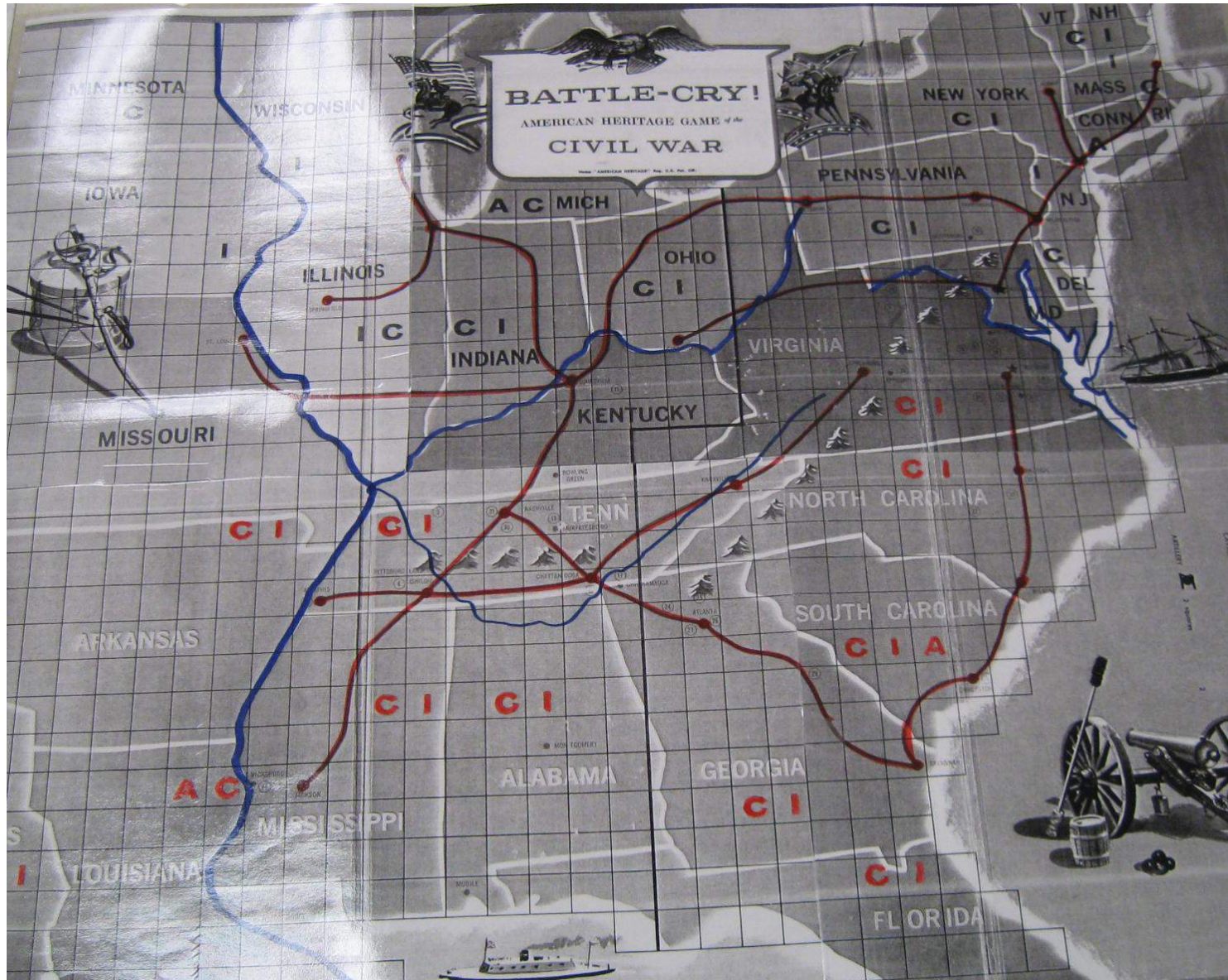


The object of the game is to have you figure out the **most important places** that Civil War commanders needed to control...



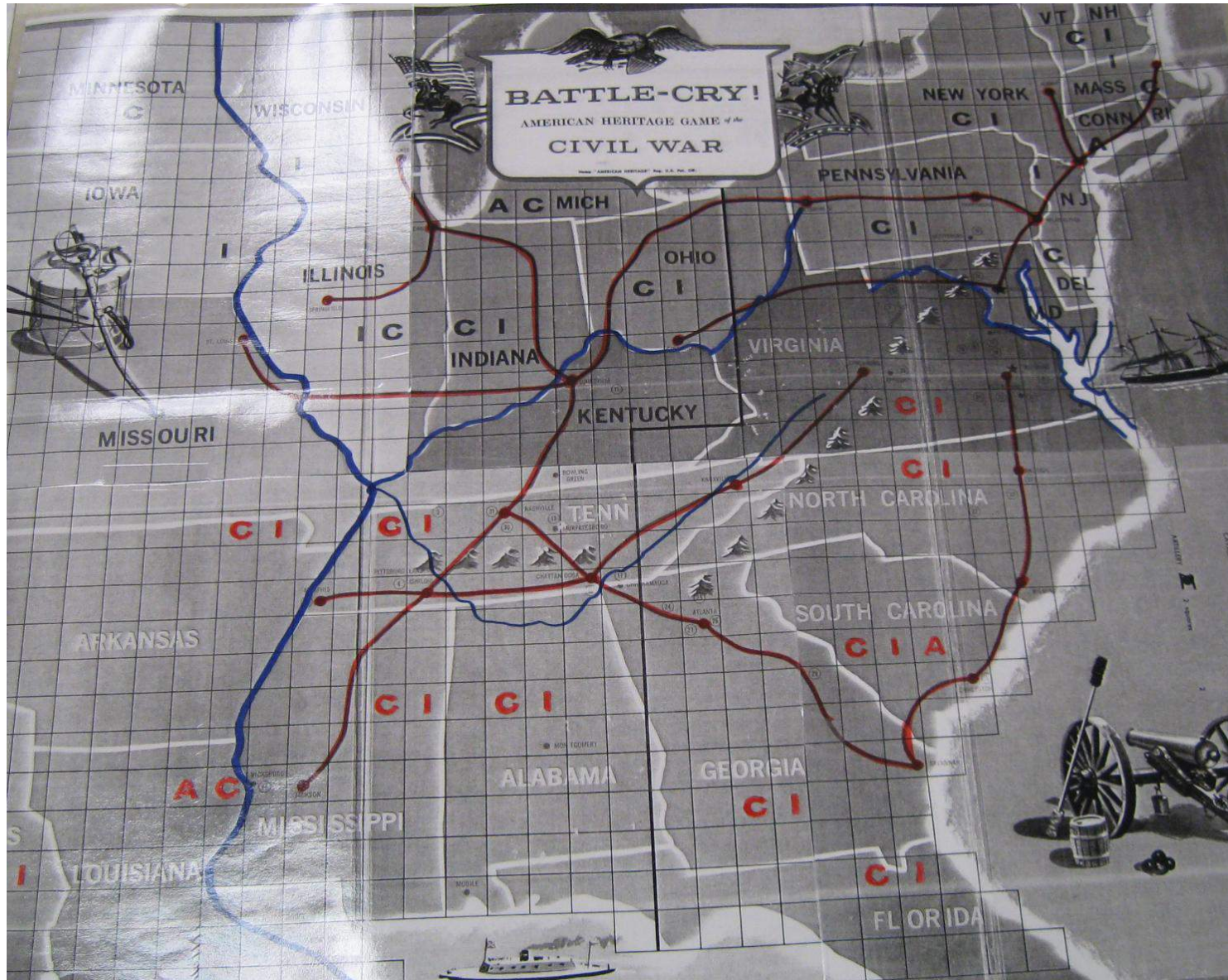
This image was taken by Robert Housch in 2012.

...the obstacles and the terrain faced by commanders trying to control certain areas...



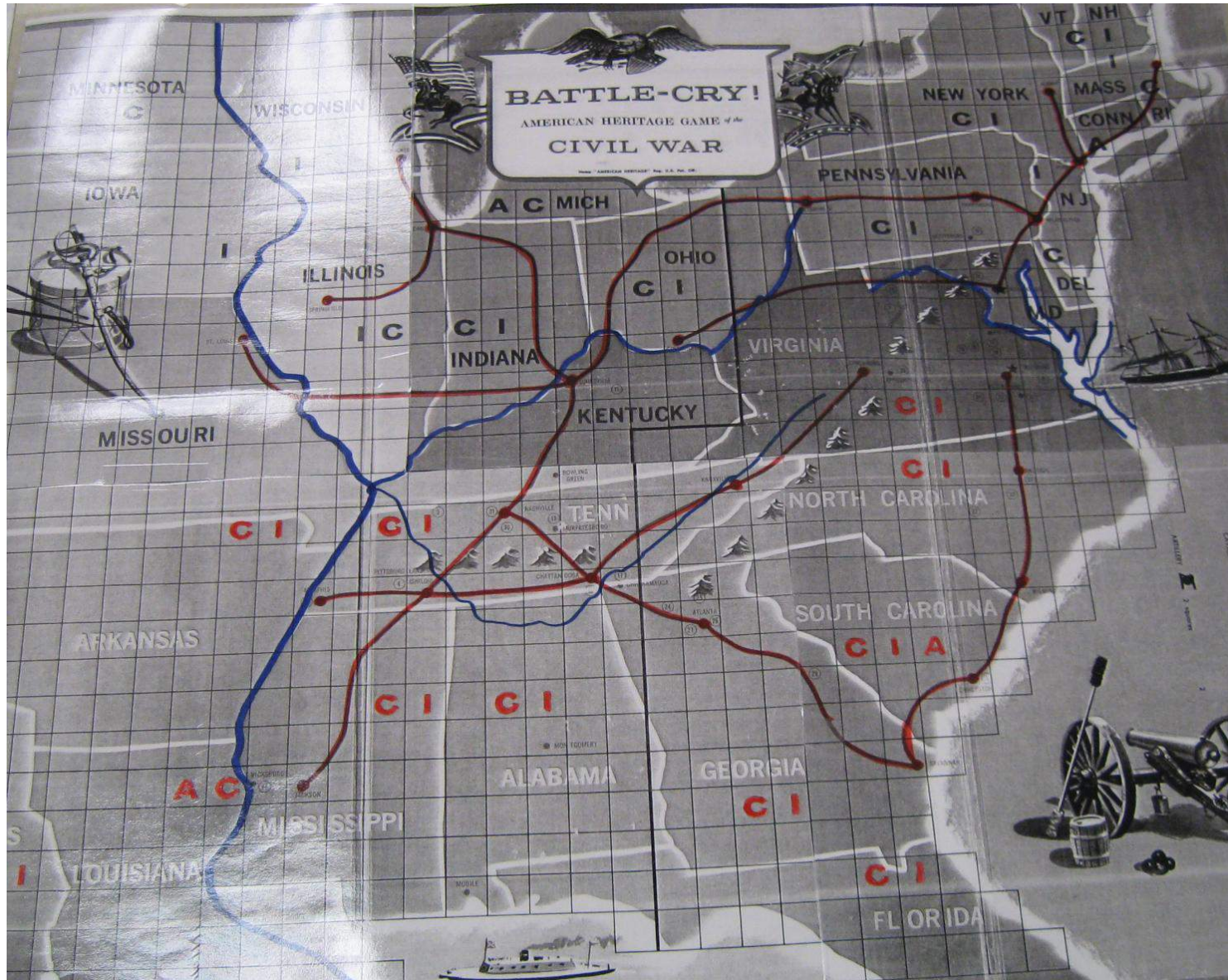
This image was taken by Robert Housch in 2012.

...the **best movements** to attain your goals...



This image was taken by Robert Housch in 2012.

...and the **ability to skillfully defeat your opponent's army.**



This image was taken by Robert Housch in 2012.

You win by:

A. removing all of your opponent's pieces



This image is courtesy of [civilwartalk.com](http://civilwartalk.com).

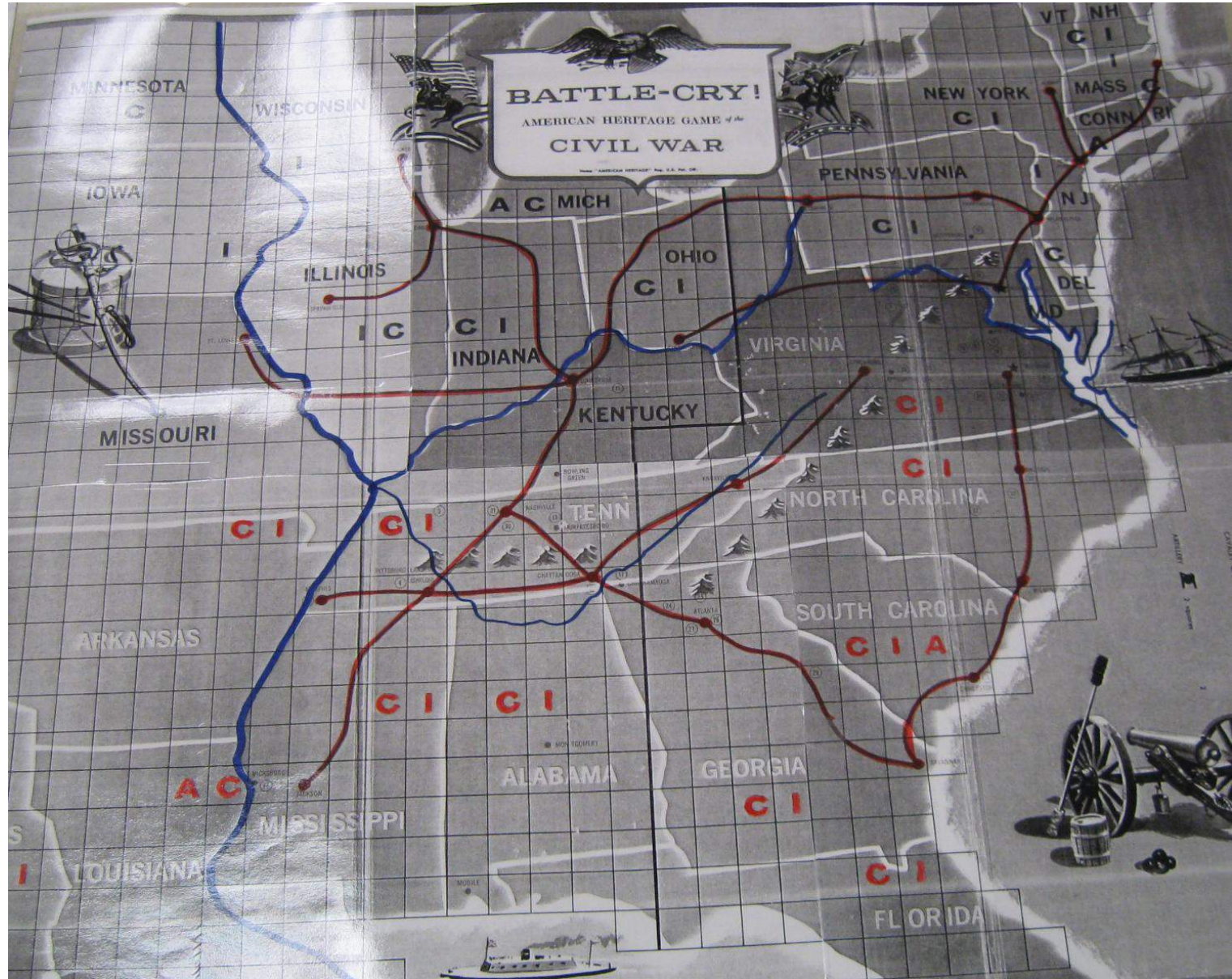
You win by:

B. Having more captured/eliminated pieces than your opponent.



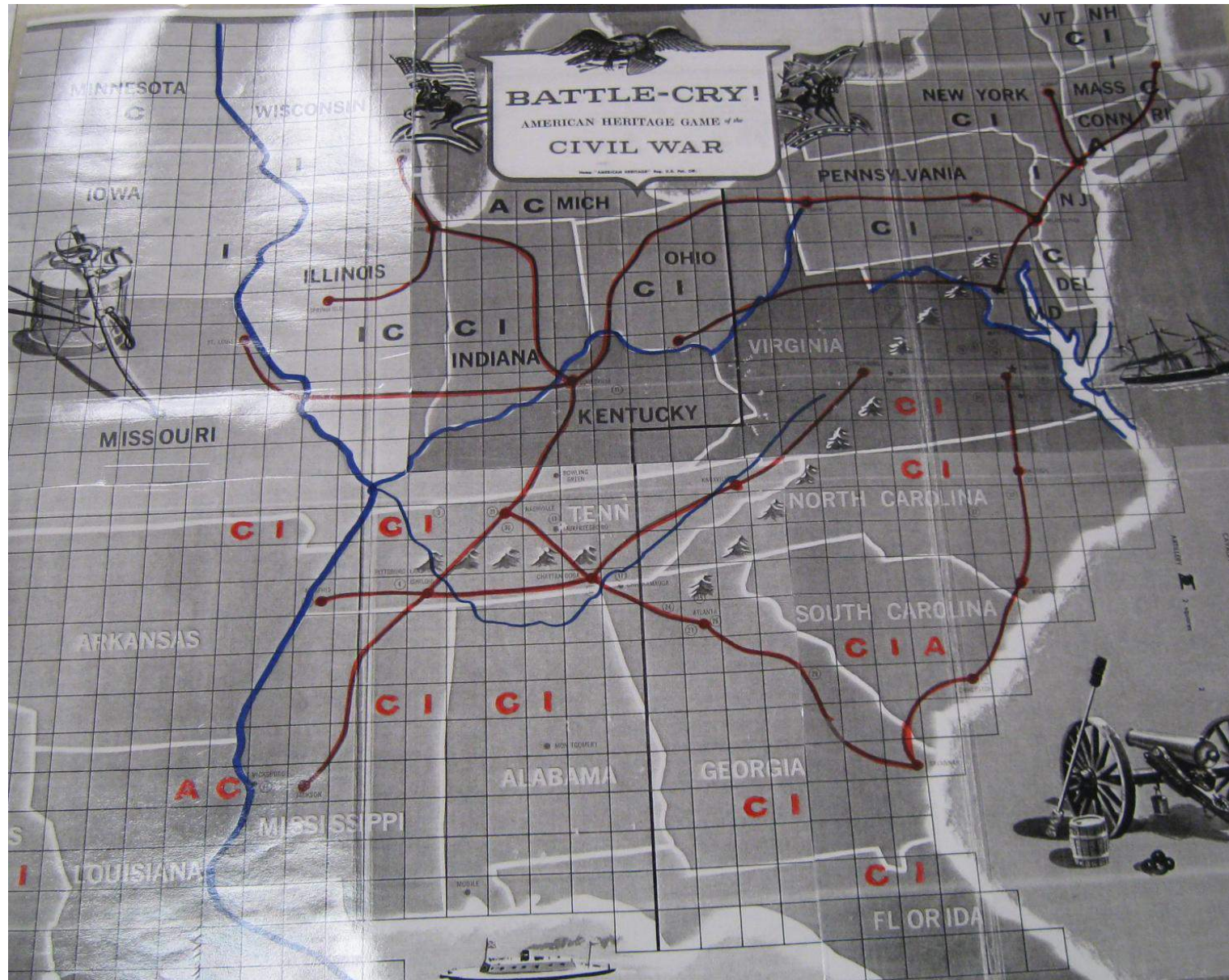
This image shows three Confederates captured at the Battle of Gettysburg. This image is courtesy of salon.com.

The playing board is a map of the main areas where the Civil War was fought.



This image was taken by Robert Housch in 2012.

