulled back in confusion toward Harper’s Ferry as Confederate units entered Winchester.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Cedar Mountain, Virginia — August 9, 1862



Staffing Notes

Union Player

- Nathaniel P. Banks
- Take 4 command cards.
- You move first.

Confederate Player

- Thomas J. “Stonewall” Jackson
- Take 4 command cards.

Victory

6 flags

Special Rules

Field hexes do not block line of sight, but all other field hex rules apply.

Historical Overview

Jackson faced Pope in early August and, on the 7th, saw the opportunity to strike Banks at Culpepper, Virginia, before the latter could be reinforced. Pope, however, ordered Banks to advance to Cedar Mountain, and the battle opened when Early’s and Taliaferro’s Confederate troops moved forward.

Hostile Union artillery on the ridge beyond the fields and Confederate guns were ordered into action. During the

inconclusive artillery duel, Banks launched an all-out attack. Crawford’s men broke through a gap in the Confederate line and shattered the entire left flank. However, the support he looked for didn’t arrive, and his gallant advance halted.

The Union attack near the Crittenden House was also gaining ground until Jackson himself waded into the melee. Waving his sword and a battle flag, he rallied his troops. Jackson’s valor may have stemmed the Union advance, but A. P. Hill’s reinforcements won the day. His fresh troops moved forward all along the line and cleared the fields, forcing the Union back.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

150th Civil War Anniversary Edition Battles

Falling Waters, West Virginia — July 2, 1861



Staffing Notes

Union Player

- Robert Patterson
- Take 4 command cards.
- You move first.

Confederate Player

- Thomas J. “Stonewall” Jackson
- Take 5 command cards.

Victory

5 flags

Historical Overview

The Battle of Falling Waters, also known as the Battle of Hoke’s Run, took place as part of the Manassas Campaign. On July 2, Maj. Gen. Robert Patterson’s division crossed the Potomac River near Williamsport and marched along the main road to Martinsburg. At about 7:30 a.m., Col. Stuart informed Jackson that the Union troops had advanced to within four miles of Camp Stephens. Jackson prepared his force for battle.

As Abercrombie’s and Thomas’s Union brigades left the trees, they encountered regiments of Jackson’s brigade, near Hoke’s Run. The Confederates, after delivering a number

of volleys, fell back, with the Union following right behind them. The fighting then spread through the wooded areas and farms. While this was happening, Stuart’s cavalry force outflanked the Union left. Stuart found the 15th Pennsylvania Volunteers, Company I, isolated in a clearing and ordered them to surrender, which they did. Stuart then marched the Union prisoners back to the Confederate lines.

The intensity of the Confederate fighting withdrawal at Falling Waters, although tactically a Union victory, strategically was a Confederate victory, because not only was the Union advance delayed, it also allowed Jackson to slip away and reinforce the Confederate troops preparing to fight along Bull Run.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Wilson's Creek, Missouri (Bloody Hill) — August 10, 1861



Staffing Notes

Union Player

- Nathaniel Lyon
- Take 6 command cards.
- You move first.

Confederate Player

- Sterling Price
- Take 6 command cards.

Victory

7 flags

Historical Overview

Lyon decided to attack the Confederate encampments about ten miles south of Springfield, Missouri after his success at Dug Springs on August 2. Sigel and about 1,200 troops had moved east around to the south of the Confederates, while Lyon's main body struck from the north.

Taken by surprise, the Confederate outposts were driven back and Lyon occupied the crest of a ridge subsequently called "Bloody Hill." Sigel's attack was also successful, as his artillery scattered the Confederate cavalry around the Sharp House. Lyon then consolidated his forces and ordered Plummer across Wilson's Creek to guard the Union flank.

During the lull in the battle, Price and McCulloch planned a counter strike against the Union lines. McCulloch attacked Sigel, while Price attacked Bloody Hill.

Sigel's forces were routed from the field, but both of Price's efforts against Bloody Hill were driven back. During the second attack, however, Lyon was killed and Maj. Samuel Sturgis took command. After a third Confederate assault, Sturgis had seen enough, and ordered the Union to retreat back to Springfield.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Greenbrier River, West Virginia — October 3, 1861



Staffing Notes

Union Player

- Joseph J. Reynolds
- Take 5 command cards.
- You move first.

