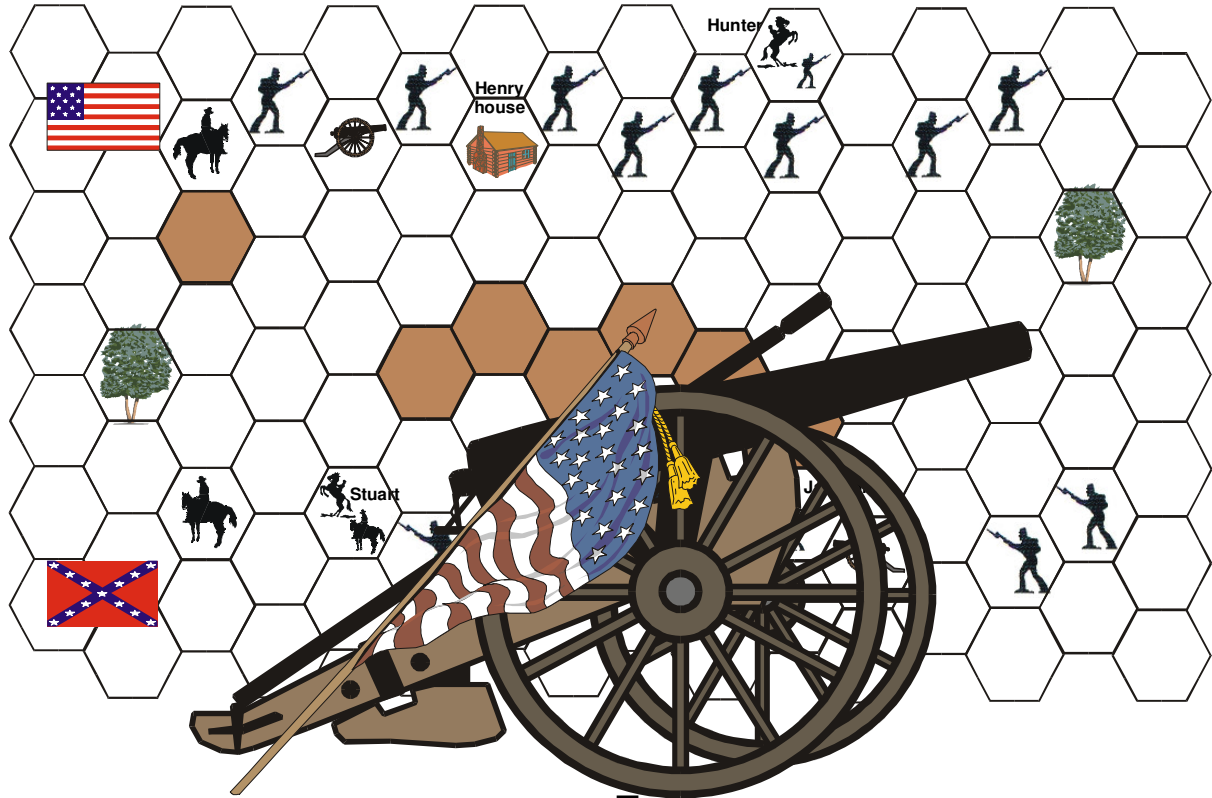


# NORTH



## against

# SOUTH

***15/25mm Battle Cry variant.***

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# NORTH against SOUTH.

## 15mm (or 25mm) variant of “*Battle Cry*”.

### INTRODUCTION.

These rules are based on the hybrid miniature/boardgame “*Battle Cry*” designed by Richard Borg. Their sole purpose is to convert the game into a proper tabletop miniature wargame. These miniature rules simply wouldn't be around without Richard's splendid design. Therefore all credits – apart from the mechanics converting the game into tabletop battles – are his. This miniature game can only be played with the use of “*Battle Cry*” components, so you need a copy of the original game to play.

### COMMAND CARDS.

The mechanism of these rules is largely based on dividing the battlefield in 3 “sections”, whereby units are activated in one or more sections by means of *command cards*.

Units can only be *moved*, *battle* or execute a special action according to the *orders* written on these cards. Therefore the players have to be aware that they must be able to adapt their tactics at all times to new situations arising due to orders.

There are two types of *command cards* in the game:

- **STANDARD COMMAND CARDS:** these activate units for *movement* and in *battle*. They indicate to which section of the battlefield the *orders* refer to and how many units can be activated.
- **SPECIAL COMMAND CARDS:** allow a specific (or special) action as mentioned on the card in question.