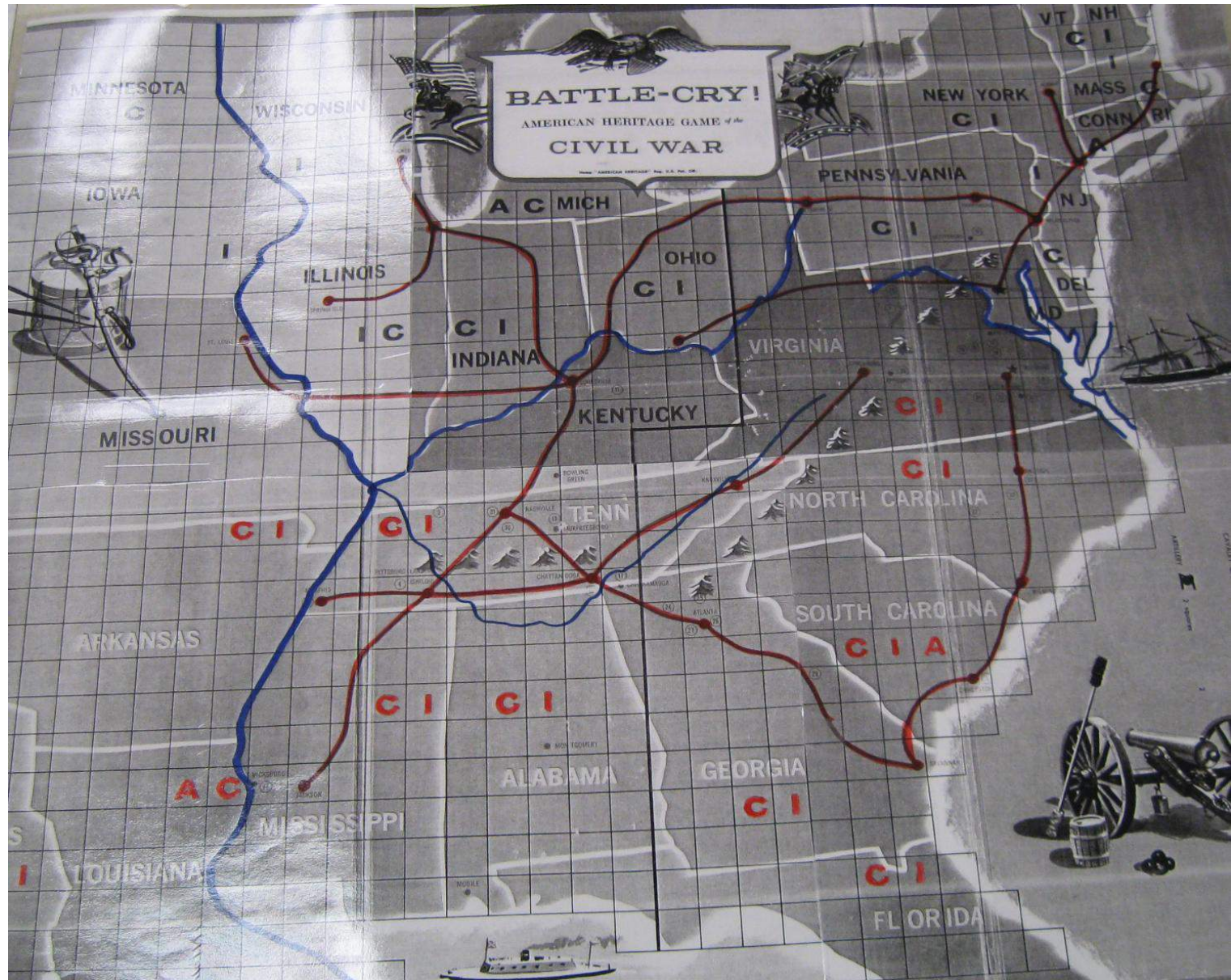
States are outlined on the map with white lines.



This image was taken by Robert Housch in 2012.

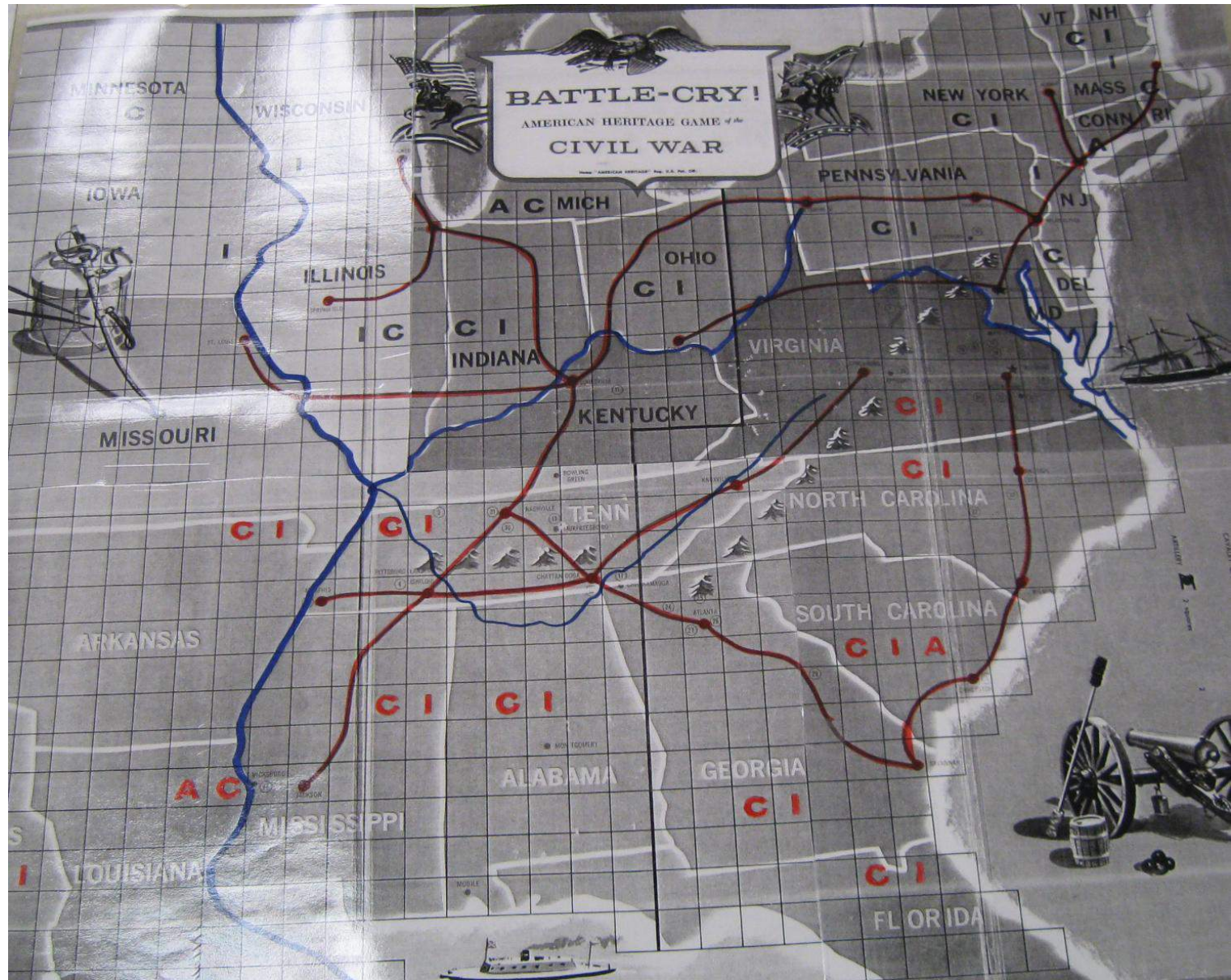


# Blue lines are rivers.



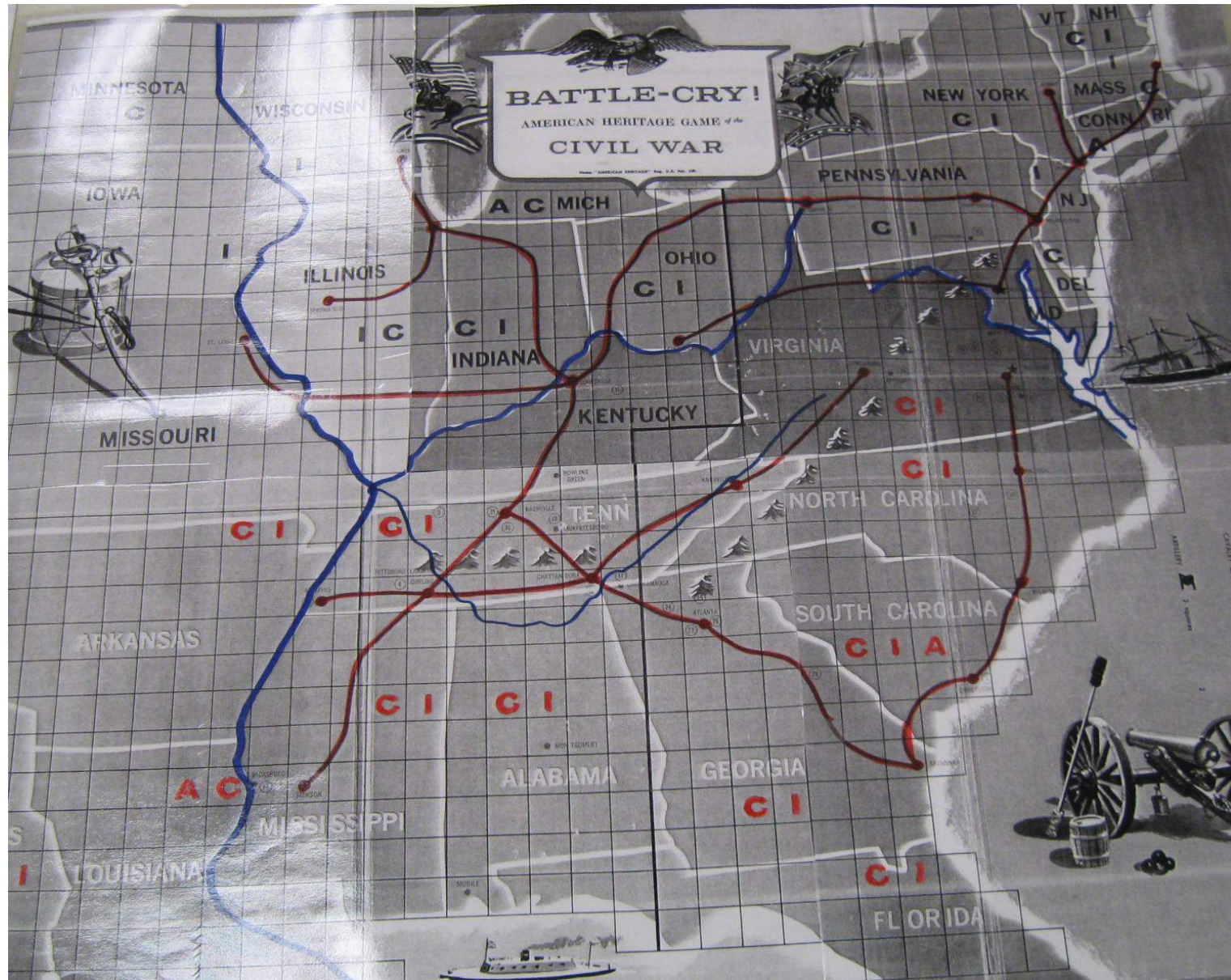
This image was taken by Robert Housch in 2012.

# Red lines are railroads.



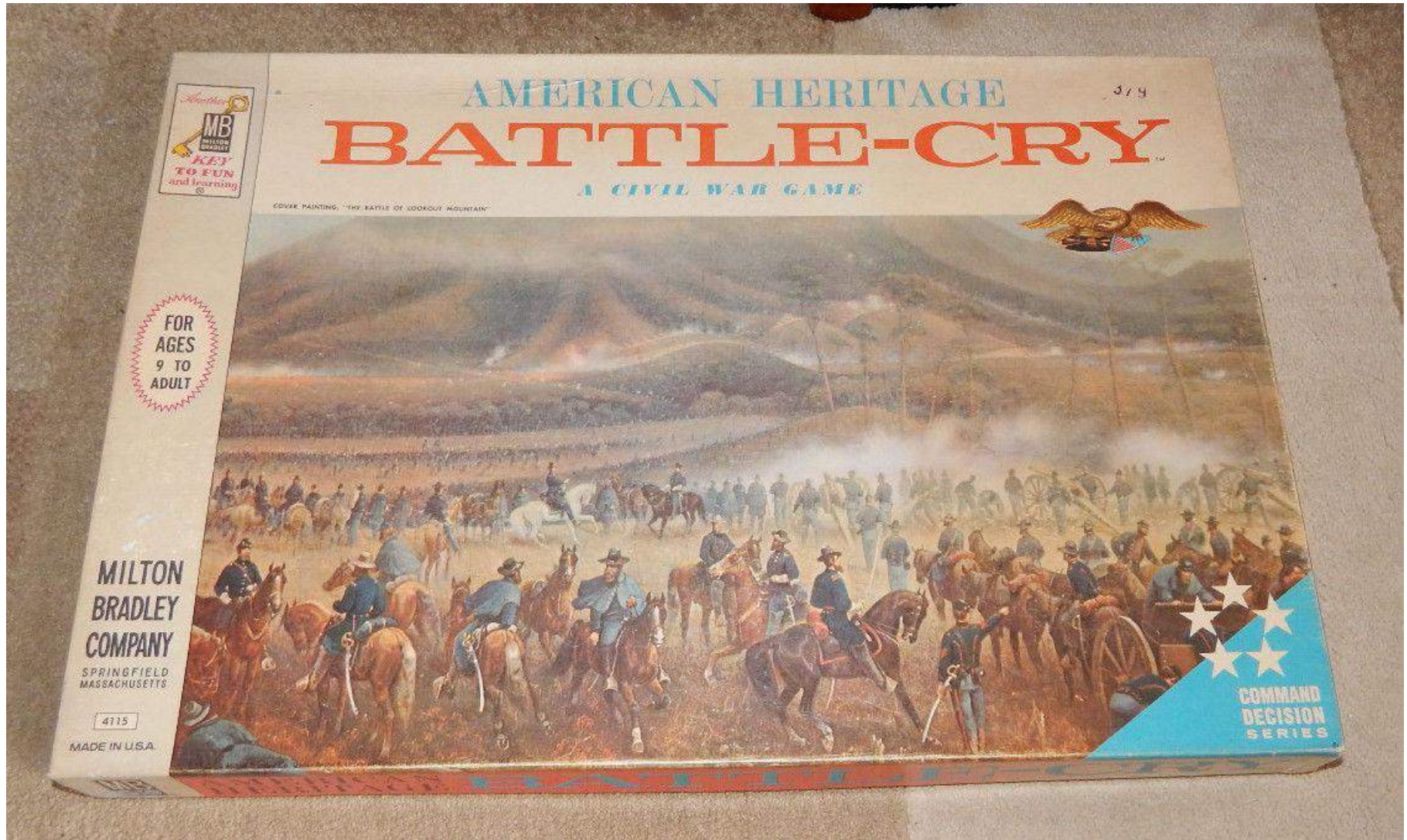
This image was taken by Robert Housch in 2012.

Mountains are also displayed, and like rivers, they will be obstacles.



This image was taken by Robert Housch in 2012.

To start the game:



Battle Cry was a board game issued by the Milton Bradley Company in 1961 to coincide with the Civil War Centennial. This image is courtesy of ebay.com.

Decide who will be **north (Union/United States)**, and who will be **south (Confederate States)**



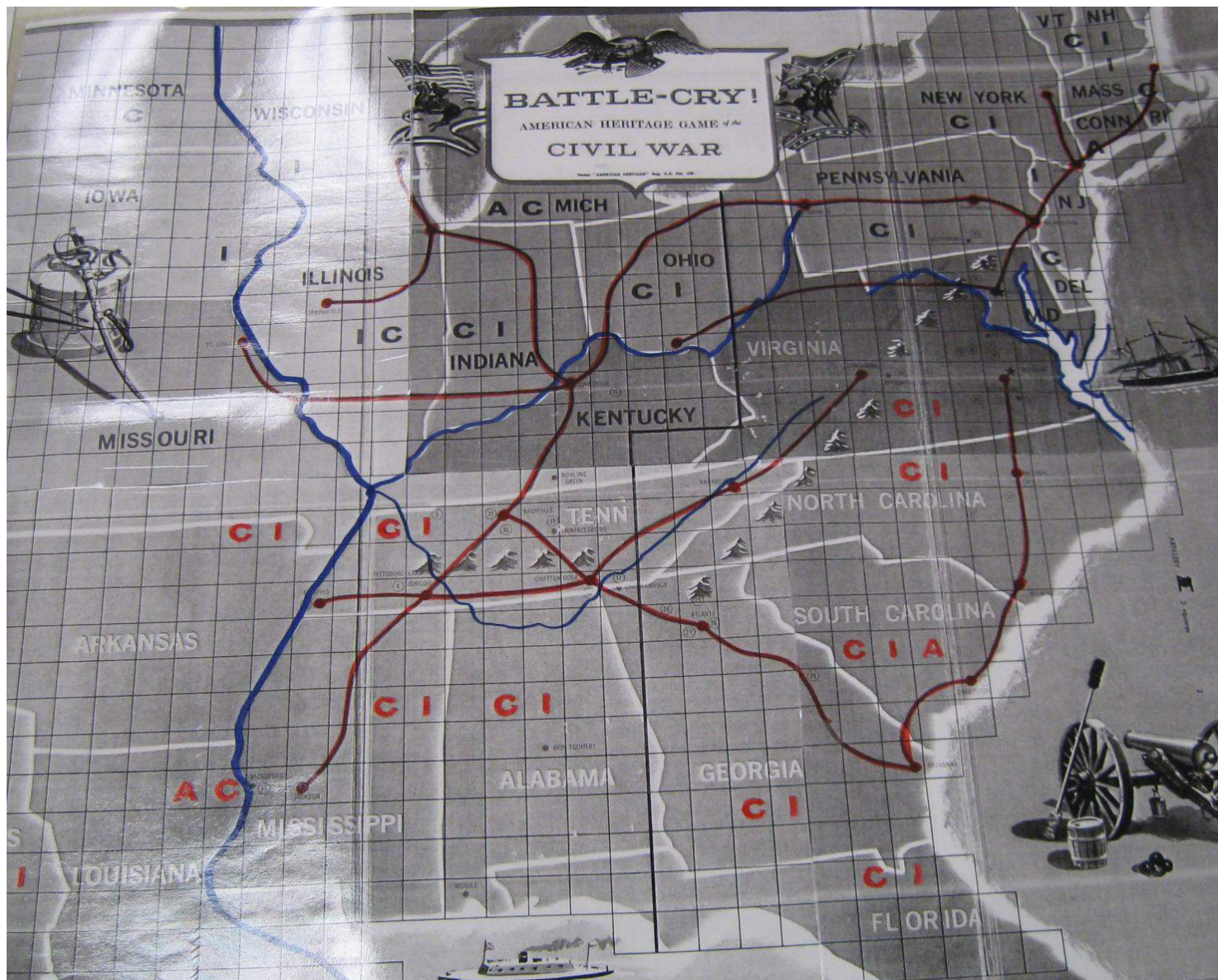
For the most part, the Union/United States soldiers wore dark blue uniforms, and the Confederate soldiers wore gray uniforms. This image is courtesy of [maineatwar.bangordailynews.com](http://maineatwar.bangordailynews.com).

There are large letters on the map (not part of the state names).



