

# BATTLE-CRY<sup>®</sup>

## INSTRUCTION BOOKLET



# BATTLE CRY

(FOR 2 OR 4 PLAYERS)

## RULES FOR TWO PLAYERS

The OBJECT of the game is to move the playing pieces into position for BATTLE so as to defeat and remove the opponent's pieces. The player who eliminates all of his opponent's pieces, or forces him to surrender, wins the game.

Blue is North and Gray is South. Each side has 22 pieces as follows:

10 INFANTRY  
DIVISIONS



10 CAVALRY  
REGIMENTS



2 ARTILLERY  
BRIGADES



The circled red numbers on the playing board are at the approximate locations of Civil War Battles as referred to in the booklet. They are put in for HISTORICAL INTEREST only and have NO PART in the playing of the game.

The Southern States have a gray background, the Northern States have a blue background, and the three neutral states have a green background.

## TO START THE GAME

Players may choose to be either North or South or may throw the dice for the choice. There is no strategic advantage for either side; however, South always plays first.

It is of interest to note that after the first call for men, both armies were about equal in size. The troops formed in each individual state, had to be gathered together to form the large armies, just as in this "game war."

Place the pieces on the squares designated on the playing board. "I" stands for Infantry Division, "C" stands for Cavalry Regiment, and "A" stands for Artillery Brigade. The blue pieces belong in the Northern territory and the gray in the Southern area.

# TO MAKE THE MOVES

The playing pieces move by squares. No two pieces may occupy the same square at the same time. A piece cannot move through an occupied square. (Exception: See "Rapid Rail Movements" Rule 6.)

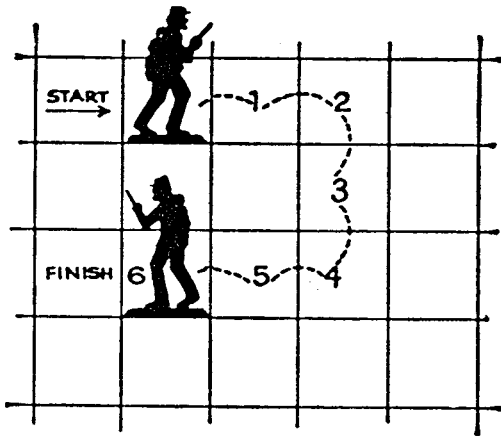
**NUMBER OF MOVES:** A throw of the dice determines the number of moves allowed in each turn. The total number of "spots" on both dice rolled determines the number of moves in that turn. A player may use all or any part of his moves, but he may **NOT** accumulate moves from previous turns.

## MOVEMENT OF PIECES:

1. All pieces may move in any direction **EXCEPT DIAGONAL**.
2. Each spot on the dice counts as a move, as follows:
  - Infantry** — moves **ONE** square for each spot of the dice.
  - Artillery and Cavalry** — move **TWO** squares for each spot of the dice. **A MOVE OF ONE SQUARE MAY ALSO BE MADE** (see Rule 4 below) at a count of one spot of the dice.
3. The total number of spots thrown may be broken up into any combination of piece movements. Thus, with a throw of 4 spots on the dice, a player may move:
  - 4 Infantry pieces 1 square each
  - 1 Infantry piece 4 squares
  - 2 Infantry pieces 2 squares each
  - 4 Cavalry pieces 2 squares each
  - 1 Cavalry piece 2 squares, 1 artillery 2 squares, and 1 Infantry 2 squares.There are other possible combinations.
4. Artillery and Cavalry may find it desirable to move only one square to arrive at a desired position. This is allowed, **BUT IT STILL COUNTS AS A MOVE**. (one spot on the dice.) See Example 6c.
5. Movements must take place onto squares only. No play can take place where no squares exist.

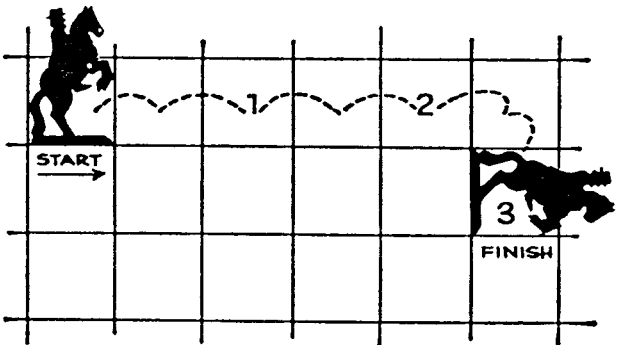
6. Example of Piece Movements:

a.



