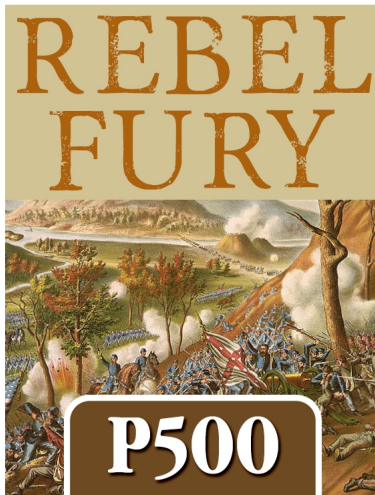


Rebel Fury: Five Battles from the Campaigns of Chancellorsville and Chickamauga



Rebel Fury, Volume I of the Civil War Heritage Series, uses the low-complexity Gettysburg system featured in C3i Magazine #32.

Rating: Not Rated Yet

Price

Price £50.95

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Manufacturer [GMT GAMES](#)

Description

Available for Pre-Order. Made the Cut.

Rebel Fury, Volume I of the Civil War Heritage Series, uses the low-complexity Gettysburg system featured in C3i Magazine #32. The Battles featured are Chickamauga, Chattanooga, Missionary Ridge, Chancellorsville, and Fredericksburg (solitaire). Several of the battles are linkable, covering the entire Chickamauga-Chattanooga campaigns.



This design features a new system on Civil War combat akin to the old SPI Blue and Gray Quads. Each game in Rebel Fury is quick-set-up, quick-playing, and deeply interactive. The density of counters in each scenario is low, allowing you to see and experience the big picture of the battle.

Rebel Fury places you, the player, in the role of the Army Commander (Lee, Burnside, Hooker, Bragg, Rosecrans, Grant). You maneuver your army to find the enemy's flanks, concentrate your forces for an attack, and determine where to commit your artillery assets.

Units are portrayed at the Infantry/Cavalry division level. The Civil War Heritage Series game system features a new Zone of Influence/Zone of Control mechanic that controls unit formation (March/Battle) based on their proximity to your opponent. As your units close with the enemy, your forces naturally break into battle formation, where they then maneuver the last distance to engage. Unlike most hex and counter wargames, this system allows you total freedom to move units in any order multiple times, unleashing the full range of historical tactics in a simple and clean format.



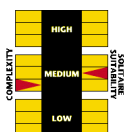
Combat features a differential combat system with few but significant factors that capture the key features of Civil War division level combat. Units are rated for quality, artillery support, supporting units, and terrain. The game features artillery duels with the occasional Exploding Caisson result. The Civil War Heritage Series combat system accurately depicts the ability of units to launch multiple waves of attacks on the same position, capturing the back-and-forth nature of many famous combat duels.

Each battle features special units and situations, such as Wilder's Brigade of mounted infantry (Chickamauga) plus other famous units and personages. If you are looking for a competitive, quick-playing Civil War battle game, Rebel Fury may be the game you have been looking to fit into your busy schedule. The short playing time (1 hour or less) entices you to play multiple battles in the same sitting.

Rebel Fury also features three BONUS 11x17" small-footprint unmounted maps that allow you to take some of the battles on the road and experience a quick travel battle during down time or a lunch break.

Components:

- One 22" x 34" mounted map, printed on both sides
- Two 130-counter sheets
- Rulebook
- Playbook
- Two Player Aid cards
- 2 Dice
- Three BONUS 11x17" unmounted maps (Chattanooga, Chickamauga, and Chancellorsville)



Designer: Mark Herman

REBEL FURY

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Chancellorsville and Chickamauga

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Vol. 1 of the Civil
War Heritage Series
Game Design by
Mark Herman