These cards are taken from the hybrid miniature/boardgame “*Battle Cry*” and can be supplemented by cards designed by the players (take care to keep in mind the balance and spirit of the original game!).

At the beginning of each game, the players take the number of *command cards* as per scenario. The information on the cards is only revealed when they are played.

### OBJECTIVE OF THE GAME.

Is to eliminate a number of enemy units (1 victory point per unit destroyed) as per scenario and/or reaching and holding certain objectives (1 or more victory points apiece). The first player to gain his quota is the victor.

### GAME TURN.

The player listed in the staffing notes goes first. If no mention is made of this, a die is thrown; highest score chooses who goes first.

1. **Play a *command card*.**
2. **Order units.**
3. **Move these units.**
4. **Battle.**
5. **Draw a new *command card*.**

#### 1. Play a *command card*.

*Command cards* are normally used to order *movement* and/or an *attack*. At the start of your turn, play one 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).

If none of the *command cards* you hold allow you to *order* any of your units, discard 1 card and draw a replacement from the command card draw pile. This ends your turn.

## **2. Order units.**

After playing a *command card*, announce which of your units you will *order*. Only those units that are given an *order* may *move*, *battle* or take a special action. You may not give more than one *order* to each unit.

Note: generals may participate in battles even if they have not been given an *order*. See *Generals in battle* section for details.

## **3. Move.**

You may *move* units you've *ordered* in any sequence you wish. However, you must complete 1 *move* before beginning another. Each unit may *move* only once, except under the "*breakthrough*"-rule. All *moves* must be completed on a turn before you may *battle* (battling is explained in the next section of the instructions).

**Infantry:** can *move* up to two hexagons without *battling*, or *move* one hexagon and *battle*. Infantry is designated "unit" or "units". An full strength infantry-unit is 8 figures.

**Cavalry:** can *move* up to 3 hexagons and *battle*, *dismount* and *battle* or *battle* and *mount*. Cavalry is designated "unit" or "units". An full strength cavalry-unit is 5 figures.

**Field artillery:** can *move* up to 1 hexagon without *battling*, or *not move* and *battle*. Field artillery is designated "unit" or "units". An full strength field artillery-unit is 4 figures and a gun.

**Horse artillery:** can *move* up to 2 hexagons without *battling*, or *move* 1 hexagon and *battle*. Horse artillery is designated "unit" or "units". An full strength horse artillery-unit is 4 figures, a gun and a limber.

**Generals:** can *move* up to 3 hexagons. (or command 1 or 2 units or a *brigade*). The general is 1 figure.

## ***Moving units.***

Units cannot *move* onto or through a hexagon that already contains two friendly (or any number of enemy) units. A friendly general (in this case) does not count as a unit, an enemy general does. When a unit enters a hexagon already occupied by a friendly unit or general, movement ends there.

You may never 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, except generals.

Some terrain features affect movement and may prevent a unit from moving its full distance or battling (see terrain section).

Note: "*retreating*" is a different type of movement with slightly different rules. See *retreating section* for details.

## ***Moving generals.***

You may *move* a general onto a hex occupied by one or two friendly units, as long as there is no other friendly general in the same hex. If a general enters a hex occupied by one or two friendly units, he must end his movement for that turn. A general may never *move* onto or through a hex occupied by an enemy general or unit.

## **Generals "*commanding*" one or two units.**

As soon as a general enters a hex already occupied by one or two friendly units, the general takes *command* over these units.

A general *commanding* one or two units may (when ordered through a *command card*) be relieved of his *command*, move away and take *command* over another unit or units.

As long as a general commands two units in the same hex, these units are counted as ONE in relation to *command cards*.

**Example:** you play a *command card* with the order “activate 2 units or generals on the left flank”. In the standard *Battle Cry* game, you can activate two separate units on this flank. In case you have two units under *command* of a general (in one hex), you can activate both units (*move & battle*), as well as another unit on this flank (or two, should you have another general commanding 2 units on that flank).

If a unit commanded by a general is given an *order*, the general may move with the unit, or he may stay in place. This counts as one *order*. A general who moves with his unit must *move* to the same hex. Exception: you may not *move* a general *commanding* unit or units if he has already moved on this turn.