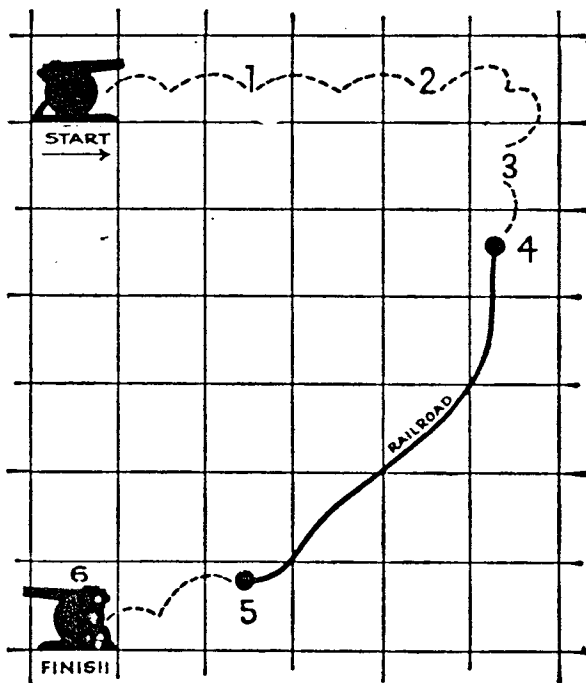
Infantry moves 6 spots of the dice.

b.



Cavalry moves 3 spots of the dice. Note how a corner move is made to change direction.

c.



Artillery moves 6 spots of the dice. *NOTE THAT ONLY ONE SQUARE MOVE WAS TAKEN FOR THE FOURTH MOVE IN ORDER TO LAND ON A RED SPOT for "Rapid Rail Movement" to 5. (See Rapid Rail Movement" rules.)*

## 7. Mountains:



Mountains restrict movement of pieces. ANY piece landing in or passing a mountain square must stop in this square. It cannot move any further in that turn. In a following turn (throw of dice) piece may be moved off the mountain square in the regular manner. The only exception to this rule is "Rapid Rail Movement" Rule 5.

## RAPID RAIL MOVEMENTS:

Railroads are shown as red lines with large red dots as junction or terminal squares.

1. ALL pieces may move from Dot to Dot on the railroads AT A COUNT OF ONE MOVE (spot on dice) for each Dot movement.
2. The "Red Dot" square must be unoccupied in order to move a piece onto it.
3. Rapid rail movement is made from Dot to Dot only. The piece may not stop between dots.
4. Regular moves may be made at any time regardless of a rail line passing through the square.
5. Rapid rail movements (Dot to Dot) may be made through a mountain square without restriction.
6. Rapid rail movements may be made if a friendly unit occupies a square through which the rail line passes.
7. A rapid rail movement may NOT BE MADE if an opponent's piece completely blocks a red rail line section by occupying a square through which the line passes.

## TO ENGAGE IN BATTLE

### REQUIREMENTS FOR BATTLE:

A battle can take place when a player has a Continuous Column of pieces (or piece), lined up single file behind each other *opposing* the opponent's pieces (or piece) in single file column with no open squares in between.

*It does NOT matter in what direction the playing pieces are facing.* As long as a piece is in the square it can be facing any direction, though normally a player will face his piece in the direction of attack.

Illustration of typical battle formation



## RULES FOR BATTLE:

1. The attack may be made from the front, rear or side (flank) but NOT ON A DIAGONAL.
2. The attacking force, to fight a battle, must have superiority in **BATTLE STRENGTH**. The strength of each piece is rated as follows:

**Infantry — 2 units of BATTLE STRENGTH**

**Artillery — 2 units of BATTLE STRENGTH**

**Cavalry — 1 unit of BATTLE STRENGTH**

Note that the **BATTLE STRENGTH** of the pieces is not the same as the **MOVEMENT**. Thus, Cavalry has more mobility (can move two squares) than the Infantry (moves one square), but in **BATTLE** the Infantry has greater strength (2 units) than the Cavalry (one unit). This is realistic. In the actual Civil War the Cavalry, while it travelled faster, did not have supremacy in fighting. Also the Artillery moved by horses so that it had more mobility than Infantry and *also* was very important in battle (2 units).