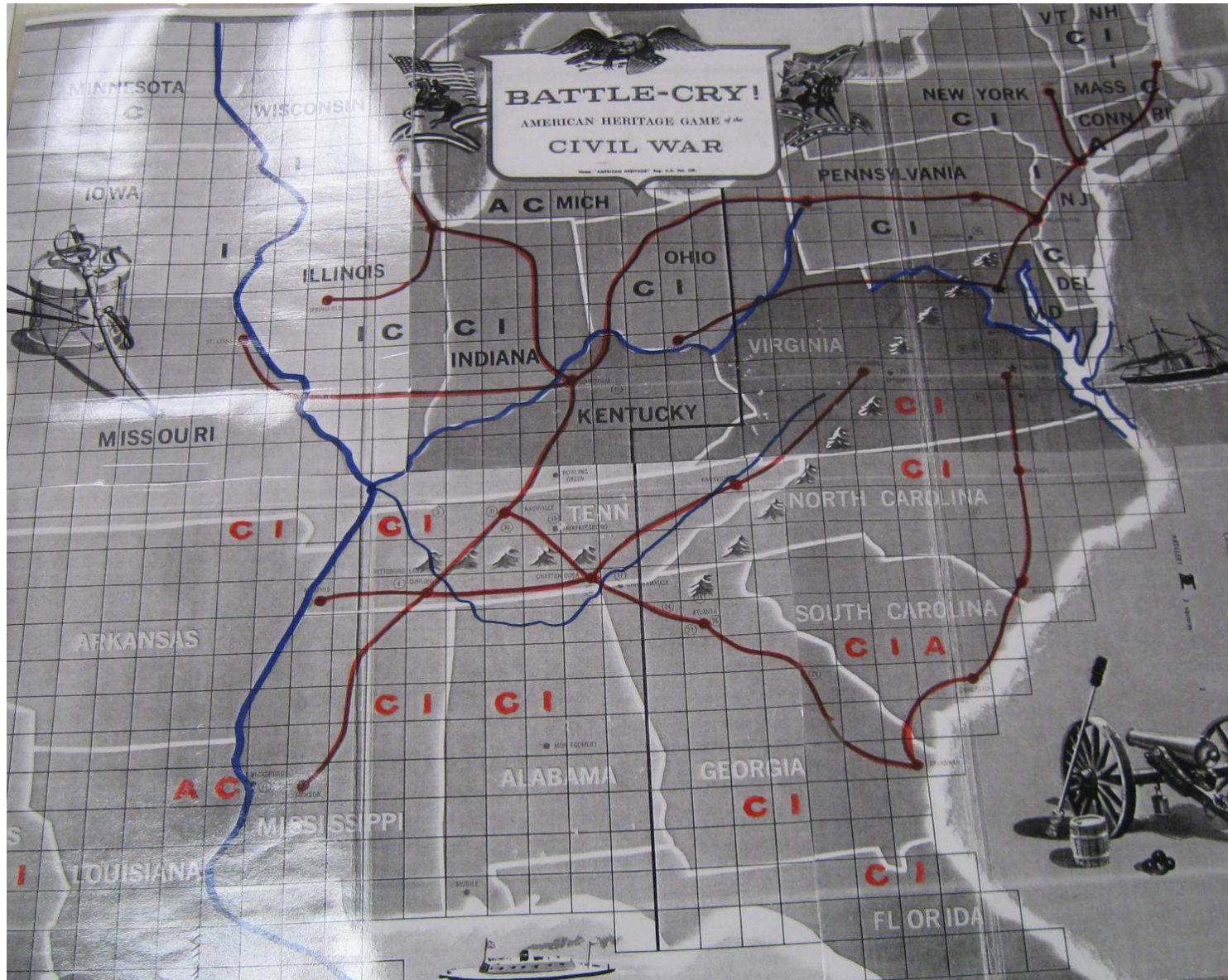
This image was taken by Robert Housch in 2012.

Black letters are in the northern states (United States).



This image was taken by Robert Housch in 2012.

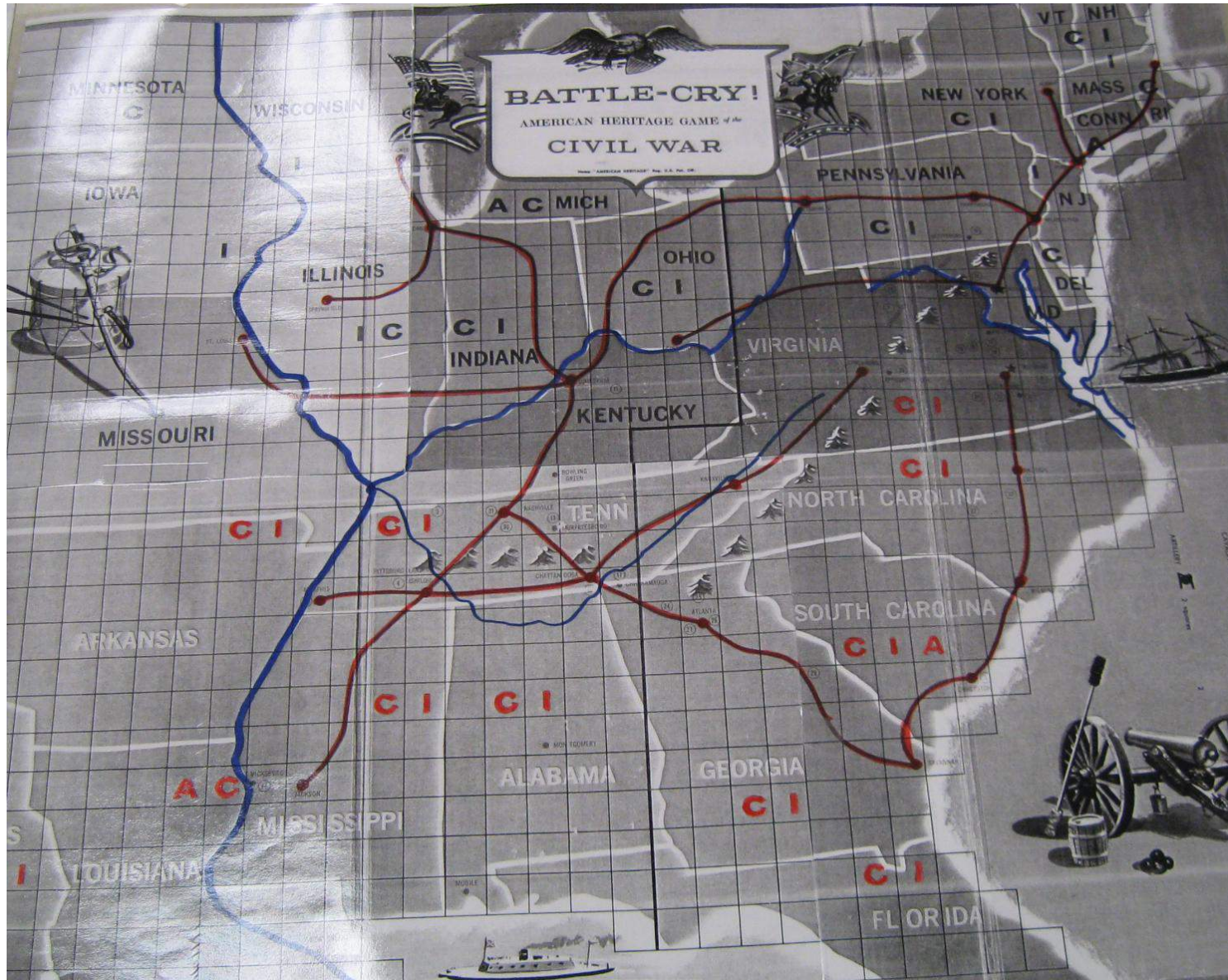
Red letters are in the southern states (Confederate States).



This image was taken by Robert Housch in 2012.



“A” (and there are only two for each side) stands for **Artillery (cannon)**.



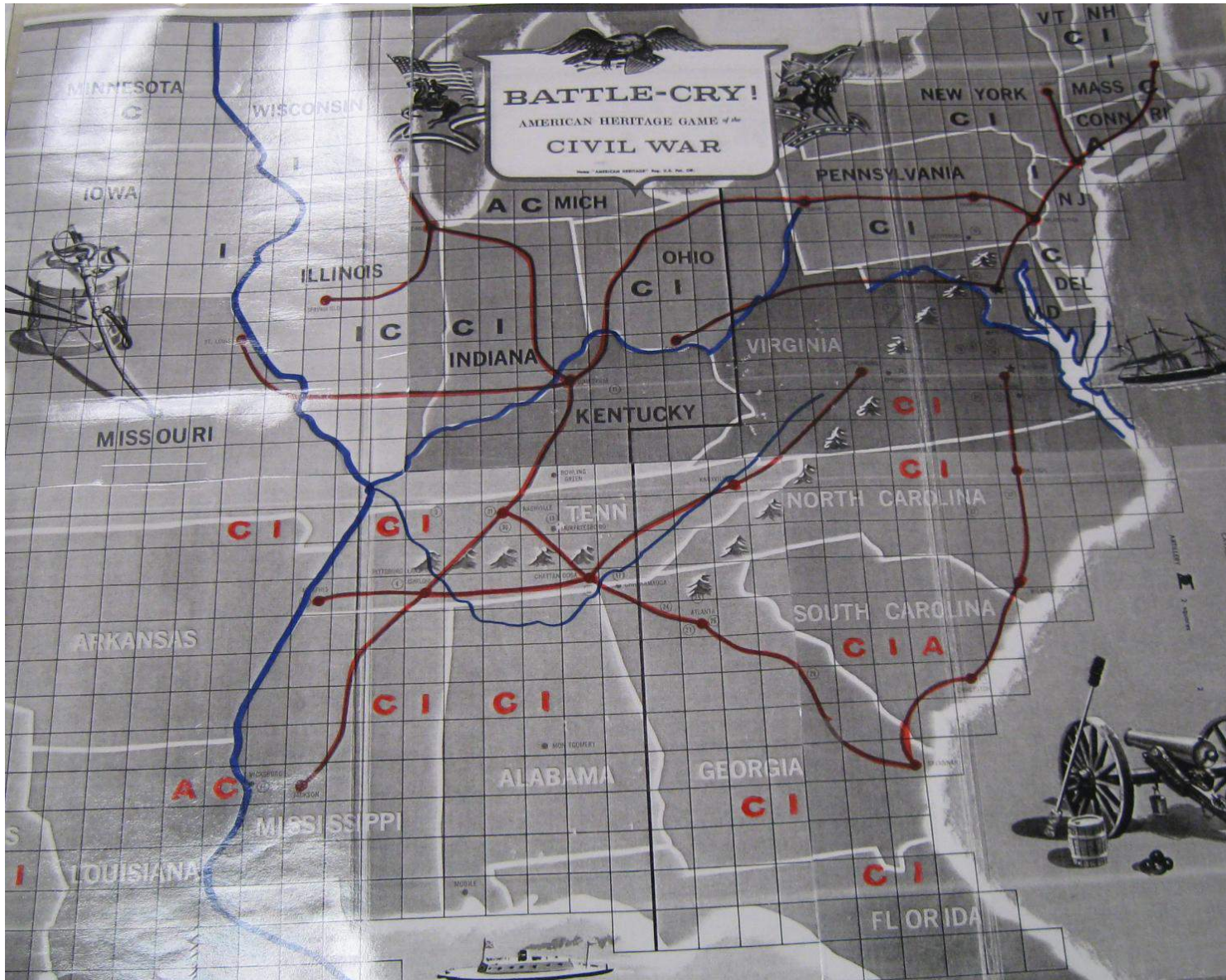
These are the spaces on which you will place your artillery pieces. This image was taken by Robert Housch in 2012.

The different branches of the military (artillery, cavalry, infantry) had different colors. The color on the uniforms for artillery is **red**.



Unfortunately, the soldiers we are working with today are not Civil War soldiers. They are soldiers from World War II which was 80 years after the Civil War. We are using them because they are inexpensive. They were originally green, and they are now painted either blue or gray. Their bases (not their piping) show the branch of service. A red base means that person is in the artillery. We don't have artillery pieces. We have a person kneeling. On the left is a United States artillery jacket. On the right is a Confederate States artillery jacket. The image on the left is courtesy of [militaryuniformssupply.com](http://militaryuniformssupply.com). The image on the right is courtesy of [ebay.uk.com](http://ebay.uk.com).

“C” (and there are 10 for each side) stands for **Cavalry** (men riding horses).



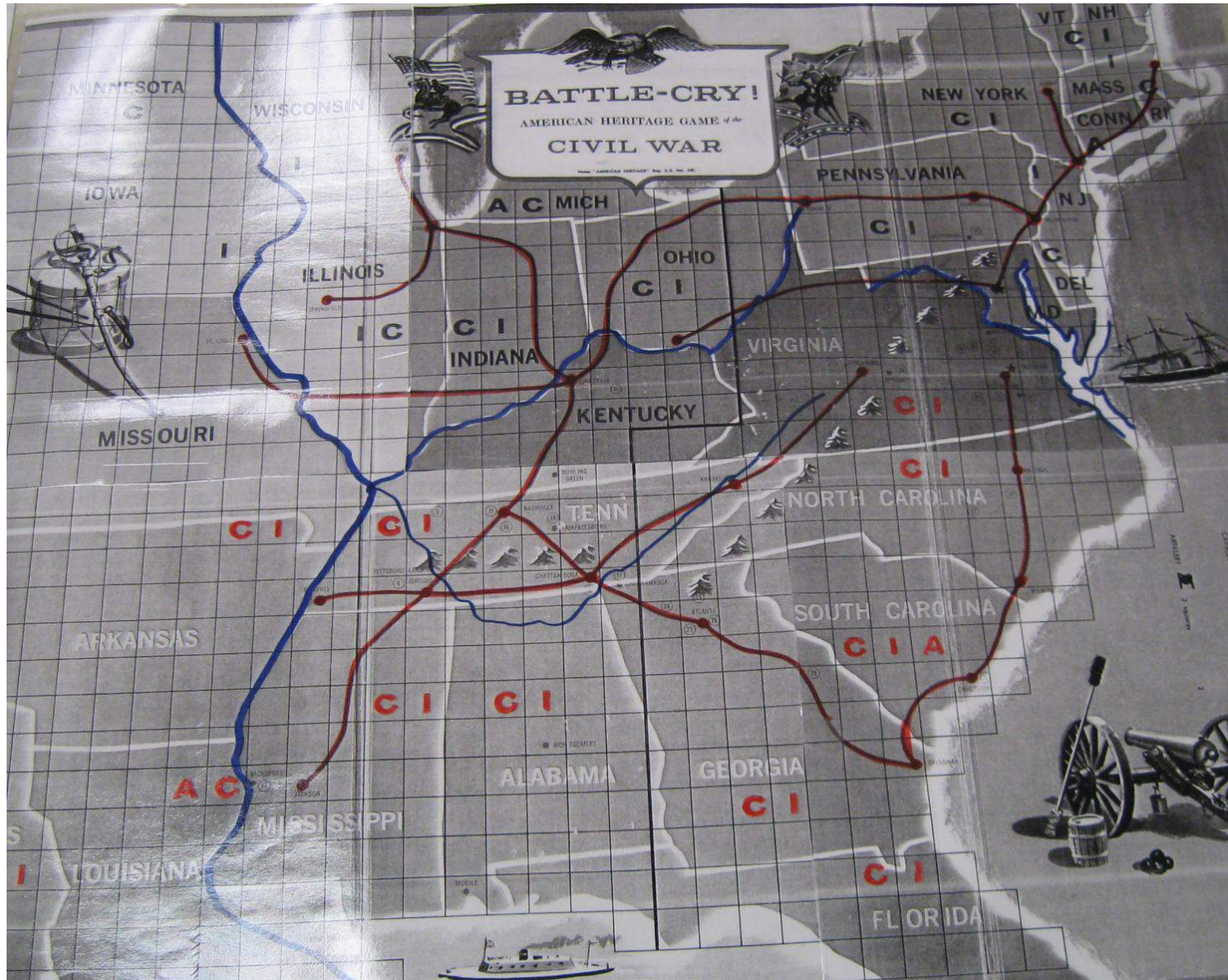
These are the spaces on which you will place your cavalry pieces. This image was taken by Robert Housch in 2012.

The color on the uniforms for cavalry is **yellow**.



Their bases (not their piping) show the branch of service. A yellow base means that person is in the cavalry. We don't have cavalry pieces. We have a person running (showing the speed of the cavalry) or a person on the radio (showing the messages and information that was another important job of the cavalry). On the left is a United States cavalry jacket. On the right is a Confederate States cavalry jacket. The image on the left is courtesy of [militaryuniformsupply.com](http://militaryuniformsupply.com). The image on the right is courtesy of [winchestersutler.com](http://winchestersutler.com).

“I” (and there are 10 for each side) stands for **Infantry** (men walking).



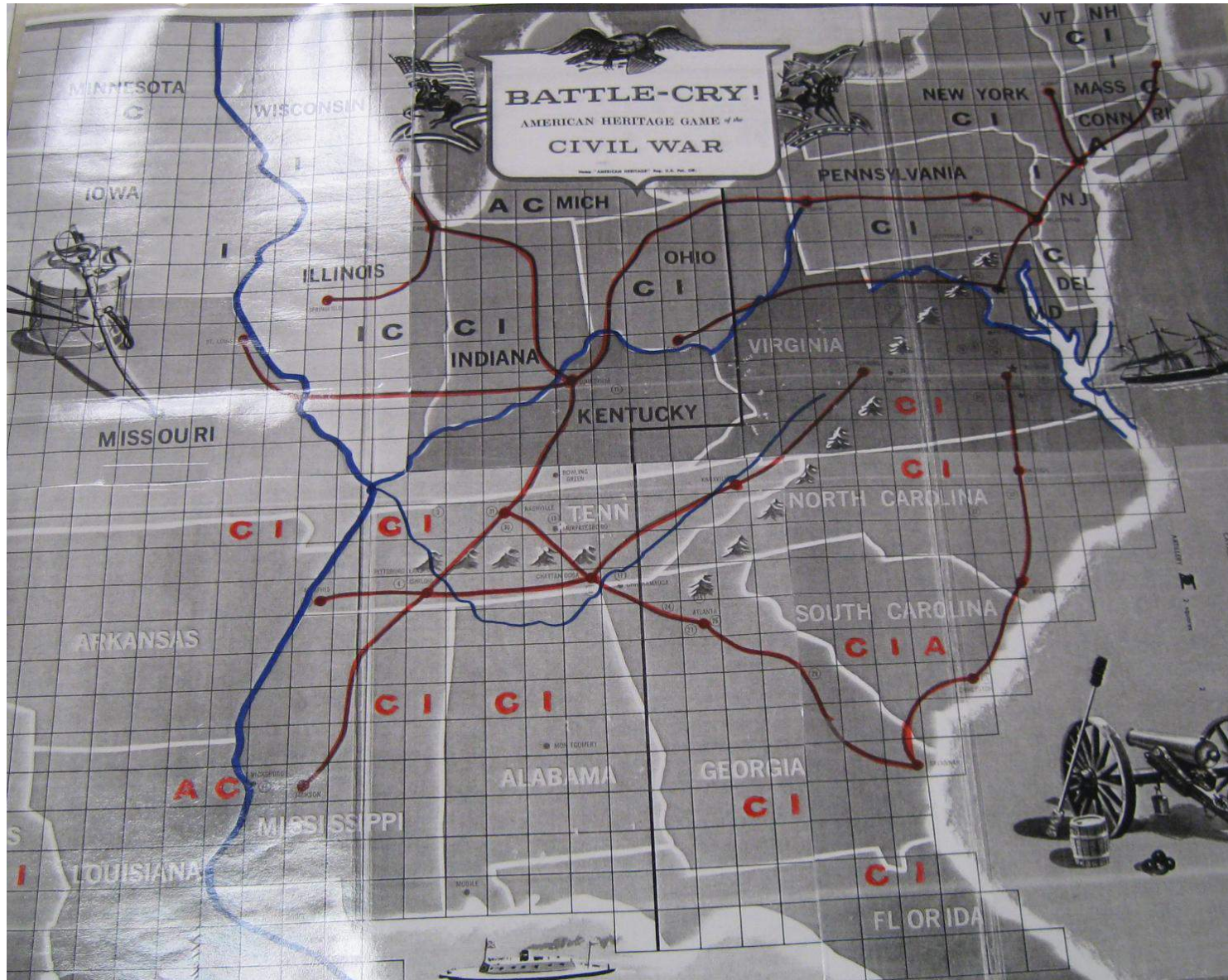
These are the spaces on which you will place your infantry pieces. This image was taken by Robert Housch in 2012.

The color on the uniforms for infantry is **light blue**.