### **Brigades.**

At the start of the game the players are allowed to form one or more “*brigades*” (each *commanded* by a general). The other players are informed about the composition and location of these *brigades*. You can never form more *brigades* than the number of generals present.

A *brigade* is composed of one general and (max) six units (any mix of units is possible). To be able to act as a *brigade*, these units must remain in the ZOC (“zone of control”) of their general. The ZOC is formed by the hex containing the general and the 6 adjacent hexes.

A *brigade* is regarded as one unit for *movement* purposes (but NOT for *battling*!). the *brigade* moves at the speed of its slowest component. The units composing the *brigade* are never allowed to voluntarily leave the ZOC of their general, except under the “*breakthrough*”-rule (whereby it is understood that - on the next turn the player is allowed to activate units in the given section – the brigade will be reunited).

**Example of *brigade-movement*:** you play a card with the order “activate 2 units or general on the left flank”. In the standard *Battle Cry* game, you can activate two separate units on this flank. In case you have a *brigade* under *command* of a general you can activate all the units of this *brigade* in the general’s ZOC (movement only!) as well as another unit on this flank (or two, should you have another general *commanding* 2 units on that flank, or even another *brigade*, should there be one present). However, when the whole (or part of) the *brigade* is eligible to do *battle* after moving, only the number of units as per the command card can *battle*.

When – for whatever reason – one or more units belonging to a *brigade* end up outside the ZOC of their general (due to a *forced retreat*), it is their first priority to rejoin the *brigade* as soon as possible. As long as these units remain outside the ZOC of their general, they are treated as separate units.

A general *commanding* a *brigade* may only leave his brigade when giving up his *command*. Thus the *brigade* ceases to exist and the components are treated as separate units. This action is an *order* and takes one turn whereby the units of the *brigade* cannot take any other action (except to *defend* themselves). The inverse process is used to create a new *brigade*, whereby the components must be in the general’s ZOC when the new *brigade* is formed. When forming a *brigade* the units of the new *brigade* cannot take any other action (except to *defend* themselves)

When a general is forced to leave his *brigade* (due to a *forced retreat*), the *brigade* continues to exist, but the components have to be moved separately until the general takes control once more by moving the whole *brigade* in his ZOC.

### **Forcing a *breakthrough*.**

When an infantry regiment engages in “*close combat*” (*battling* an enemy in a adjacent hex) and succeeds in either destroying the enemy unit or forcing it to *retreat* (and thus emptying the hex), the unit can force a “*breakthrough*” by entering the now free hex.

Artillery can never force a *breakthrough*. When forcing a *breakthrough*, terrain restrictions are taken into account as otherwise. When a cavalry unit forces a *breakthrough*, it can engage the retreating unit in *battle* once more (but not follow up again).

### **4. Battle.**

After completing all moves, the ordered unit(s) must be close enough to the enemy (and in a position to “see” the enemy) in order to *battle*. (see “*range*” and “*line of sight*”).

Each *battle* must be resolved before the next is started. A unit may *battle* another unit only once per turn (exception: cavalry in a “*breakthrough*”). A unit may never split its battle dice between several enemy targets. To *battle*, do following:

- determine the *range* (distance to the enemy target);
- determine the *line of sight*;
- determine the *terrain* within the *line of sight*;
- roll the battle dice. The type of battling unit, battlefield terrain and the distance to the enemy target determine the number of dice rolled.

### ***Range.***

Infantry with smoothbore muskets: *range* of 3 hexes. Dice: 3-2-1.

Infantry met rifled muskets: *range* of 4 hexes. Dice: 4-3-2-1.

Dismounted cavalry: *range* 3 hexes. Dice: 3-2-1.

Foot artillery: *range* 5 hexes. Dice: 5-4-3-2-1.

Horse artillery: *range* 5 hexes. Dice: 4-3-3-2-1.

When a unit has suffered casualties, the number of dice thrown is not reduced, but a unit can never inflict more casualties than the number of figures remaining in its own ranks. For artillery units, only the figures count, not guns or limbers. An artillery unit is destroyed when all figures are killed.

### **Generals in *battle*.**

A general *commanding* one or two infantry- or cavalry units in his own hex may always support either one of these units by adding one die to the number of dice eligible for the unit. A general not attached to (a) unit(s) cannot *battle*.