3. To determine battle superiority, the strength of attacking units in continuous column of attack is added and compared with the total strength of the opposing units in continuous column. The attacking force must have at least one more unit of **TOTAL BATTLE STRENGTH** to make the attack. Equal or less strength prevents a battle from taking place.
4. To make the attack, the **REAR** piece of the attacking column is jumped over **ALL** the pieces in line of attack to the open square at the end of the opponent's line. Then **ALL** of the **OPPO-NENTS** pieces are removed from the game. The piece used for jumping must be left in the open square as no further moves are allowed.
5. A "**BATTLE**" IS AN EXTRA MOVE TAKEN AT THE END OF A **TURN**. A player must first make his piece movements according to the throw of the dice **BEFORE BATTLE**. After the Battle takes place, the turn ends and **NO FURTHER PIECE MOVEMENTS** may be made. Thus, a piece which was used to jump is left in the square it jumped into and cannot be further moved in that turn.

For example, if a player rolled 9 on the dice, he first makes his 9 piece movements, then he makes his battle move. The previous movements (before Battle) can be used to line up his pieces for battle or he can move other of his pieces on the board. If, however, that same player used only 7 moves (spots on the dice) and then made his battle move, he CANNOT use up the 2 additional moves he had remaining. His turn is ended.

MORE THAN ONE battle move can be made at the end of a turn even using different pieces PROVIDED they all are in proper position to fight before the first battle is started.

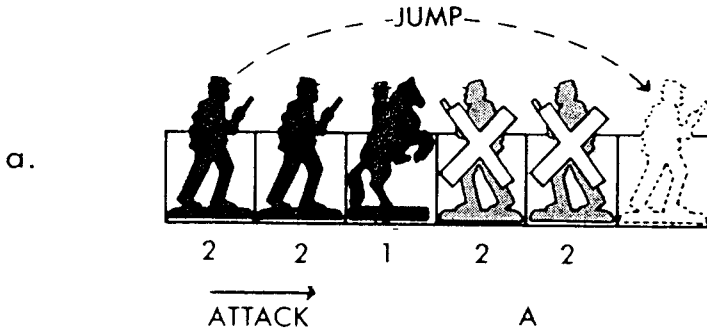
## 6. SPECIAL RULES FOR BATTLE

- A. If any Cavalry pieces are to be used in an attacking column it is required that at least one Cavalry piece be up front opposite the defending column. Other Cavalry pieces in the column can be in any position. The defending column can have Cavalry at any location. This rule, then, requires careful planning of piece movements before the battle to get one Cavalry up front. Movements may have to be taken to bring a Cavalry piece from the middle or rear of a column up to the front *BEFORE THE BATTLE*.  
If no Cavalry is used in the attack, Infantry or even Artillery may be up front.
- B. If an Artillery piece is in the line of attack at the END of the attacking column, it has the SPECIAL ABILITY of removing the defending units WITHOUT JUMPING. This makes the Artillery piece very valuable, strategically. Artillery does not jump.
- C. An Artillery piece cannot attack alone. It must have at least one other unit (Cavalry or Infantry) with it.
- D. Double jumps (or Battles) can take place if the jumping piece is Infantry and after the jump opposes a lone Cavalry piece. The second jump (or battle) can be made at right angles.
- E. In order for a Battle to take place by jumping, an open square must exist at the end of the defending column. Artillery, however, at the rear of the attacking column can remove opposing pieces even if no square exists at the rear of the defenders.