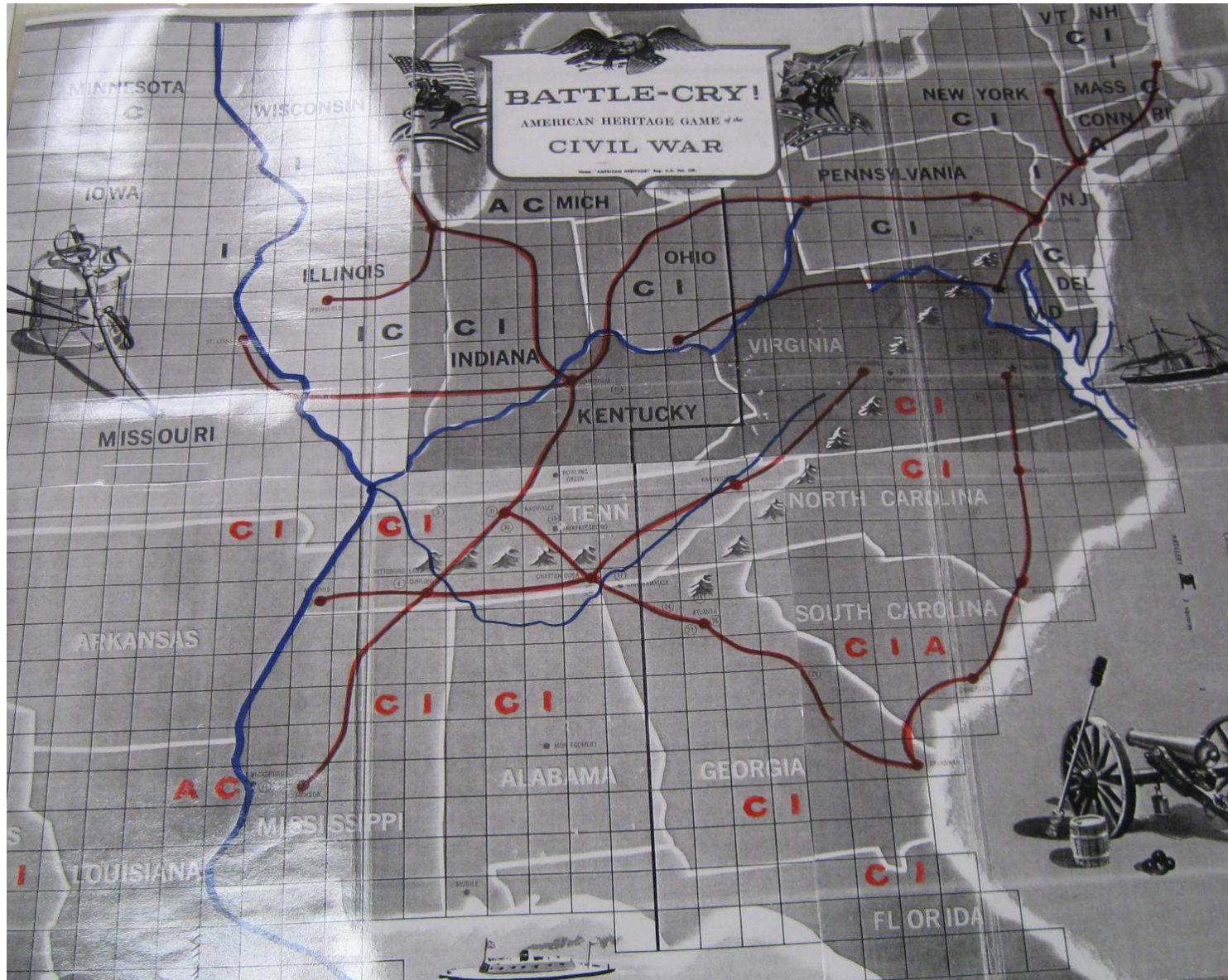
Their bases (not their piping) show the branch of service. A light blue base means that person is in the infantry. We have a person firing a rifle or a person firing a pistol. On the left is a United States infantry jacket. On the right is a Confederate States infantry jacket. The image on the left is courtesy of [ccsutlery.com](http://ccsutlery.com). The image on the right is courtesy of [winchestersutler.com](http://winchestersutler.com).

There are other squares on the board each of which represents a space to move.



This image was taken by Robert Housch in 2012.

Place your pieces on the board: **Artillery** goes in the “A” squares, **Cavalry** goes in the “C” squares, **Infantry** goes in the “I” squares.



This image was taken by Robert Housch in 2012.



The South (because they attacked first at Fort Sumter) moves first in this game.



The Confederates fired on Fort Sumter in Charleston Harbor, South Carolina on April 12, 1861. This image is courtesy of Wikimedia Commons.

Roll your set of dice to determine how many moves you have in your turn.



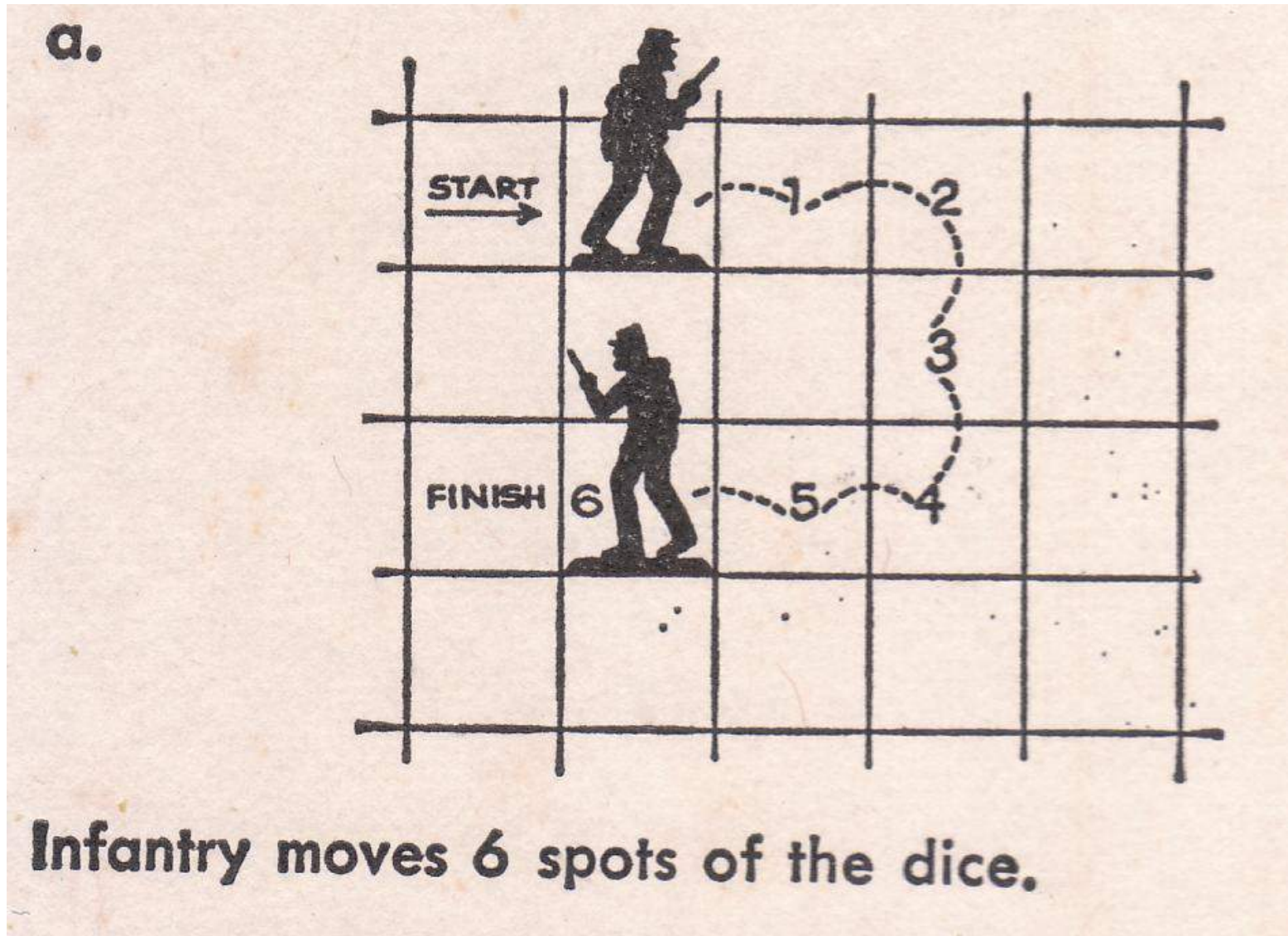
Just like one has luck or doesn't have luck in real life, the roll of the dice will determine an element of luck. This image is courtesy of dansorber.com.

**Infantry** moves are equivalent to how many spots are shown on the dice (**one spot equals one square**).



Because the infantry walked, they were not very fast. This image is courtesy of [ironbrigader.com](http://ironbrigader.com).

**Infantry** moves are equivalent to how many spots are shown on the dice (**one spot equals one square**).



Because the infantry walked, they were not very fast. This image is courtesy of ironbrigader.com.

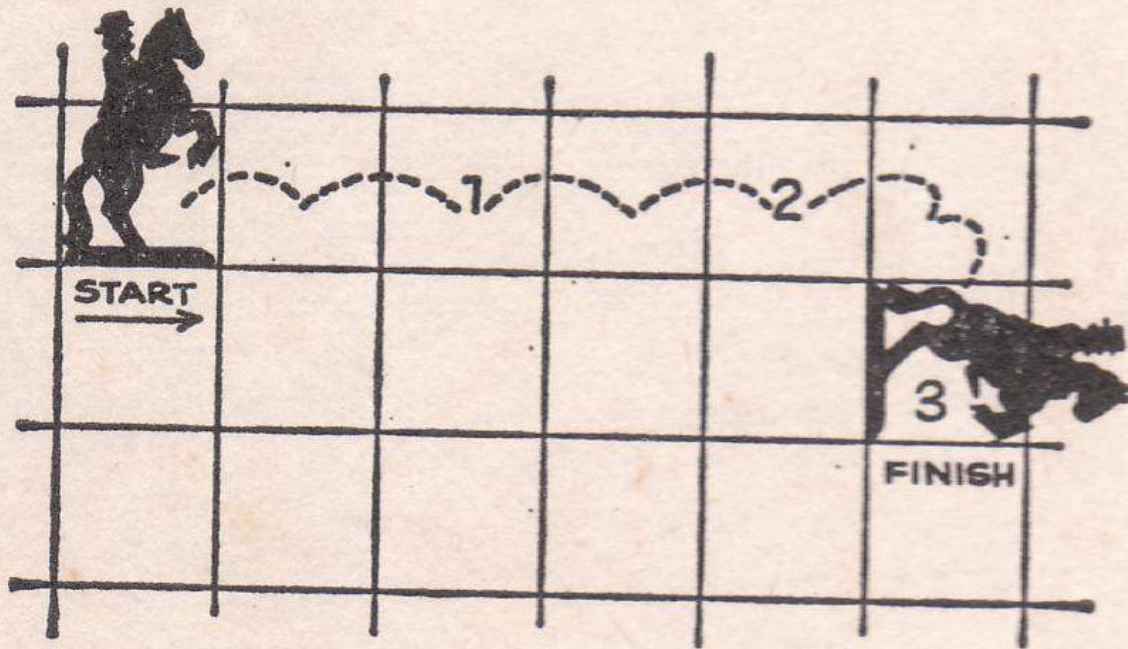
**Cavalry** moves are equivalent to twice the spots that are shown on the dice (**one spot equals two squares**).



Because cavalry soldiers rode horses, they moved faster than infantry soldiers who walked. This image is courtesy of [earthintransition.org](http://earthintransition.org).

**Cavalry** moves are equivalent to twice the spots that are shown on the dice (**one spot equals two squares**).

b.



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

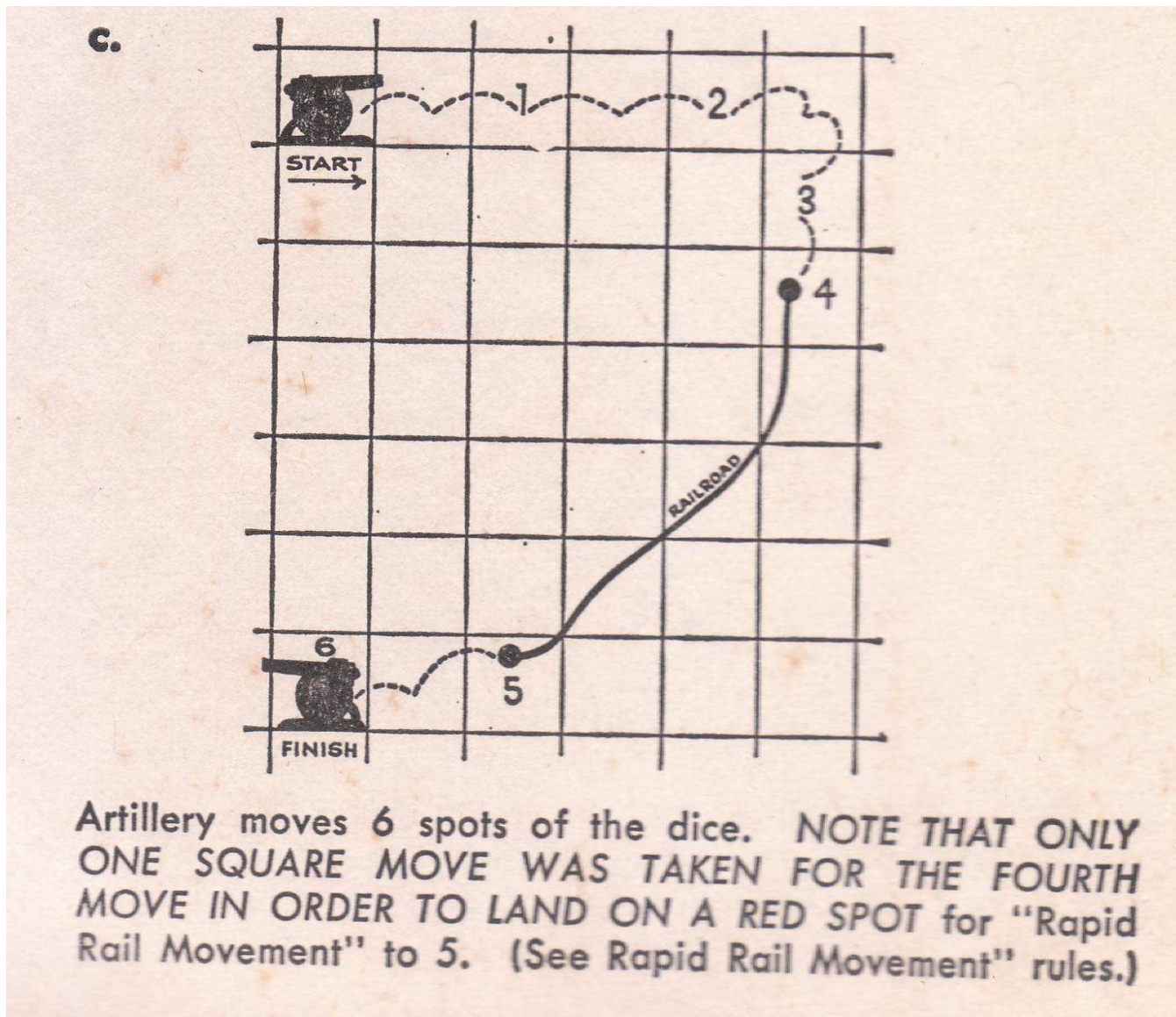
Because cavalry soldiers rode horses, they moved faster than infantry soldiers who walked. This image is courtesy of [earthintransition.org](http://earthintransition.org).

**Artillery** moves are equivalent to twice the spots that are shown on the dice (**one spot equals two squares**).



Because artillery pieces were pulled by horses, they moved faster than infantry soldiers who walked. This image is courtesy of [civilwartalk.com](http://civilwartalk.com).

**Artillery** moves are equivalent to twice the spots that are shown on the dice (**one spot equals two squares**).



Because artillery pieces were pulled by horses, they moved faster than infantry soldiers who walked. This image is courtesy of [civilwartalk.com](http://civilwartalk.com).

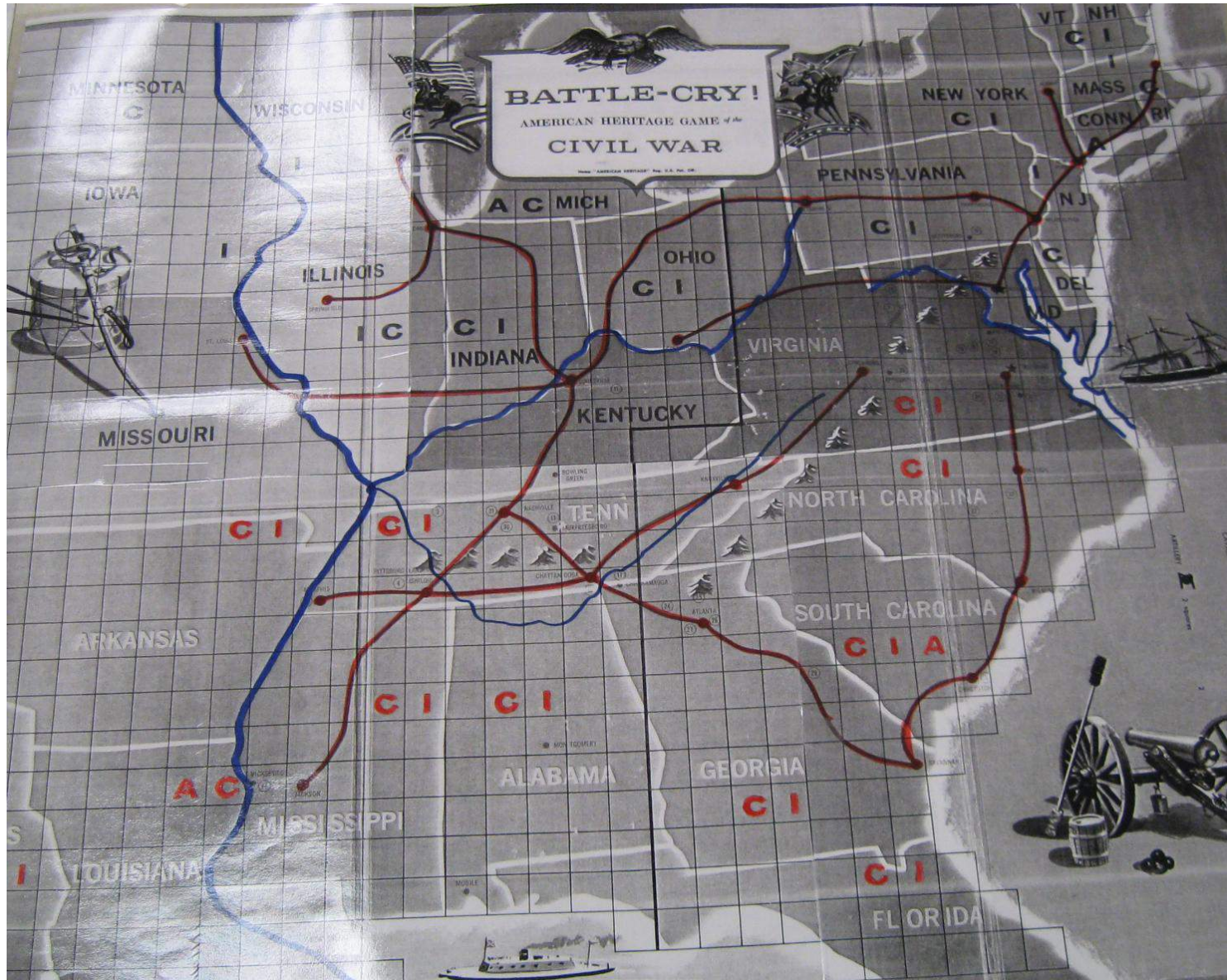


For instance, if your roll a 4...



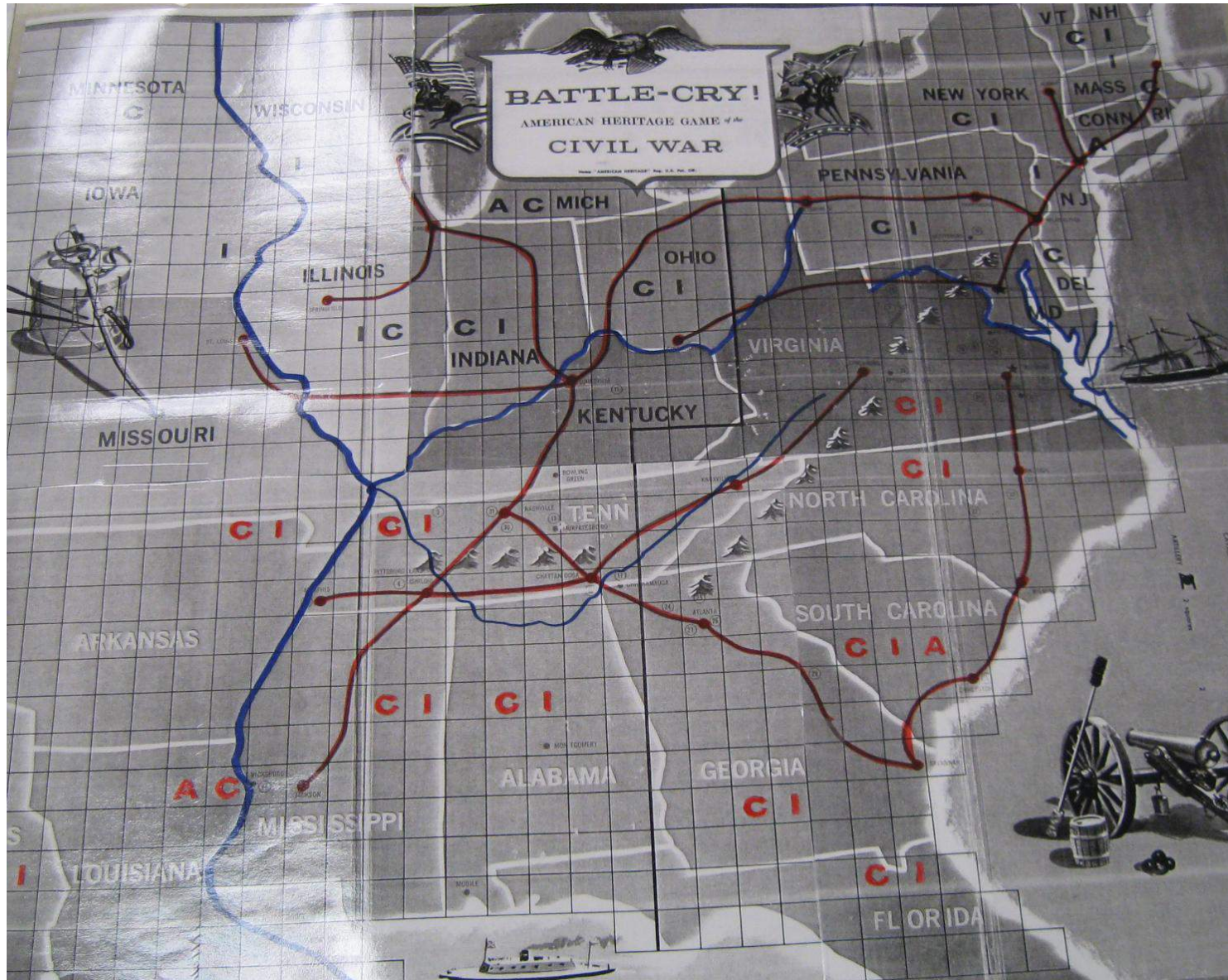
This image is courtesy of murlu.com.