Confederate Player

- Henry R. Jackson
- Take 5 command cards.

Victory

6 flags

Special Rules

- At the start of the Union turn, if a Union unit occupies any fieldwork hex, it counts as one Union victory flag. Place the flag token on Union victory stand. As long as the Union unit occupies the hex, it continues to count toward the Union victory. If the unit moves off or is eliminated, remove the flag token from the victory stand.
- The 4 Union infantry units indicated on the map are “green” units. Green units must retreat 2 hexes when forced to retreat. Place a flag on these 4 infantry units to distinguish them from other infantry units.

Historical Overview

After the failure of the campaign against the Union forces in the Cheat Mountain area in September 1861, the Confederate troops withdrew to the Greenbrier River, under the command of Gen. Henry R. Jackson. During the night of October 2–3, Brig. Gen. Joseph Reynolds, with two Union brigades, marched twelve miles from Cheat Mountain down the Staunton-Parkersburg Turnpike to break up the Confederate position at Camp Bartow.

At daylight, the head of the Union column was about four miles from the Confederate camp, and fought a lively skirmish with Confederate pickets posted there. The pickets retreated back to the fortified position. Jackson had skillfully positioned his men along the mile-long line. Col. Edward Johnson’s temporary brigade was placed on the extreme right, Col. William B. Taliaferro’s brigade held the center, while Col. Albert Rust’s brigade was placed on the left flank. Reynolds ordered the Union artillery forward and an artillery duel lasted nearly an hour. Each Confederate brigade then repelled wave after wave of attacking Union troops with rifle fire.

After four and a half hours of fighting, and repeated attempts to turn both of the Confederate flanks, Reynolds abruptly broke off the engagement and ordered a return to the Cheat Summit fortification.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Belmont, Missouri — November 7, 1861



Staffing Notes

Union Player

- Ulysses S. Grant
- Take 5 command cards.
- You move first.

Confederate Player

- Gideon J. Pillow
- Take 3 command cards.

Victory

6 flags

Special Rules

- At the start of the Union turn, if a Union unit occupies any fieldwork hex or the building, it counts as one Union victory flag. Place the flag token on Union victory stand. As long as the Union unit occupies the hex, it continues to count toward Union victory. If the unit moves off or is eliminated, remove the flag tokens from the victory stand.
- All infantry units for both sides are “green” units. Green units must retreat 2 hexes when forced to retreat.

Historical Overview

The Confederates in the west tried to defend a huge area by establishing strong points along the borders. Ulysses S. Grant, unlike many of his contemporaries, was ready to take action. On November 6, he embarked on transports with the main body of troops, with the objective to capture Belmont, Missouri, across the river from Columbus.

The Union force disembarked the next morning about three miles from their objective and advanced quickly to capture the Confederate camp. Gen. Pillow’s regiments were deployed in the fields and woods in front of the camp, but failed to slow Grant’s advance. The Union regiments, believing the fight won, moved forward to take the Confederate camp. Cheatham, however, had crossed the river north of the camp and advanced through the woods and opened fire on the Union troops. Surprised that the Confederates still had some fight left, Grant withdrew.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Dranesville, Virginia — December 20, 1861



Staffing Notes

Union Player

- Edward O. C. Ord
- Take 5 command cards.

Confederate Player

- J. E. B. Stuart
- Take 5 command cards.
- You move first.

Victory

6 flags

Special Rules

- The Union Bucktails infantry unit will score a hit for each saber it rolls, as normal, but in addition, it will reroll each saber once for additional hits or flag results. Place a flag token on this infantry unit, as indicated on the map, to distinguish it from other infantry units.

Historical Overview

Both armies went into winter quarters following the Battle of Ball's Bluff. On December 20, Gen. J. E. B. Stuart, with a mixed brigade, set out north from his position near Centerville to escort the army's wagon trains on a foraging expedition. At about the same time, Gen. Ord was leading a brigade of Pennsylvania Reserves to clear the south bank of the Potomac River of Confederate pickets and partisans.