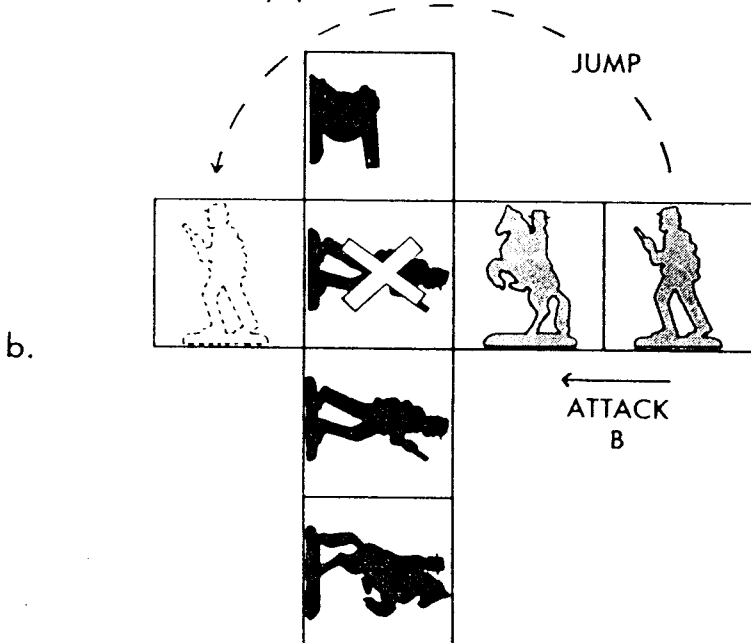


- F. In the event a player tries to do battle without having met the proper conditions (such as Cavalry not up front or no strength superiority), his opponent must declare "No battle allowed", and show why. The attacker's turn is ended with no battle taking place in that turn.
- G. If a player failed to take the opportunity to do battle, his opponent is not obligated to tell him.

7. Examples of Battles:

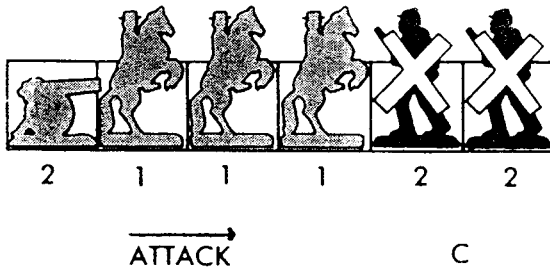


In this frontal attack, Blue has a Battle Strength of 5 versus a Gray strength of 4. The Blue Infantry piece in the rear jumps and the two Gray pieces are removed from the board.



In this flank attack, Gray has a strength of 3 versus Blue's Infantry piece of 2 battle strength. Gray Infantry jumps and the Blue Cavalry is removed from the board.

c.



The Gray attacking force has a battle strength of 5 versus Blue's 4. Thus the two Blue Infantry pieces are removed. The *ARTILLERY* at the end of the attacking column *DOES NOT JUMP*.

8. If a piece (or pieces) is completely surrounded by opposing pieces so that it cannot move in its turn, the piece is removed from the board as though a battle took place. This applies also when it is trapped at the edge of the water or area where no squares exist.
9. A battle jump may take place onto a mountain square.
10. Note that battles may take place between a lone Infantry piece (Battle Strength 2) opposing a lone Cavalry piece (Battle Strength 1). In this case the Infantry jumps and removes the opposing Cavalry.

The WAR is over and the Game ends when one side loses all of its pieces. The WINNER is the general of the surviving army. A player may surrender when he feels he is so out-numbered it would be useless to continue.

## RULES FOR FOUR PLAYERS

All MOVE AND BATTLE rules are the same as for two players. Refer to the Game playing board. You will see an extra heavy line running roughly North - South. This is the dividing line between the East and West.

Each player is a General. The Two Northern Generals are partners and the two Southern Generals are partners. The armies are split into four sections as follows.

North East — From Pennsylvania to the East Coast

North West — From Ohio to the Western Border

South East — From Georgia to the East Coast

South West — From Alabama to the Western Border

Each General then commands 5 Infantry Divisions, 5 Cavalry Regiments and 1 Artillery Brigade. The Generals alternate turns starting S.E., to N.E. to S.W., then N.W. last.

## **SPECIAL RULES FOR 4 PLAYERS:**

1. Each player commands (moves and engages in battle) his own army units in his turn.
2. A player may move his pieces to the other territory (West or East) across the DIVIDING LINE in his turn. He may complete the moves of these pieces, but any pieces remaining in the other territory at the completion of his turn come under the command of his partner for any further movements in that territory.
3. Partners may JOIN FORCES by moving ALL of their remaining pieces into one partners territory (East or West) across the DIVIDING LINE.
4. Once "JOIN FORCES" has occurred (Rule 3 above) then both generals command the same army. They can move any of their joined pieces whenever they wish, even back across the dividing line. Once the armies have "JOINED FORCES" there is no further restriction on their movement. For example, if North West has only a few pieces left in his territory and decides to "JOIN FORCES" he moves (according to the throw of the dice in his turn) by the quickest way possible across the dividing line. After his last piece is across the line, no matter where he crosses it, the Blue forces have joined. Both N.W. and N.E. generals can then move any blue piece they desire in their turn. The S.E. and S.W. generals must continue to command their separate armies until they also have completed the "JOIN FORCES" movement.

The turns continue to alternate even after the "JOIN FORCES" movement has occurred.