You can either move **four infantry pieces one square each...**



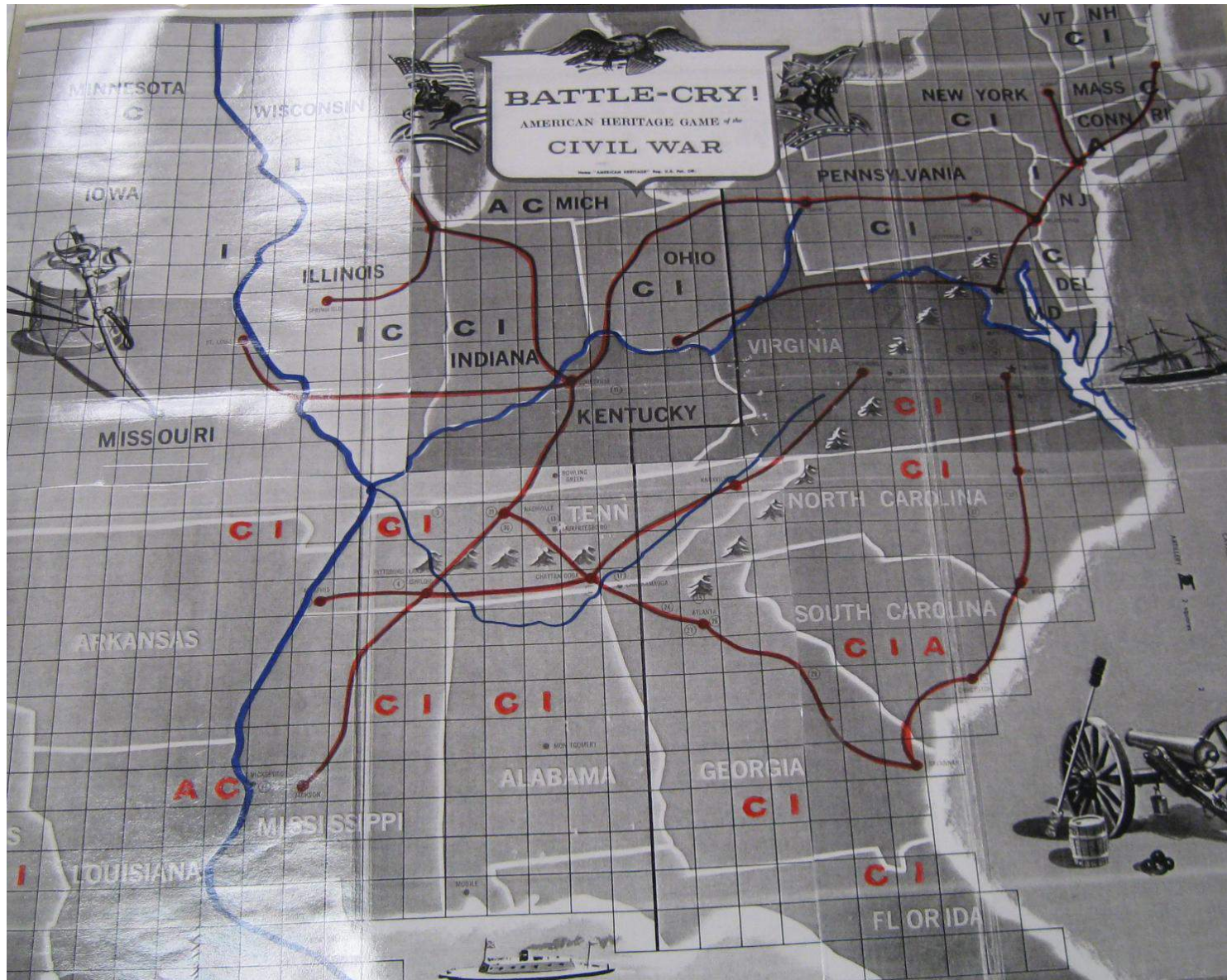
This image was taken by Robert Housch in 2012.

...or one infantry piece four squares...



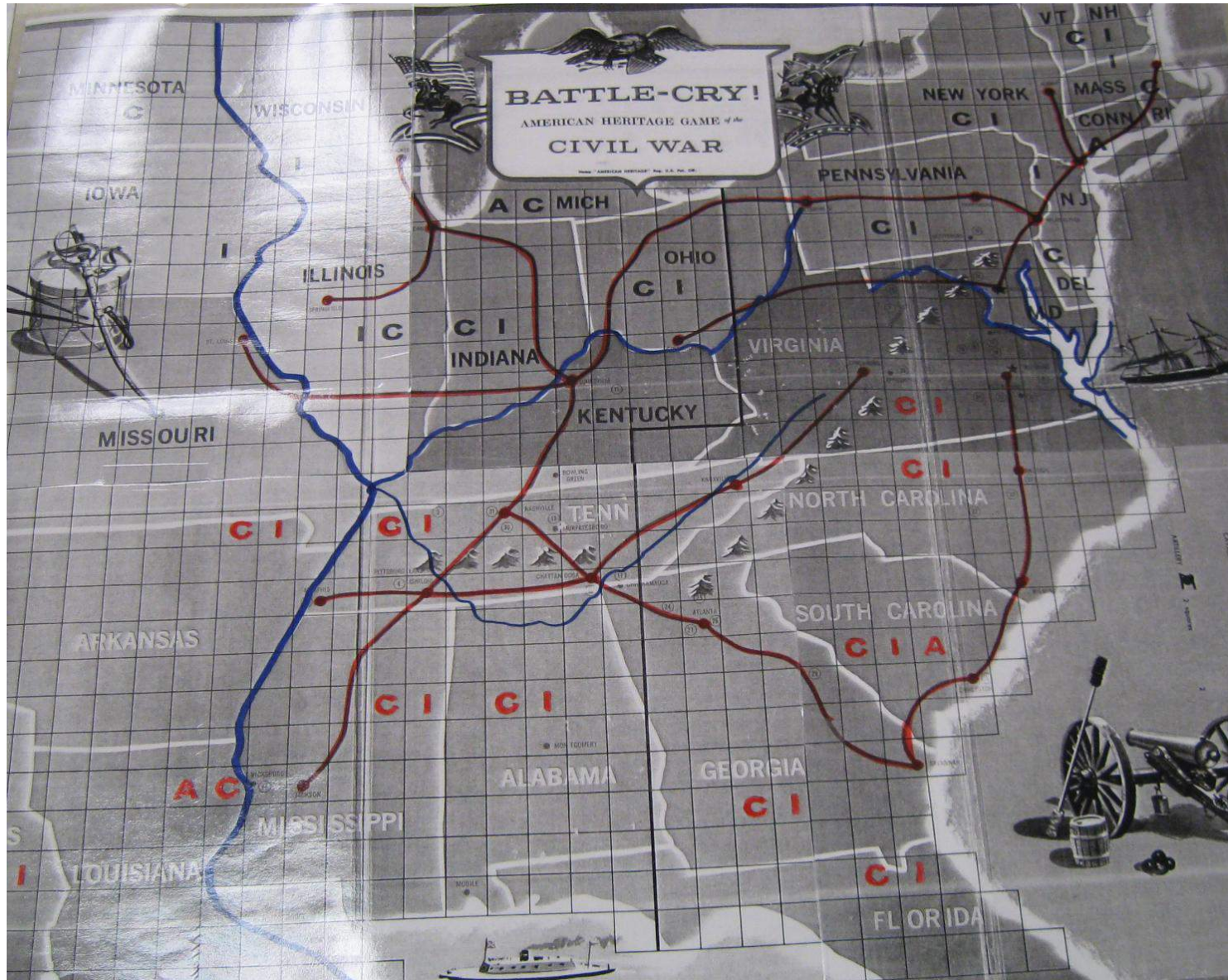
This image was taken by Robert Housch in 2012.

...or two infantry pieces two squares each...



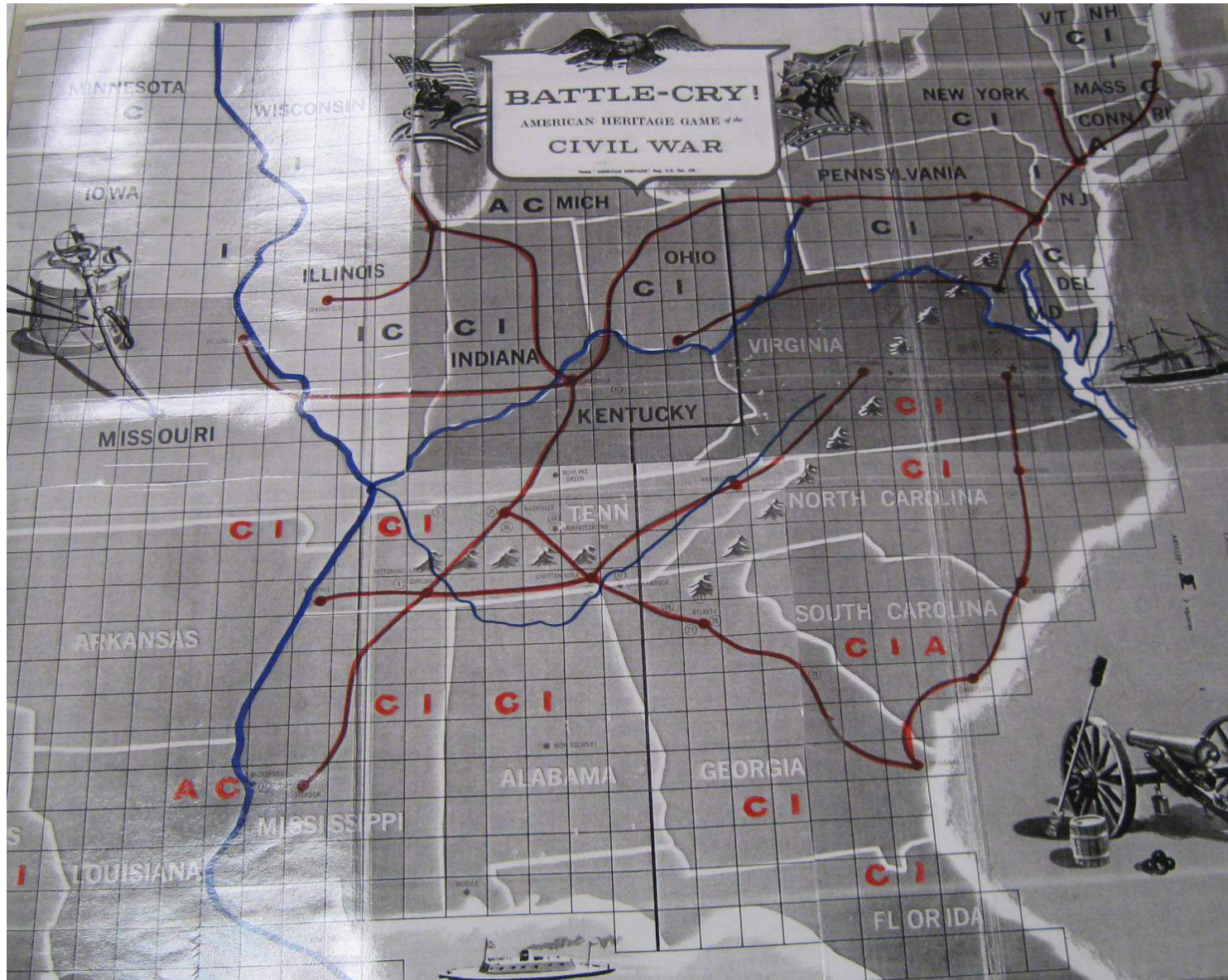
This image was taken by Robert Housch in 2012.

...or **four cavalry pieces two squares each**...



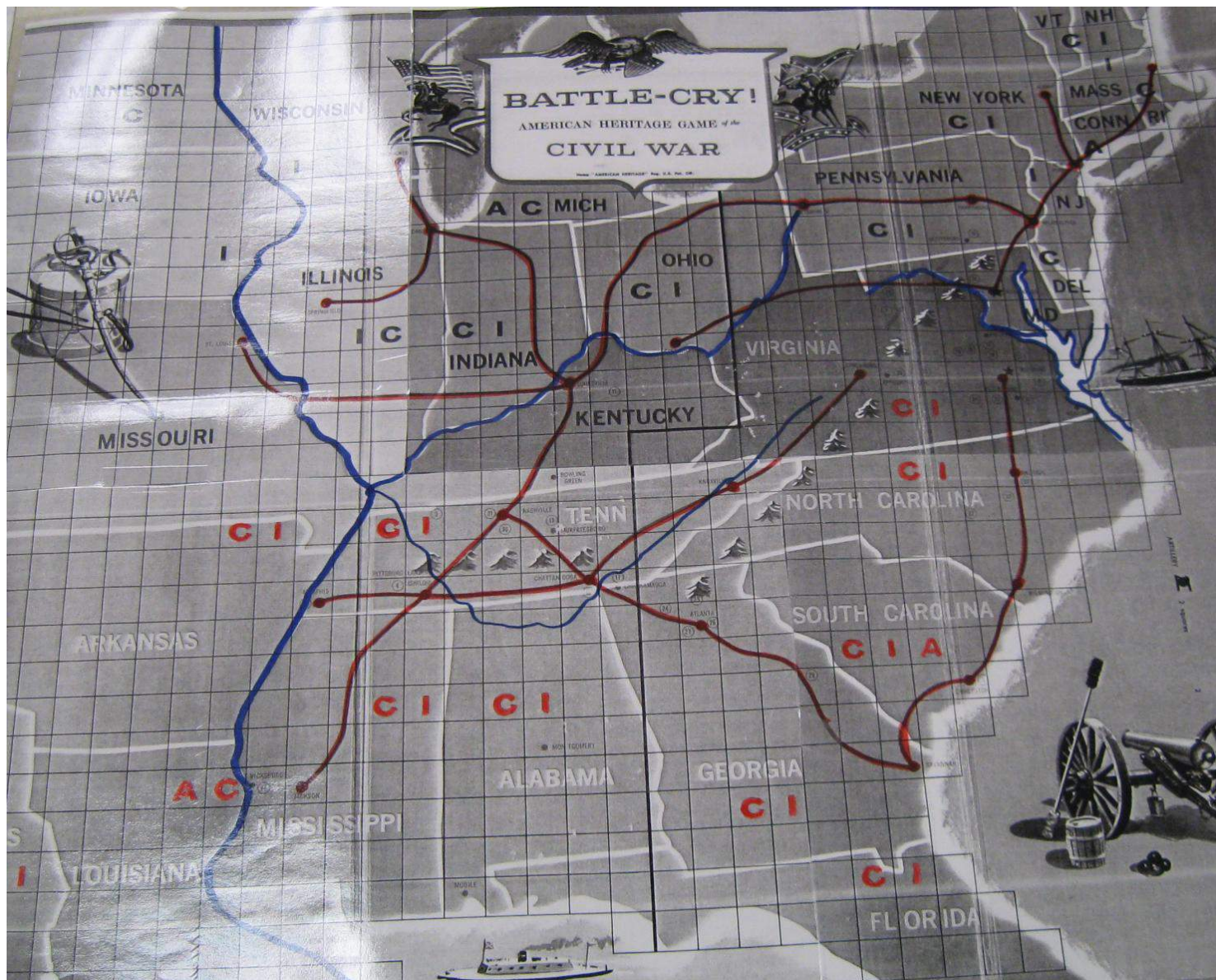
This image was taken by Robert Housch in 2012.

...or two artillery pieces four squares each...



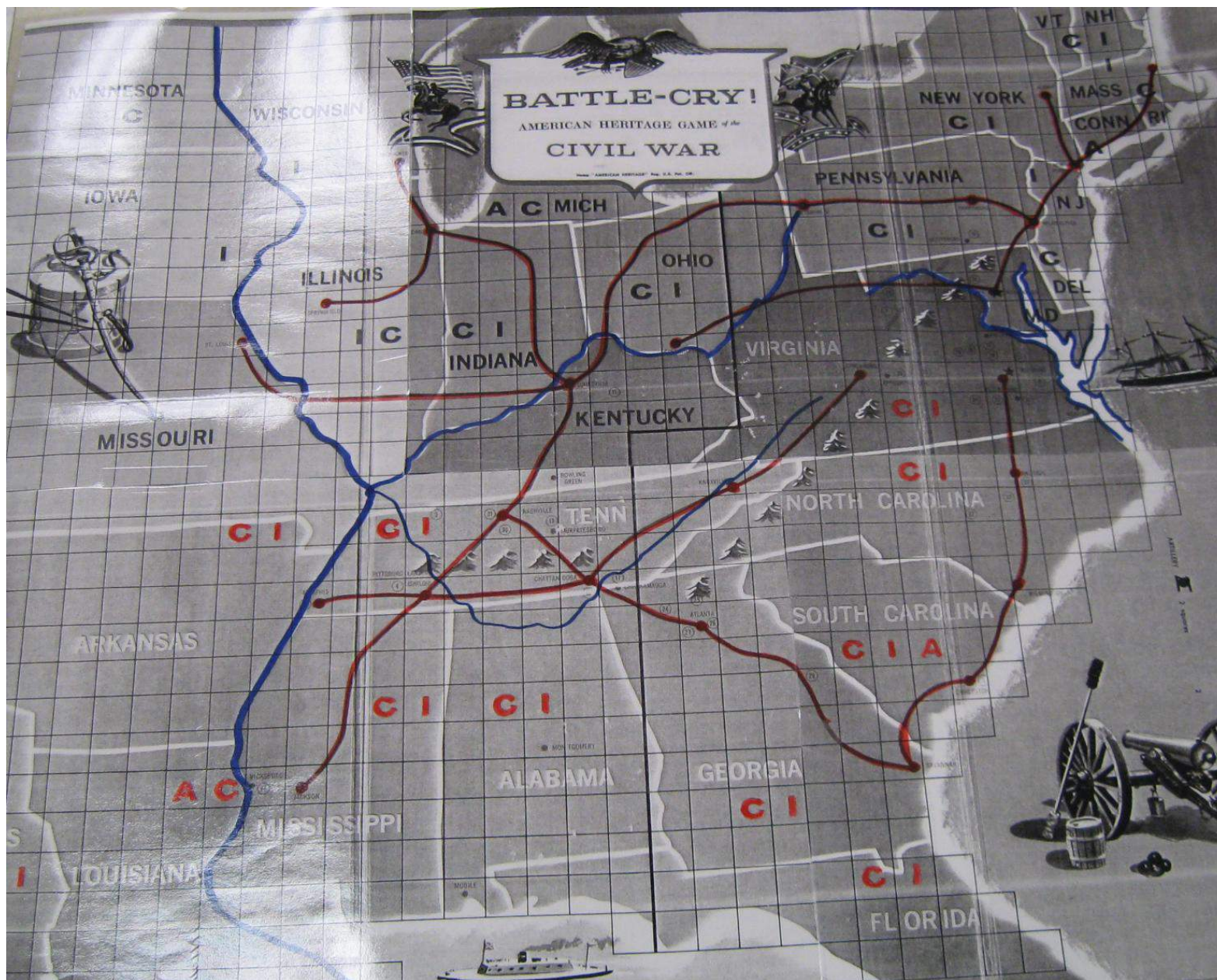
This image was taken by Robert Housch in 2012.