At about noon, Ord arrived at the intersection of the Georgetown Pike and Leesburg Pike in the village of Dranesville, where he encountered Stuart's advance cavalry pickets, which were driven off. Stuart reached the village shortly after and found Ord's line deployed along the Leesburg Pike. Stuart deployed his infantry in the dense pine forest on the south side of the pike. The artillery then began to duel, but owing to the strength of the Union position, the Confederate guns were knocked back. The Confederates then pushed forward on the Union right and the 9th Pennsylvania moved forward to stop the Confederate advance, but then in turn was forced back. The two sides then squared off for nearly 2 hours. Around 3 p.m., Stuart received word that his wagons were safely away and secure from capture and he ordered a withdrawal.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Fort Donelson, Tennessee (Confederate Breakout) — February 15, 1862



Staffing Notes

Union Player

- U. S. Grant
- Take 5 command cards.

Confederate Player

- John B. Floyd
- Take 5 command cards.
- You move first.

Victory

6 flags

Special Rules

- At the start of a Confederate turn, if there are no Union units on the Confederate right flank, the Confederate army gains two victory flags. Place the flag tokens on the Confederate victory stand. As long as no Union unit occupies the Confederate right flank, keep the flags on the victory stand. If a Union moves onto the Confederate right flank, remove the flag tokens from the victory stand.
- At the start of a Union turn, if a Union unit occupies any fieldwork hex or hex behind the outer fieldwork hexes of Fort Donelson, it counts as one Union victory flag. Place the flag token on the Union victory stand. As long as the Union unit occupies one of these objective hexes, it continues to count toward the Union victory. If the unit moves off the objective hex or is eliminated, remove the flag token from the victory stand.

Historical Overview

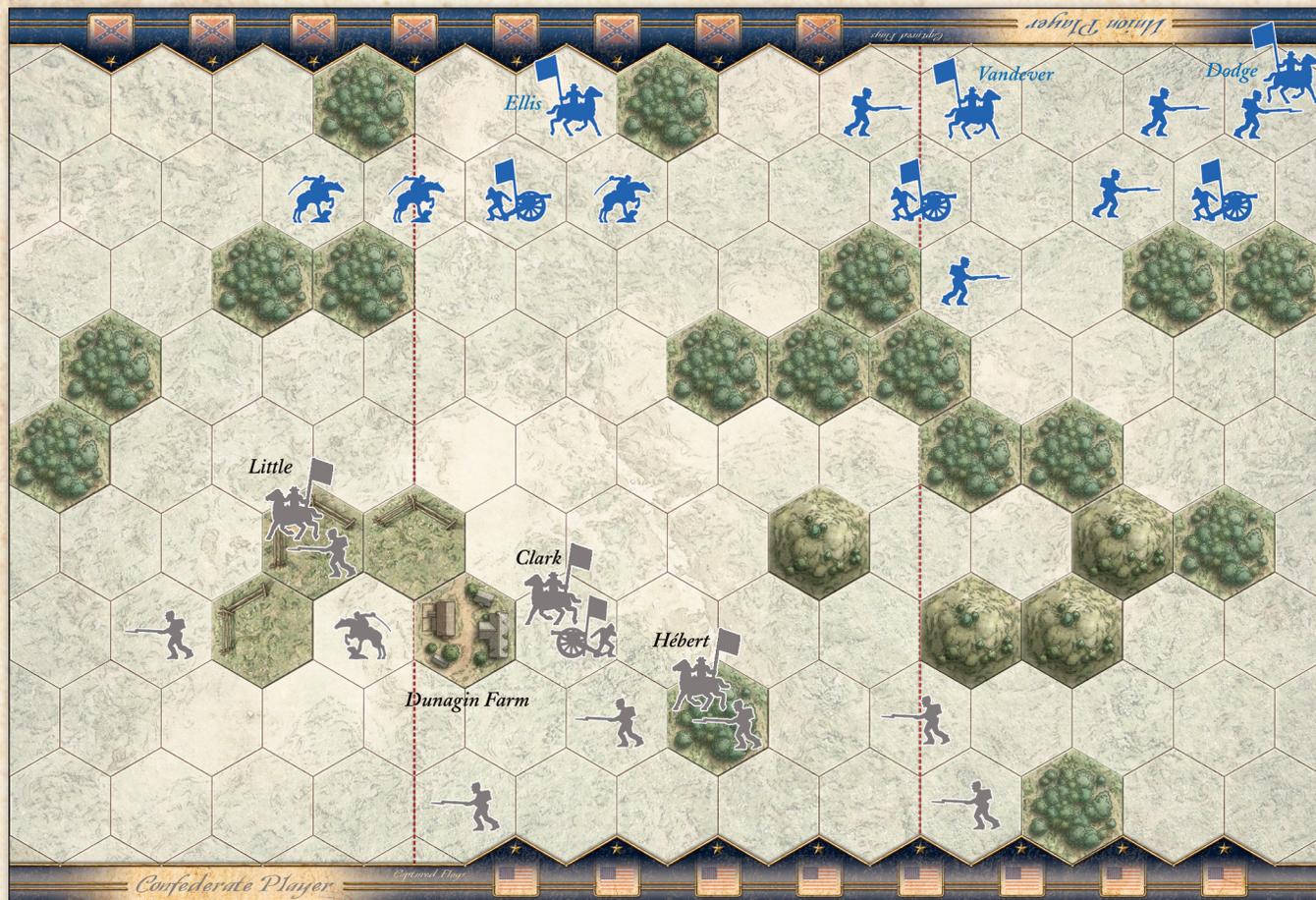
After the fall of Fort Henry, Grant marched on Fort Donelson and had almost completed encircling the Fort when the Confederate commanders realized, if they didn't move quickly, they would be cut off. During the night, they massed their troops against the Union right, and on the morning of February 15, the Confederates launched a surprise attack. The battle raged all morning. Grant attempted to relieve pressure on his right and ordered Smith's division on his left to attack the Confederate fieldworks in front of Fort Donelson, but by midday the Union's right flank was shattered.