### ***Line of sight.***

A unit must be able to “see” the enemy unit it wants to *battle*. This is known as having a “*line of sight*”. Imagine a line drawn from the centre of the hex containing the battling unit to the centre of the hex containing the target. This *line of sight* is blocked only if a hex (of 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), woods, hills, fields or buildings. The terrain in the target hex does not block *line of sight*.

If the imaginary line runs along the edge of one or more hexes that contain obstructions, *line of sight* is not blocked unless the obstructions are on both sides of the lie.

Only artillery may fire over a friendly unit or general in an adjacent hex on lower ground. Units situated 2 hexes or further away block artillery line of fire.

### ***Terrain effects.***

As per attached reference sheets.

## **5. Resolve battle.**

Losses are calculated before a unit (voluntarily or forced) *retreats*.

**Attack:** use the dice from the *Battle Cry* game. The attacker scores 1 *hit* for each dice symbol that matches the target unit. A *hit* is also scored for each crossed sabres-symbol rolled, regardless of unit attacking.



In case the dice throw shows more than 1 unit symbol (not crossed sabres), the first *hit* is an automatic *kill* and a figure is removed. In all other cases, the defender may cast one *saving throw* (1 die) per *hit* scored. In “*close combat*”, a *saving throw* of crossed sabres means a *miss*. When battling a unit that is not in an adjacent hex, a figure is saved when either his own symbol or crossed sabres are thrown. A unit can make only one *saving throw* per turn, even though it might be attacked by several units. When the last remaining figure of a unit is killed, the attacker scores a victory point. Should the attacker score more *hits* than the number of figures in the defending unit, these additional hits are wasted.

Units having been engaged in close combat due to an order of the current command card cannot be fired upon from a distance. If a target hex contains 2 different types of units (e.g. infantry/cavalry), the defender has the option of choosing which unit will take casualties when attacked; if not the attacker may choose.

**Defence:** when the defender decides to *make a stand* (= not make a *voluntary retreat*) he may roll one *defence die* per defending unit (if in *range* according to the general rules). A hit scored with the *defence die* automatically results in a *kill*.

### **Hitting a general.**

A general can only be attacked by infantry or cavalry and only when he is not together with a unit in the same hex. When attacking a general, calculate the number of dice as usual. The attacking player must then roll a crossed sabres to *hit*. Unless the defender makes a successful *saving throw*, the general is eliminated and the attacker gains a victory point.

### **Retreat.**

After all *hits* have been resolved and casualties removed, *retreats* must be resolved.

**Forced retreat:** for each flag symbol rolled during the *battle*, the defending unit must *retreat* 1 hex towards its own side of the battlefield (even if this means that it has to leave the *ZOC* of its general when being part of a *brigade*). The defender has the option to make a *saving throw* with one die (flag saves). If the attacker throws 2 flags, the first is an automatic *retreat* (no *saving throw* allowed). *Terrain* has no effect on *retreat* moves.



As long as a unit does not fall below the following numbers of figures, all flags may be ignored by the defender.

**INFANTRY:**

veterans: 5 figs

seasoned troops: 6 figs

recruits: 7 figs

**CAVALRY:**

veterans: 3 figs

seasoned troops: 4 figs

**ARTILLERY:**

veterans: 2 figs

seasoned troops: 2 figs

Units in the same hex as a general may deduct 1 further figure from the above numbers (except artillery).

***Voluntary retreat:*** prior to being attacked, the defender has the option to make an (orderly) *voluntary retreat* (1 hex) and ignore all fags thrown. However, in doing so, the units may not leave its general's *ZOC* when it is part of a *brigade*. The attacker battles against the unit before it is allowed to *retreat* (and casualties are inflicted). A unit making a *voluntary retreat* is allowed to *saving throws*, but not a *defence throw*.

***Retreat rules:***

- A unit cannot *retreat* in a hex already occupied by two friendly or any number of enemy units.
- If a unit *retreats* in a hex occupied by a friendly general, it is rallied and all remaining flags are ignored.
- A unit *commanded* by a general forced to *retreat* must take the general with it, unless the hex contains a second unit that is not retreating.
- If a unit cannot *retreat*, 1 figure in the losing unit must be eliminated for each *retreat* move that cannot be completed. Such losses may include the general, unless a second unit (not forced to retreat) is present in the same hex.
- If a unit (and/or general) is forced to *retreat* off the battlefield, the unit (and/or general) is eliminated.

**6. Draw a command card.**

After resolving all hits and retreats, discard the *command card* played and draw another card from the deck. Your turn is now over.