...or **one cavalry piece two squares**, and **one artillery piece two squares**, and **one infantry piece two squares**...



This image was taken by Robert Housch in 2012.

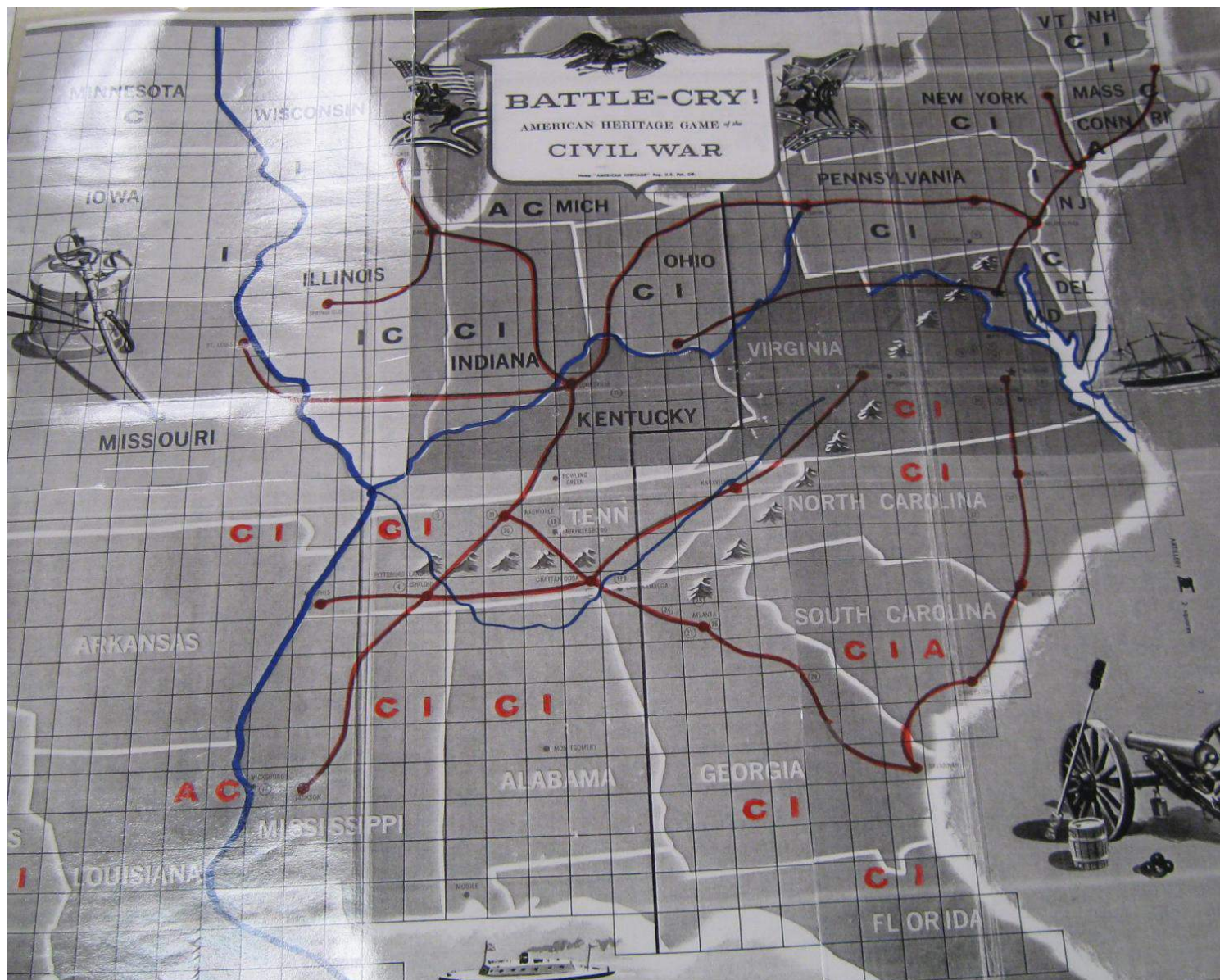
...or any other combinations that add up to "4."



This image was taken by Robert Housch in 2012.

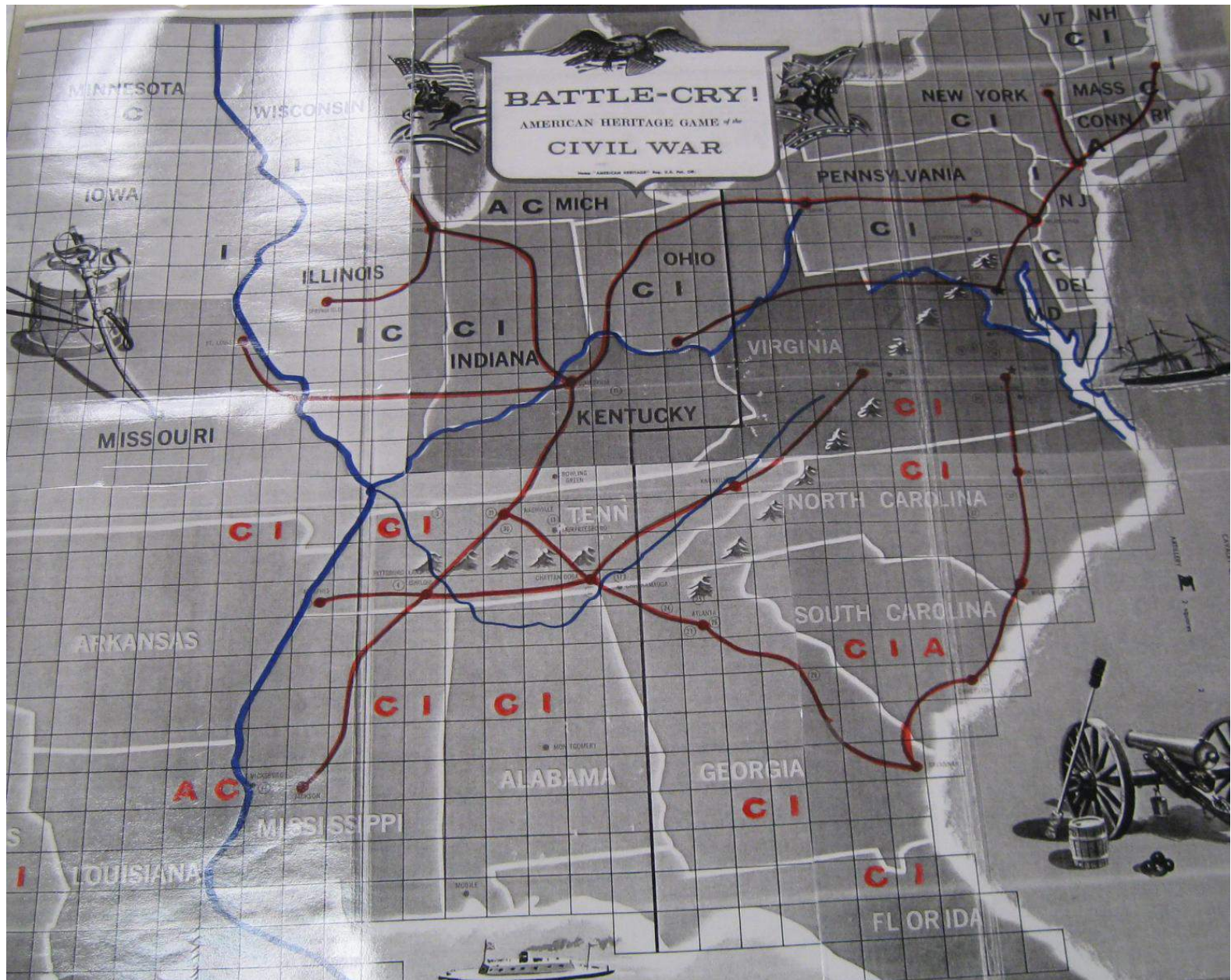


**Artillery** and **Cavalry** do not have to move two squares at a time, they can only move one square, but it still counts as their full turn.



This image was taken by Robert Housch in 2012.

# Movements must take place on the squares only...



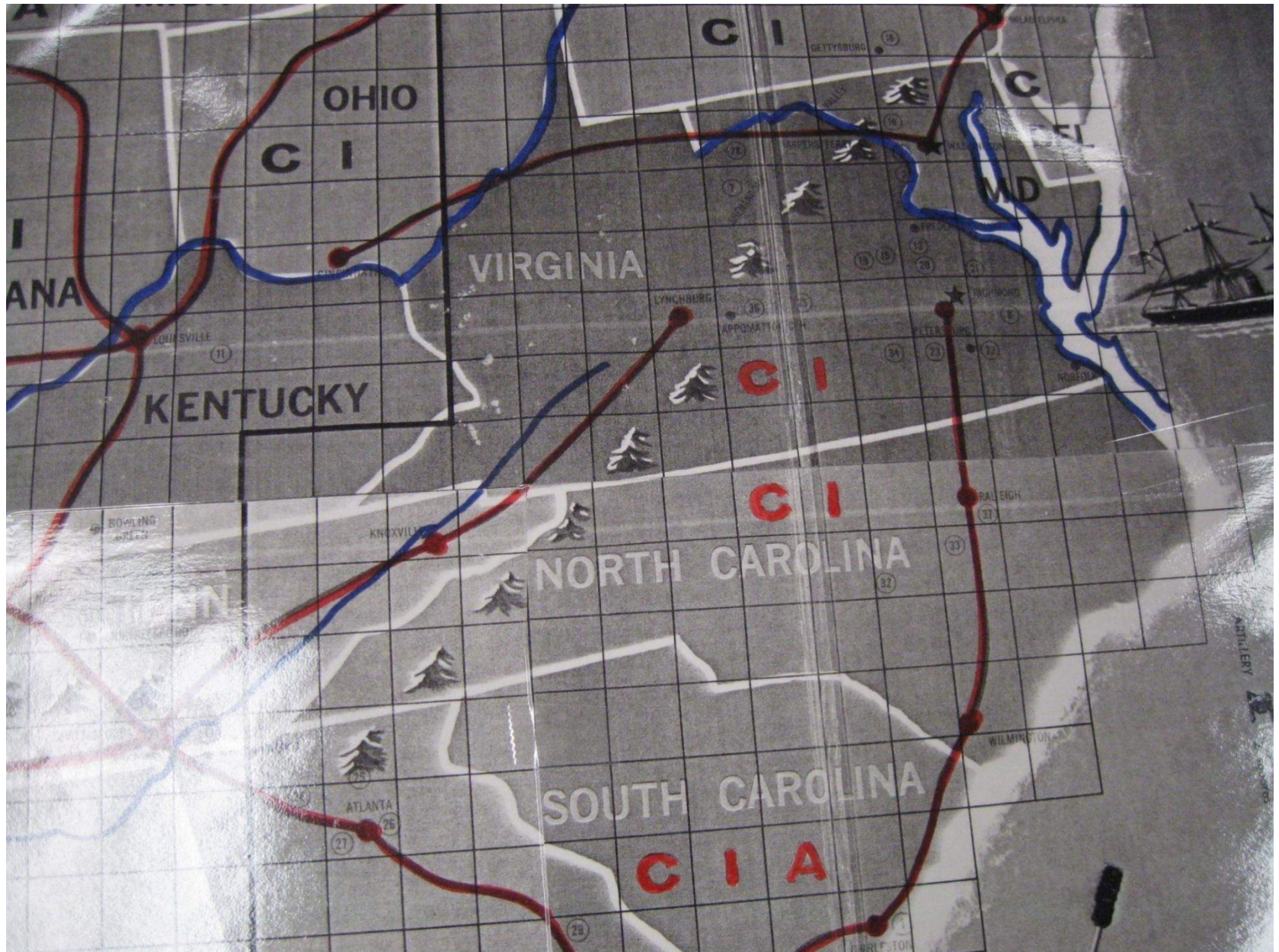
...not on areas where there are not squares, such as the ocean or lakes. This image was taken by Robert Housch in 2012.

One may move in any direction.



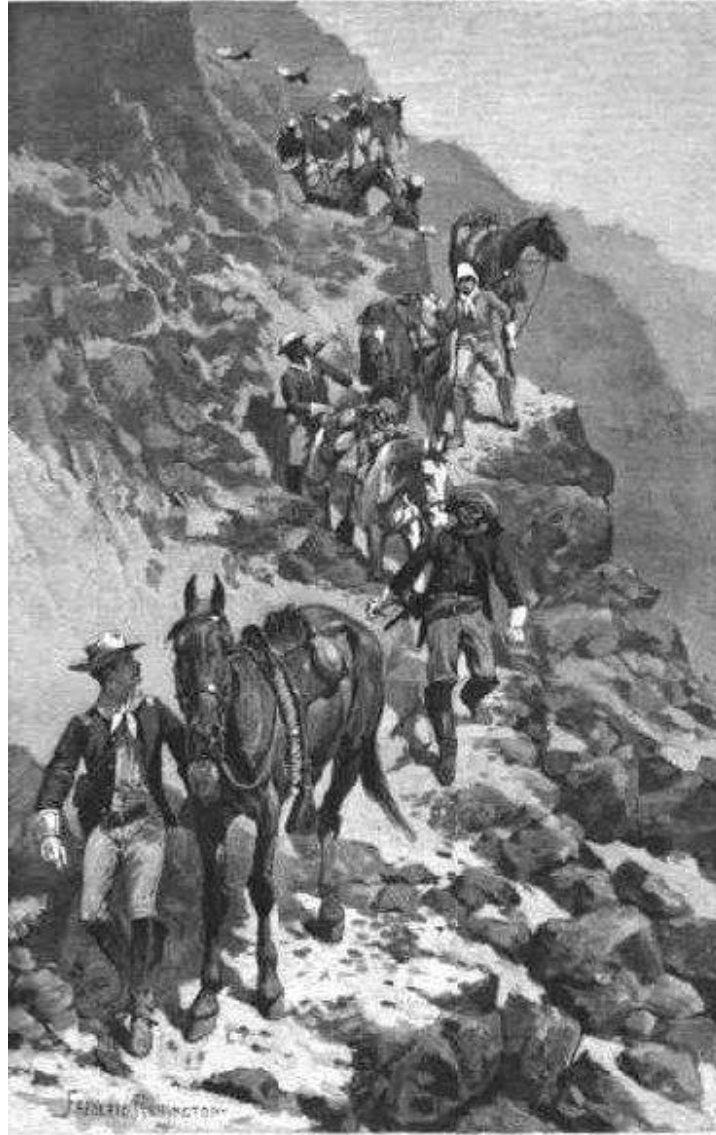
This image is courtesy of [cwreenactors.com](http://cwreenactors.com).

Mountains and rivers restrict movements of pieces.



This image was taken by Robert Housch in 2012.

Any piece landing in a mountain or river square have to stop on that square. They cannot move any more during that turn.



MARKING US THE MOUNTAINS

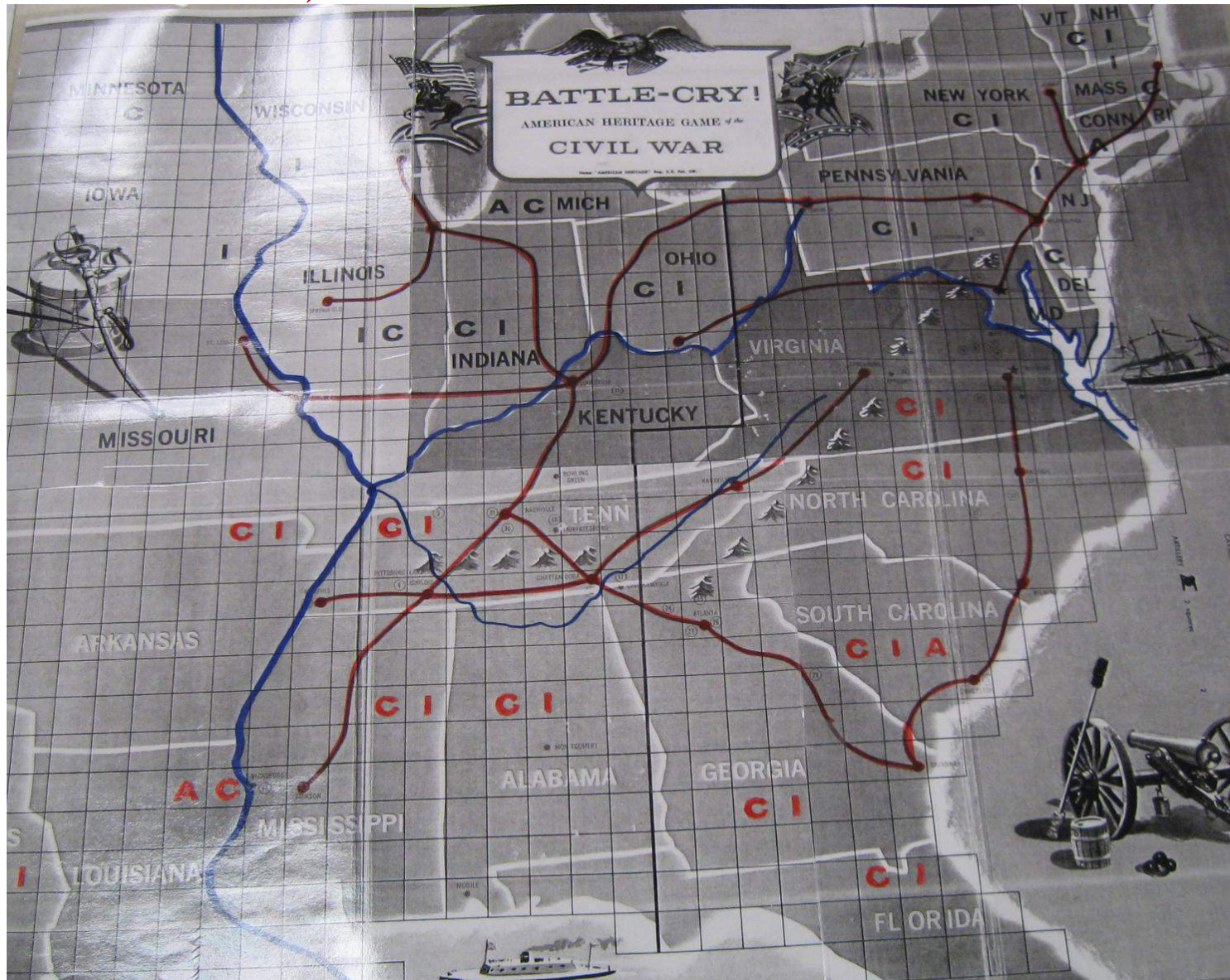
They can move again starting with the next turn. It was difficult to cross mountains, and took a long time, especially during the Civil War. This image is courtesy of negroartist.com.

Any piece landing in a mountain or river square have to stop on that square. They cannot move any more during that turn.



They can move again starting with the next turn. It was difficult to cross rivers because when a bridge was out, one had to build a pontoon bridge to cross the river. This image is courtesy of [oldpicture.com](http://oldpicture.com).