The way seemed clear to Nashville and safety, but the indecision of the Confederate commanders allowed Grant to counterattack, and the Confederate troops were ordered to return to their entrenchments. Floyd and Pillow turned over command to Buckner and then slipped away to Nashville while many of the troops escaped with Col. Nathan Bedford Forrest across Lick Creek. On the morning of February 16, Buckner asked Grant for terms. Grant's answer was short and direct: "No terms except an unconditional and immediate surrender."

Buckner surrendered.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Little Sugar Creek, Arkansas — February 17, 1862



Staffing Notes

Union Player

- Eugene A. Carr
- Take 4 command cards.
- You move first.

Confederate Player

- Louis Hébert
- Take 4 command cards.

Victory

4 flags

Historical Overview

As Brig. Gen. Samuel R. Curtis's Union army advanced in January 1862, Sterling Price abandoned Springfield, determined to join forces with Benjamin McCulloch in Arkansas. Marching south along the Telegraph Road, the Missouri State Guard conducted a fighting retreat for four days, as Curtis followed closely. When Price reached the Arkansas state line, Price was reinforced by Col. Louis Hébert's brigade and took over as the Confederate rear guard.

Hébert, in an attempt to slow the Union pursuit, deployed his forces near Dunagin's homestead. Curtis's Union forces, strung out from the long march, had difficulty deploying for battle. Price sent two regiments to Hébert to assist, but after a lively skirmish and more Union troops arriving at the battlefield, the outnumbered Confederates withdrew.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Williamsburg, Virginia (North of Fort Magruder) — May 5, 1862



Staffing Notes

Union Player

- Winfield S. Hancock
- Take 5 command cards.

Confederate Player

- D. H. Hill
- Take 5 command cards.
- You move first.

Victory

6 flags

Historical Overview

Williamsburg was the first large encounter between Union and Confederate forces during the Peninsula Campaign of 1862. While the Confederates had no intention of attempting to hold the Williamsburg line, poor roads on the Peninsula had slowed the Confederate retreat almost as much as the Union advanced. James Longstreet therefore, along with D. H. Hill, was detailed to hold the line at Williamsburg in order to delay the Union advance.