### NORTH against SOUTH reference sheet

Unit	Move		Dice & range		Terrain	Move	+/- Dice	Line-of-sight
Cavalry	3	&	3		Woods	Stop & not battle	-1 attacker	blocks
Dismounted Cavalry	Mount/dism.	&	3 – 2 – 1		Orchard		-1 attacker	
Infantry smoothbore	1	&	3 – 2 – 1		Hill		-1 attacker	blocks
	2	&	0					
Infantry rifle	1	&	4 – 3 – 2 – 1		Building	Stop & not battle	-2 attacker	blocks
	2	&	0					
Foot Artillery	1	&	0		Waterway	stop	-1 defender	
	0	&	5 – 4 – 3 – 2 – 1					
Horse Artillery	2	&	0		Bridge			
	0-1	&	4 – 3 – 3 – 2 – 1					
Artillery on hilltop			+ 1 die if deployed on hilltop		Field		-1 attacker	blocks
General	3	&	+1 die when commanding (not with artillery)		Rough terrain	n/a		
					Fence		-1 attacker	
					Fieldwork		-2 attacker	

#### 60 Command Cards:

13 Probe (2 units:1 section) 4L-5C-4R  
 10 Attack (3 units:1 section) 3L-4C-3R  
 9 Skirmish (1 unit:1 section) 3L-3C-3R  
 6 Assault (all units:1 section) 2L-2C-2R  
 4 Coordinated Attack (1 unit: each section)  
 2 Bombard  
 2 Fire and Hold Position  
 2 Force March  
 2 Hit and Run

2 Leadership  
 2 Sharp Shooter  
 1 Call for Reinforcements  
 1 Construct Fieldworks  
 1 Counter-Attack  
 1 Rally  
 1 Short of Supplies  
 1 All-Out Offensive (all units: all sections)

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Infantry rifle	1	&	4 – 3 – 2 – 1		Building	Stop & not battle	-2 attacker	blocks
	2	&	0					
Foot Artillery	1	&	0		Waterway	stop	-1 defender	
	0	&	5 – 4 – 3 – 2 – 1					
Horse Artillery	2	&	0		Bridge			
	0-1	&	4 – 3 – 3 – 2 – 1					
Artillery on hilltop			+ 1 die if deployed on hilltop		Field		-1 attacker	blocks
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2 Leadership  
 2 Sharp Shooter  
 1 Call for Reinforcements  
 1 Construct Fieldworks  
 1 Counter-Attack  
 1 Rally  
 1 Short of Supplies  
 1 All-Out Offensive (all units: all sections)



### Game turn:

1. Play a **command card**.
2. Announce the units or brigades to be **activated** (according to **command card**).
3. **Move** all activated units or brigades.
4. **Battle:**
  - **options defender:** (choice to be made before attacker engages in battle)
    - voluntary retreat (1 hex) (no defence throw – breakthrough by attacker not possible)
    - make a stand (with defence throw)
  - **attacker battles:**
    - casts the eligible number of dice per unit before defender makes a voluntary retreat (if he chooses to).
    - hits on defender's unit are calculated.
  - **defender** makes saving throws, kills are eliminated.
  - **defender** throws defence die (if eligible)
  - resolve **retreats**;

### Flags can be ignored if unit strength higher than:

#### **INFANTRY**

veterans: 4  
seasoned troops: 5  
recruits: 6

#### **CAVALRY**

veterans: 3  
seasoned troops: 4

#### **ARTILLERY:**

veterans: 2  
seasoned troops: 2

Units in the same hex as a general may deduct 1 further figure from the above numbers (except artillery).

5. **Attacker** draws a command card.

### Game turn:

1. Play a **command card**.
2. Announce the units or brigades to be **activated** (according to **command card**).
3. **Move** all activated units or brigades.
4. **Battle:**
  - **options defender:** (choice to be made before attacker engages in battle)
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    - hits on defender's unit are calculated.
  - **defender** makes saving throws, kills are eliminated.
  - **defender** throws defence die (if eligible)
  - resolve **retreats**;

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#### **INFANTRY**

veterans: 5  
seasoned troops: 6  
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#### **CAVALRY**

veterans: 3  
seasoned troops: 4

#### **ARTILLERY:**

veterans: 2  
seasoned troops: 2

Units in the same hex as a general may deduct 1 further figure from the above numbers (except artillery).

5. **Attacker** draws a command card.