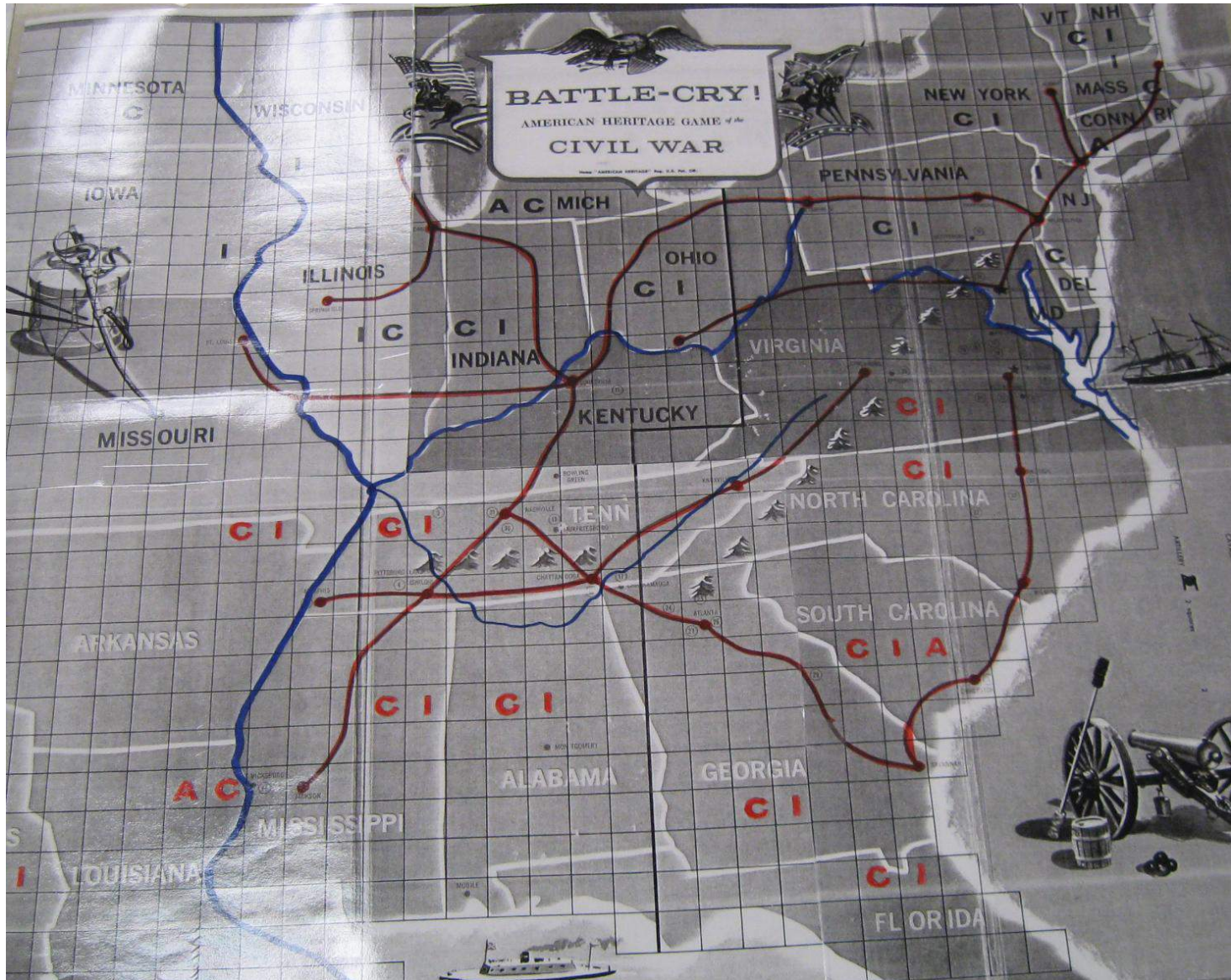
Railroad movements are rapid: Pieces move from dot to dot (railroad stations) on the railroads as one move on the dice.



For example, from Harrisburg to Pittsburgh is one move. This image was taken by Robert Housch in 2012.

# For Rapid Railroad movements:

A. Movement may start when a piece occupies a dot.

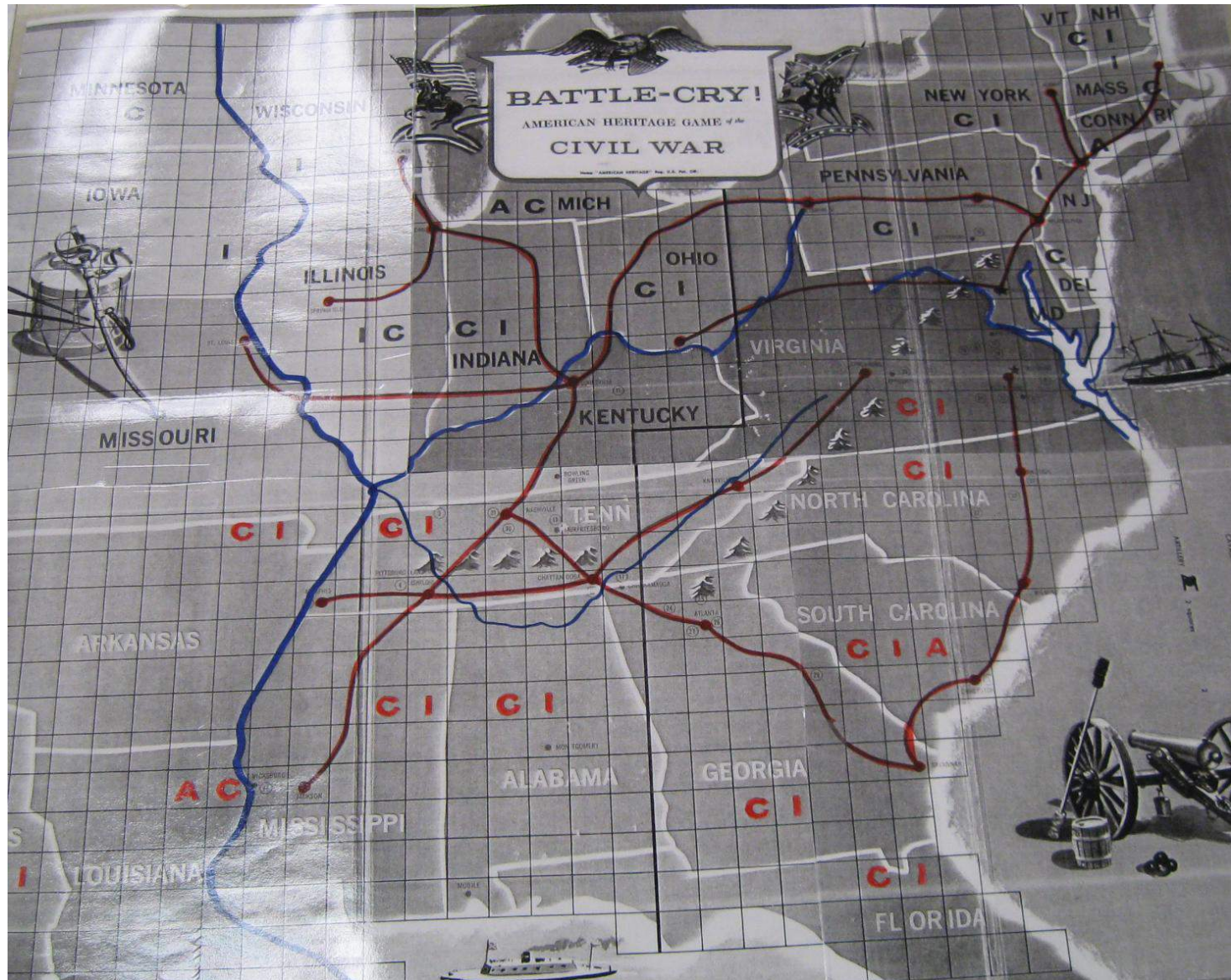


This image was taken by Robert Housch in 2012.



For Rapid Railroad movements:

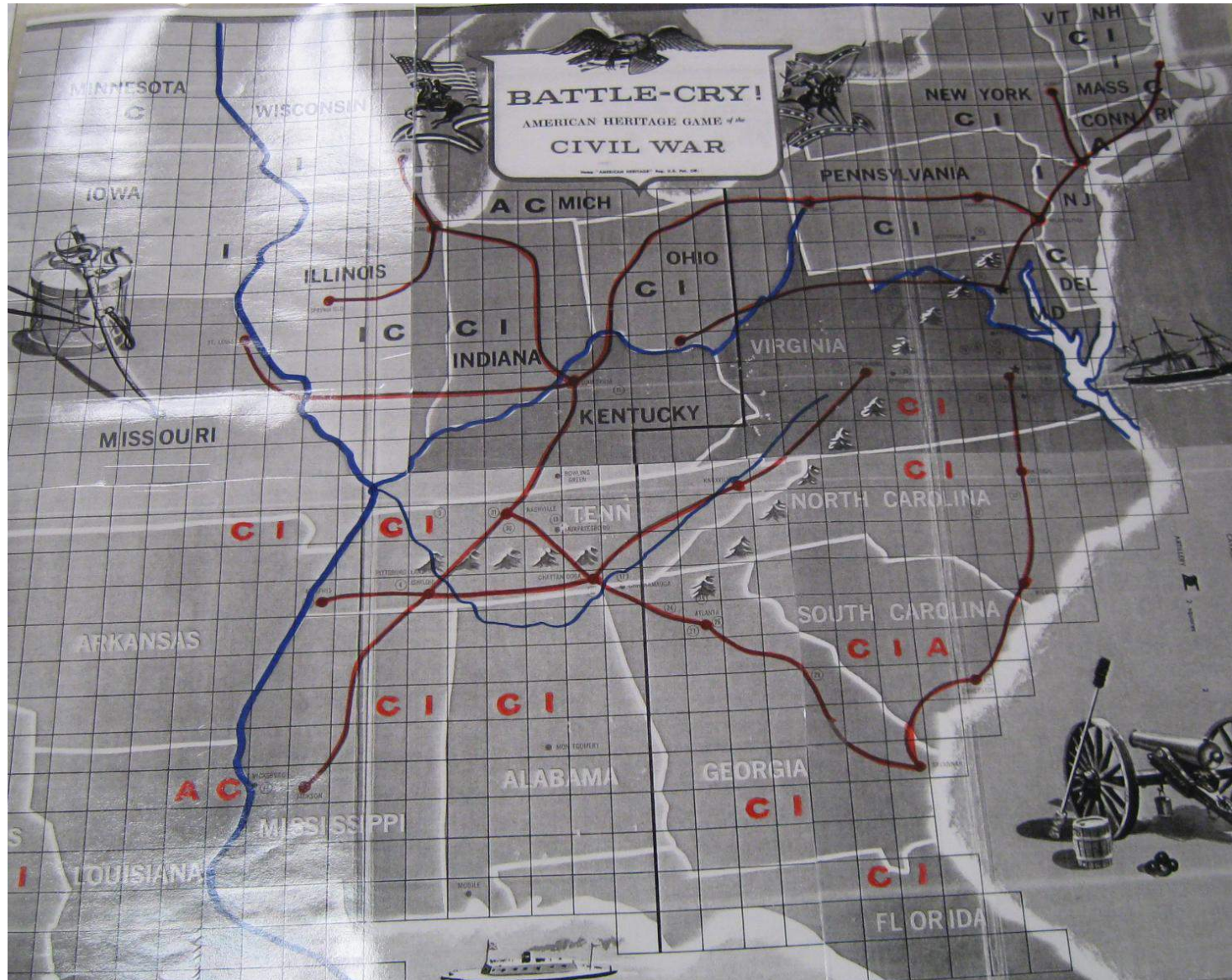
B. Dots must be unoccupied by any other pieces.



This image was taken by Robert Housch in 2012.

For Rapid Railroad movements:

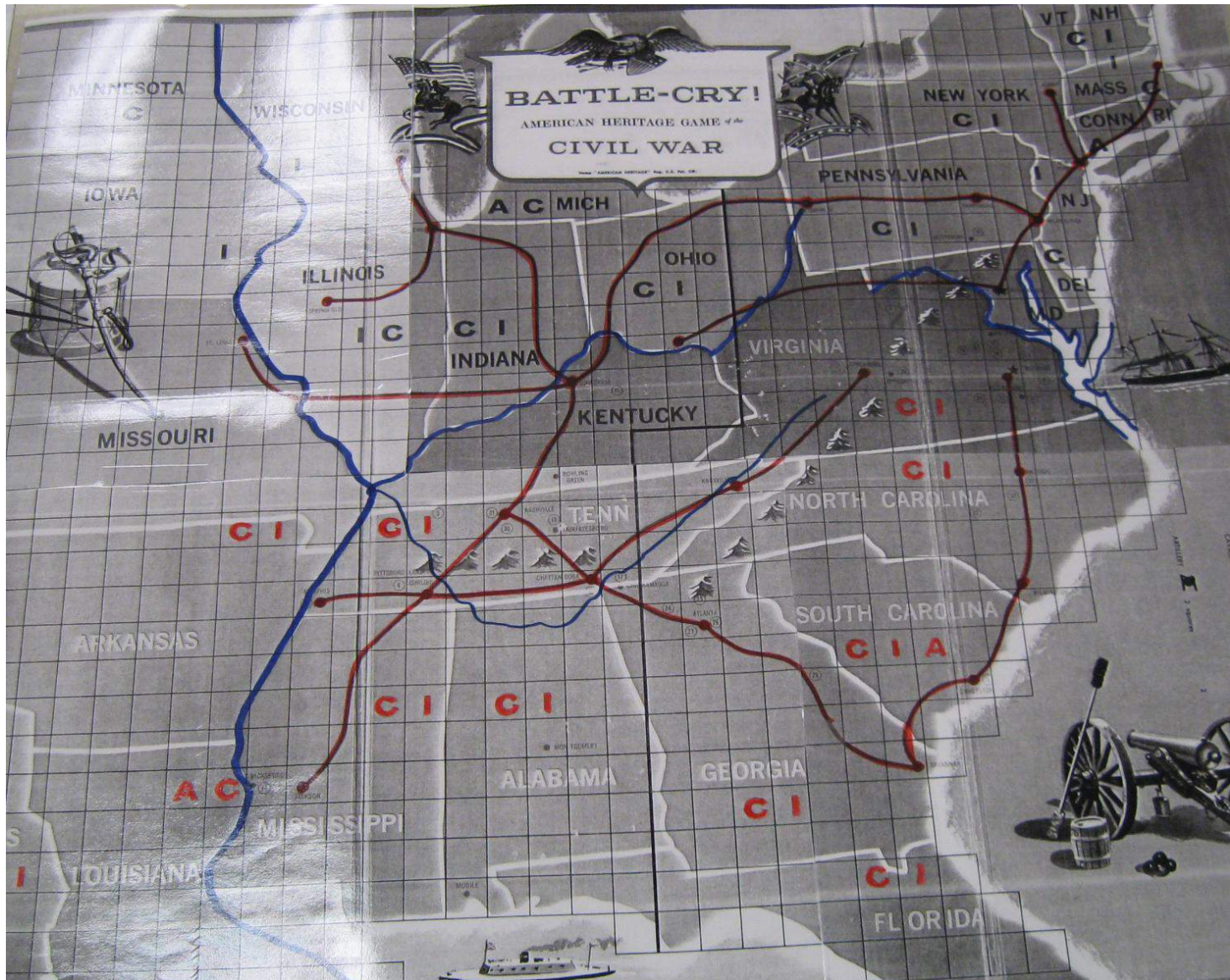
C. Rail movement is from dot to dot only. One may stop between the dots.



This image was taken by Robert Housch in 2012.

## For Rapid Railroad movements:

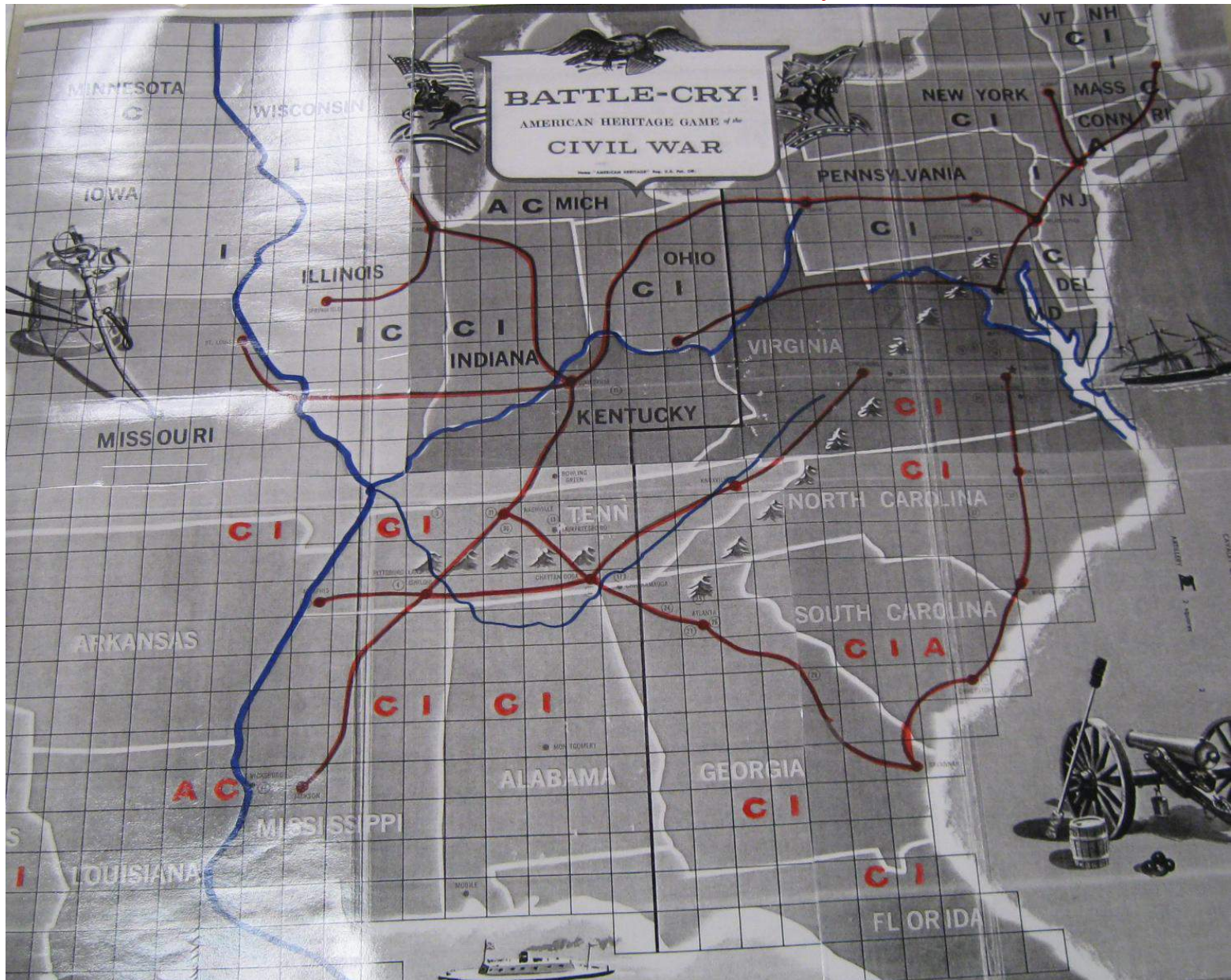
D. Rail movement from dot to dot can occur if your own forces occupy the railroad line.



This image was taken by Robert Housch in 2012.

## For Rapid Railroad movements:

E. Rail movement from dot to dot cannot occur if the enemy's forces block the railroad line.



This image was taken by Robert Housch in 2012.

# To engage in Battle:



This is a Kurz and Allison image of the Battle of Chickamauga. This image is courtesy of Wikimedia Commons.

A battle can take place when a piece, or a column of pieces faces an opponent's piece or column of pieces.

## Illustration of typical battle formation



From left to right is a Confederate Artillery piece, and Confederate Infantry piece, and a Confederate Cavalry piece. Confederates are in the lighter, gray color. From right to left is a United States Infantry piece, a United States Infantry piece, and a United States Cavalry piece. This image was scanned from Milton Bradley's "Battle Cry" game.




The attack can be made from any direction.

## Illustration of typical battle formation



From left to right is a Confederate Artillery piece, and Confederate Infantry piece, and a Confederate Cavalry piece. Confederates are in the lighter, gray color. From right to left is a United States Infantry piece, a United States Infantry piece, and a United States Cavalry piece. This image was scanned from Milton Bradley's "Battle Cry" game.

# Whoever wins is based on Battle Strength.

PIECE		MOVE	BATTLE STRENGTH
INFANTRY		1 square	2
CAVALRY		2 squares	1
ARTILLERY		2 squares	2

Battle Strength, like Battle Movement is listed on the playing surface. This image was scanned from Milton Bradley's "Battle Cry" game.



# Infantry has a strength of 2.

ACW 1 Painted as Union

Painted by John Morris (Mystic Spirals)



ACW 1 Painted as Confederate

Painted by John Morris (Mystic Spirals)



Infantry has less movement than cavalry, but is stronger in battle than cavalry. This image is courtesy of michtoy.com.

# Cavalry has a strength of 1.






It is very difficult to fire from the back of a moving horse and hit your target. Therefore, Cavalry has more mobility, but is not as strong in battle. This image is courtesy of negroartist.com.

Artillery has a strength of 2.