On the morning of the 5th, Gen. Hooker started the attack with a careful advance in the center of the line facing Fort Magruder and to the south against the Confederate right. The

fighting soon developed into a fierce battle, with both sides calling in reinforcements.

A second fight also developed to the north of Fort Magruder, when at 11 a.m. Union commander Sumner became aware that it might be possible to turn the Confederate left and dispatched Gen. Winfield S. Hancock to the difficult task. Hancock's advance made good progress at first, but finally the Confederates began to mass against him and he pulled back slightly to a stronger position. The Confederate attack, under D. H. Hill and Jubal Early, was launched across open fields and was forced back with heavy losses by Hancock's men, who delivered devastating musket fire and a well-executed counterattack. McClellan described Hancock's actions as brilliant. Union reports represented it as a victory over a large part of the Confederate army that was intent on holding the Williamsburg line. This was not the Confederate's intention, for Longstreet only needed to delay the Union advance for a day or so to allow the Confederate supply trains to get back into Richmond.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Oak Grove, Virginia — June 25, 1862



Staffing Notes

Union Player

- Joseph Hooker
- Take 4 command cards.
- You move first.

Confederate Player

- Benjamin Huger
- Take 5 command cards.

Victory

6 flags

Historical Overview

McClellan decided to resume the offensive after sitting passively for three and a half weeks following the stalemate at the Battle of Seven Pines. He planned to move his siege artillery closer to Richmond by taking the high ground on Nine Mile Road around Old Tavern, but to do this he would need to attack the Confederate forces at Oak Grove.

On June 25, three Union brigades stepped off in orderly line of battle. From right to left, they were commanded by Brig. Gen. Daniel E. Sickles, Brig. Gen. Cuvier Grover, and Brig. Gen. John C. Robinson. Robinson and Grover made good progress on the left and in the center but Sickles met stiff Confederate resistance, all of which threw the Union line out

of alignment. Confederate Maj. Gen. Huger took advantage of the confusion and launched a counterattack. McClellan, who was attempting to manage the battle by telegraph from three miles away, unaware of most details of the engagement, ordered his men to withdraw, which mystified his subordinates on the scene. The minor battle gained only 600 yards at a cost of over 1,000 casualties on both sides. The next day, Lee seized the initiative by attacking at Beaver Dam Creek, near Mechanicsville, the first major battle of the Seven Days, and the beginning of a strategic retreat by the Union army.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Richmond, Kentucky (Union Final Position) — August 30, 1862



Staffing Notes

Union Player

- William Nelson
- Take 4 command cards.

Confederate Player

- E. Kirby Smith
- Take 6 command cards.
- You move first.

Victory

6 flags

Special Rules

- All Union infantry are “green” units. Green units must retreat 2 hexes when forced to retreat.

Historical Overview

Gen. Edmund Kirby Smith, commander of the Confederate forces in midsummer 1862, undertook an offensive aimed at central Tennessee and Kentucky. Late on August 29 his advance guard encountered a Union force, near Richmond, Kentucky. At this point, Kirby Smith had around 6,000 troops with him while the Union force had 6,500 untrained troops in two brigades, under Brig. Gen. Mahlon D. Manson and Charles Cruft. Smith judged that it was worth risking an

attack, because one major aim of the invasion of Kentucky was to win that state over to the Confederate cause. Backing away from the first Union army encountered would hardly encourage potential Confederate supporters in the state.

At dawn on August 30, the main battle began near Mt. Zion Christian Church. The Confederate attack was delivered in two waves, starting with General Cleburne’s two brigades. After two hours of skirmishing and counter-battery artillery fire east of the road, Cruft’s Union troops arrived, and began to reinforce the Union right flank. Manson’s overextended left flank however, was overwhelmed and the entire Confederate army then advanced, with Scott’s cavalry on either flank. The Union troops fell back and reformed at White’s farm, but volleys from a wide Confederate advance broke this defense. The new Union troops had fought well, but after the third line was breached they began to surrender in droves.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Ox Hill, Virginia — September 1, 1862



Staffing Notes

Union Player

- Isaac I. Stevens
- Take 5 command cards.
- You move first.

