

Battle Cry Variant for AWI Battles

“Crossed Sword” battle die results are misses (except for Sharpshooter attacks).

Infantry fire is resolved as: 3-2-1

Artillery fire is resolved as: 4-3-2-1 (4-3-2-1-1 if on a hill)

Militia:

- a) Are eliminated on 3 hits instead of the normal 4.
- b) If flagged and forced to retreat, roll one die. If the result is an infantry symbol, the unit routs and is removed from play. If a general is attached at the time of the unit's rout, he is lost as well.
- c) If an attached general or a general in an adjacent hex is killed, the militia units each roll a die. Any units which roll the infantry symbol are routed and immediately removed from play. This rule is in effect for sharpshooter attacks also.

Grenadiers (and other Elite class troops):

- a) Take 5 hits to eliminate.
- b) Their fire is resolved as 4-2-1 to reflect their increased melee strength.
- c) Ignore any single flag results rolled against them by a battling enemy (double flag results and up = retreat just one hex).
- d) If they battle and eliminate/force back an adjacent enemy, they may immediately advance into the enemy's vacated hex.

Light Infantry/Jaeger Types:

- a) For each casualty scored on them, they roll a die. For each infantry symbol rolled, a hit is saved (does not occur).
- b) These units can battle even after entering a woods or building hex, unlike other units.