Confederate Player

- Thomas J. Jackson
- Take 5 command cards.

Victory

6 flags

Historical Overview

After the second battle of Bull Run, Lee sent Jackson on a wide flanking march to intercept the Union retreat, but Pope anticipated the turning movement and concentrated his units around the Germantown area.

Pope ordered the Union Ninth Corps to move up Ox Road and block the Confederate advance. Just south of the Little River Turnpike, the lead columns of Stevens contacted the Confederate skirmishers. Stevens ordered his blue coats into line and advanced through the fields of the Reid farm toward Lawton's Confederate line in the distant wood. Heavy fighting ensued, with Stevens leading the attack. As the Union troops reached the woods, a bullet struck

Stevens, killing him instantly. About the same time, a terrific thunderstorm broke, drenching the soldiers. The storm and the loss of Stevens effectively halted the Union attack.

The Confederates, seeing the Union forces in disarray, counterattacked. Gen. Philip Kearny by this time had reached the field and, as he rode forward to reconnoiter the Confederate position, ordered Birney's Brigade to advance on the Confederate right. Kearny, encountering A. P. Hill's Confederates in the woods, was cut down as he tried to escape. Fighting continued until dusk, when both sides withdrew.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Perryville, Kentucky — October 8, 1862



Staffing Notes

Union Player

- Don C. Buell
- Take 5 command cards.

Confederate Player

- Braxton Bragg
- Take 5 command cards.
- You move first.

Victory

7 flags

Historical Overview

In 1862 Perryville was a town of just a few hundred residents. The rolling hills to the west and northwest were dotted with woods, farms, and a number of creeks, which fed the Chaplin River. However, because of a two-month drought, the creeks were nearly dry. Buell didn't intend to bring on a general engagement until all his corps had arrived, but McCook and Gilbert sought to secure a water supply and had moved forward to high ground to protect some pools along Doctors Fork. The first shots of the battle took place in the early morning of October 8, when pickets from both sides went forward to get water.

Bragg's battle plan was to envelope the Union left with Cheatham's division, but the Union left was farther north than expected and instead of turning the flank, Cheatham slammed into McCook's corps. As Buckner's Confederates advanced over the creek, McCook's forward line fell back and the Union reformed along the Russell house ridge. Although Buell's headquarters was only a few miles away, he did not know until 4 p.m. that McCook was under heavy attack. Buell ordered reinforcements sent from Gilbert's corps to shore up the Union left. With daylight fading, the Confederate advance was repulsed. Although they had gained ground and mauled McCook's brigades, the arrival of Union reinforcements stayed the Confederate tide.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.

Prairie Grove, Arkansas — December 7, 1862



Staffing Notes

Union Player

- Francis J. Herron
- Take 6 command cards.

Confederate Player

- Thomas C. Hindman
- Take 6 command cards.
- You move first.

Victory

7 flags

Special Rules

The Illinois River may be crossed only at the bridge.

Historical Overview

The battle opened on the morning of December 7, with Union Gen. Herron crossing the Illinois River and deploying his troops on Hindman's right. Herron opened an intense two-hour artillery barrage on the Confederate position. Herron then ordered an advance on the hill rather than waiting for Blunt to arrive. When his men arrived at the Rogers and Borden farms they found themselves under a fierce Confederate counterattack from Marmaduke and Brig. Gen. Francis A. Shoup.

The Confederates then counterattacked, but were first halted by Union canister, and then moved forward again. Just when it looked as if the Confederate attack would roll up Herron's troops, Blunt realized that Hindman had intercepted Herron first. Furious, Blunt ordered his troops to march to the sound of the guns and they met the Confederate attack and drove them back to the ridge.

As night came, neither side had won. Although the battle ended as a tactical draw, it was a strategic victory for the Union army because they remained in possession of the battlefield, and Hindman, with no reserves, was forced to retreat, which established Union control of northwest Arkansas.

The stage is set, the battle lines are drawn, and you are in command. The rest is history.



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