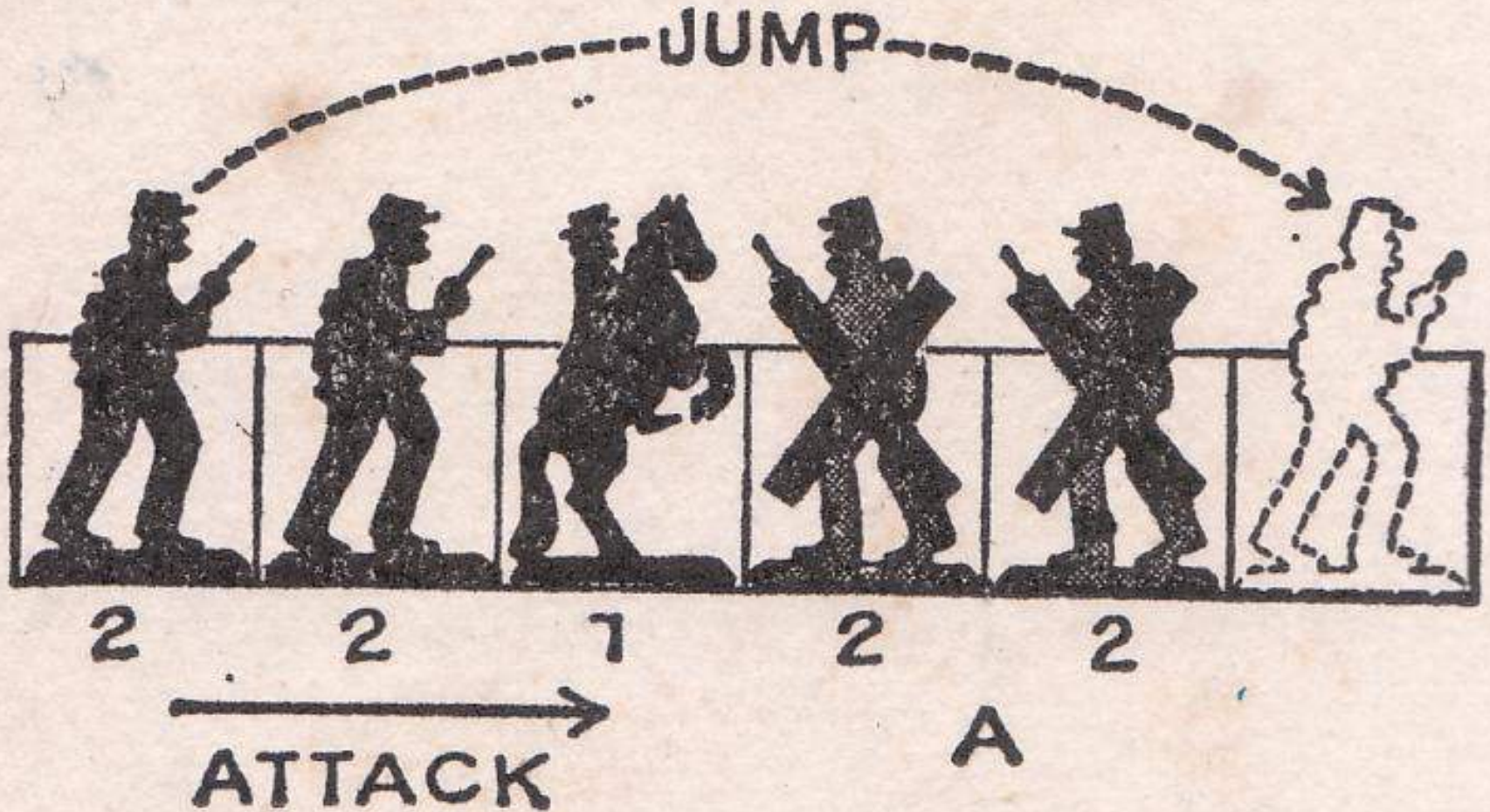
This image is courtesy of [civilwarartillery.com](http://civilwarartillery.com).

# Remember: Strength of Pieces is not the same as movement.

PIECE		MOVE	BATTLE STRENGTH
INFANTRY		1 square	2
CAVALRY		2 squares	1
ARTILLERY		2 squares	2

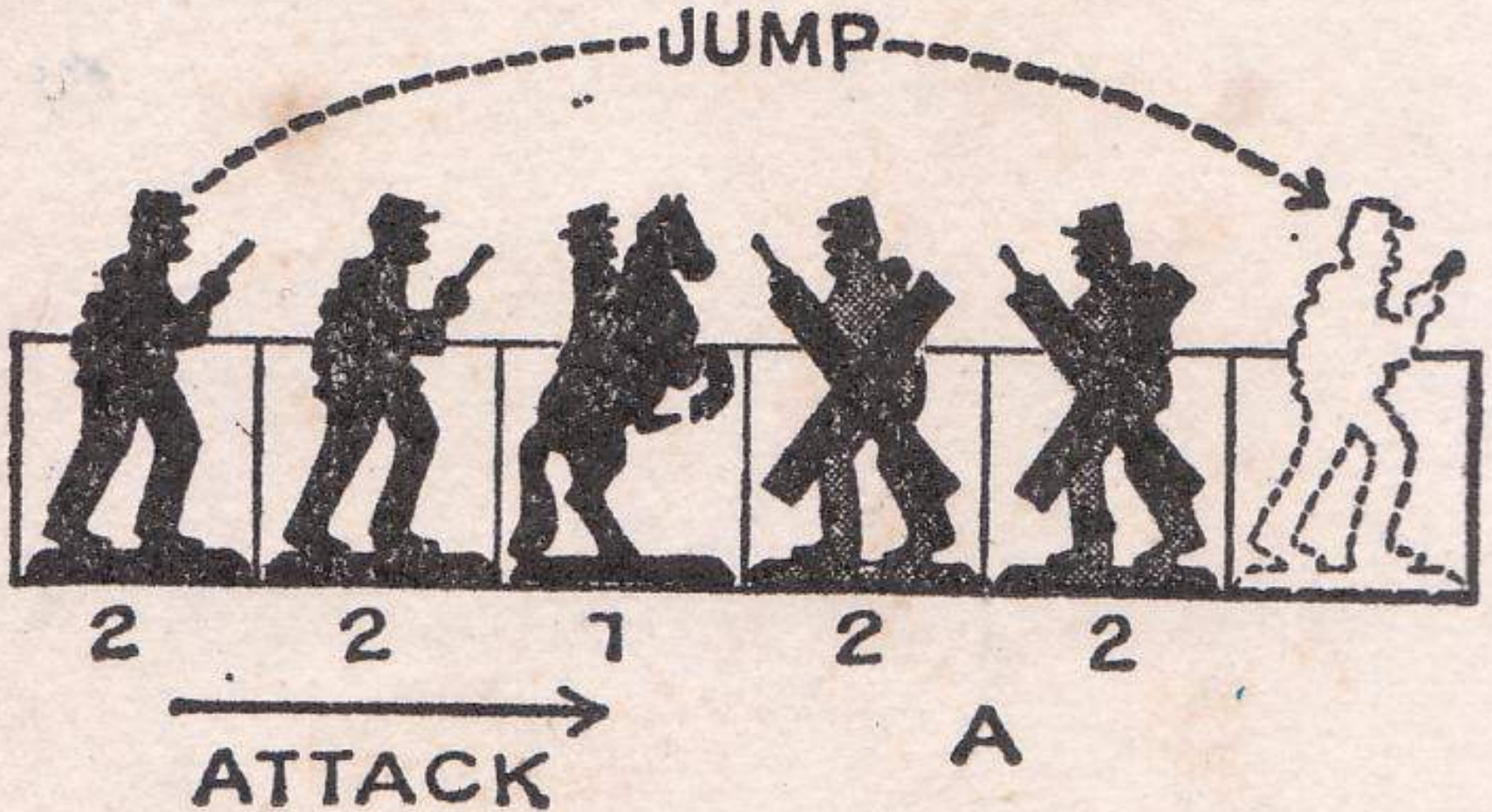
Battle Strength, like Battle Movement is listed on the playing surface. This image was scanned from Milton Bradley's "Battle Cry" game.

To Determine Battle of Superiority:  
Add up your **Total Strength** in your column of attack...



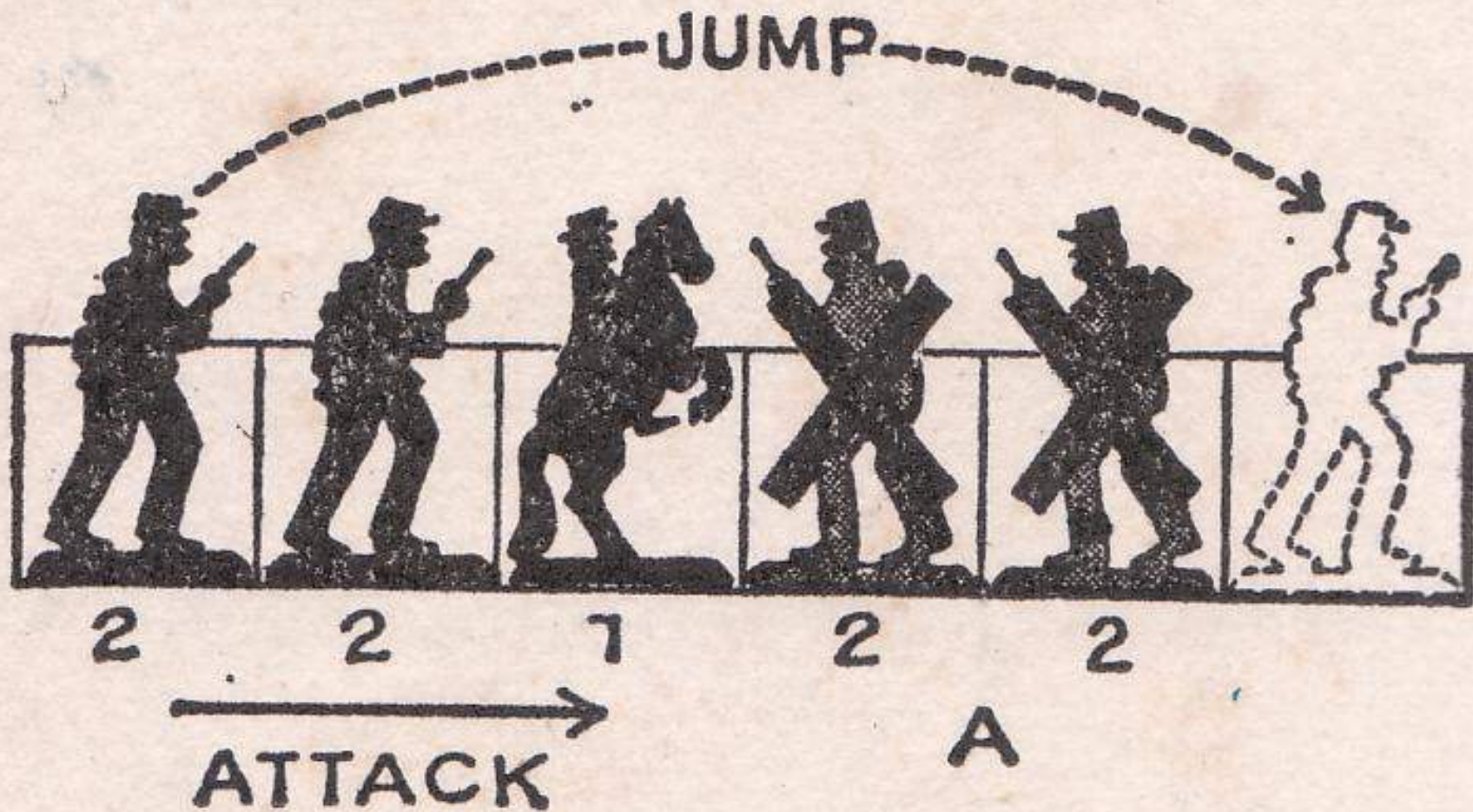
This illustration shows that the Union soldiers on the left have two infantrymen and one cavalry men for a total of 5. The Confederate soldiers on the right have two infantrymen for a total of 4. This image was scanned from Milton Bradley's "Battle Cry" game.

The attacking force wins if they are of the same battle strength (like in Stratego)



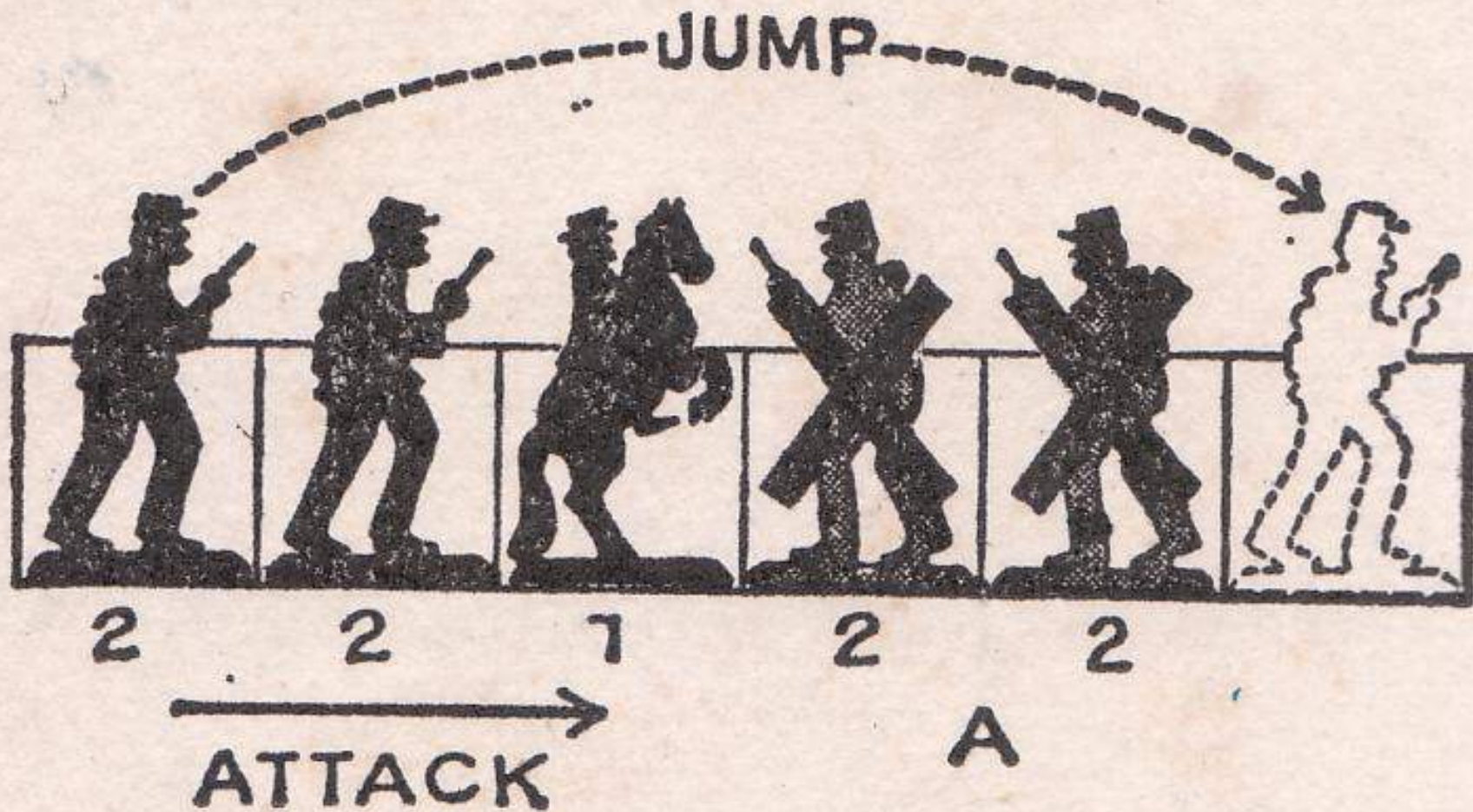
This illustration shows that the Union soldiers on the left have two infantrymen and one cavalry men for a total of 5. The Confederate soldiers on the right have two infantrymen for a total of 4. This image was scanned from Milton Bradley's "Battle Cry" game.

To attack, the rear piece of an attacking column jumps all the pieces in its column and the opponent's column.



This illustration shows that the Union soldiers on the left have two infantrymen and one cavalry men for a total of 5. The Confederate soldiers on the right have two infantrymen for a total of 4. This image was scanned from Milton Bradley's "Battle Cry" game.

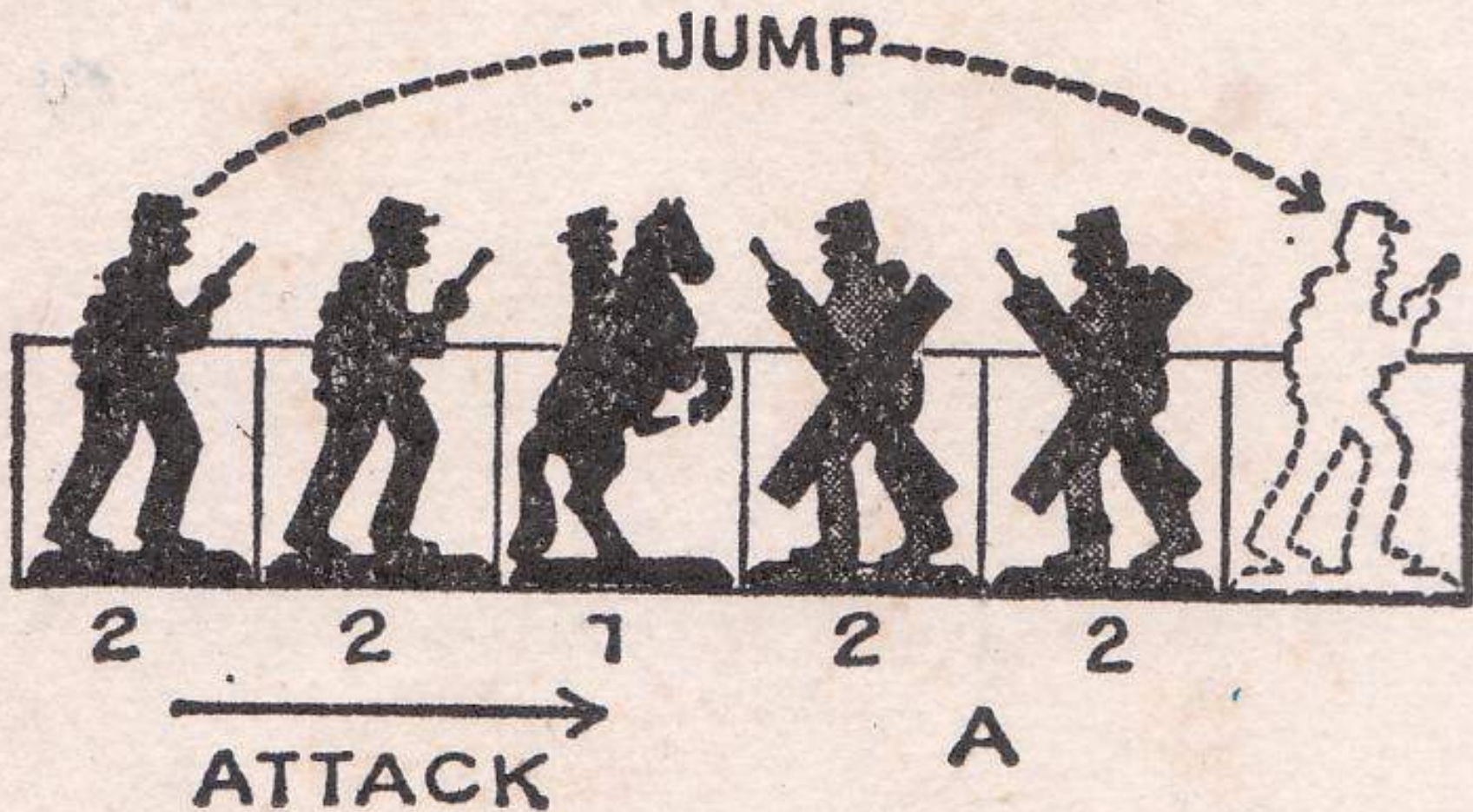
The opponent's pieces in this column are then removed from the game.



This illustration shows that the Union soldiers on the left have two infantrymen and one cavalry men for a total of 5. The Confederate soldiers on the right have two infantrymen for a total of 4. This image was scanned from Milton Bradley's "Battle Cry" game.



A “Battle/Jump” is an extra move taken at the end of a turn.



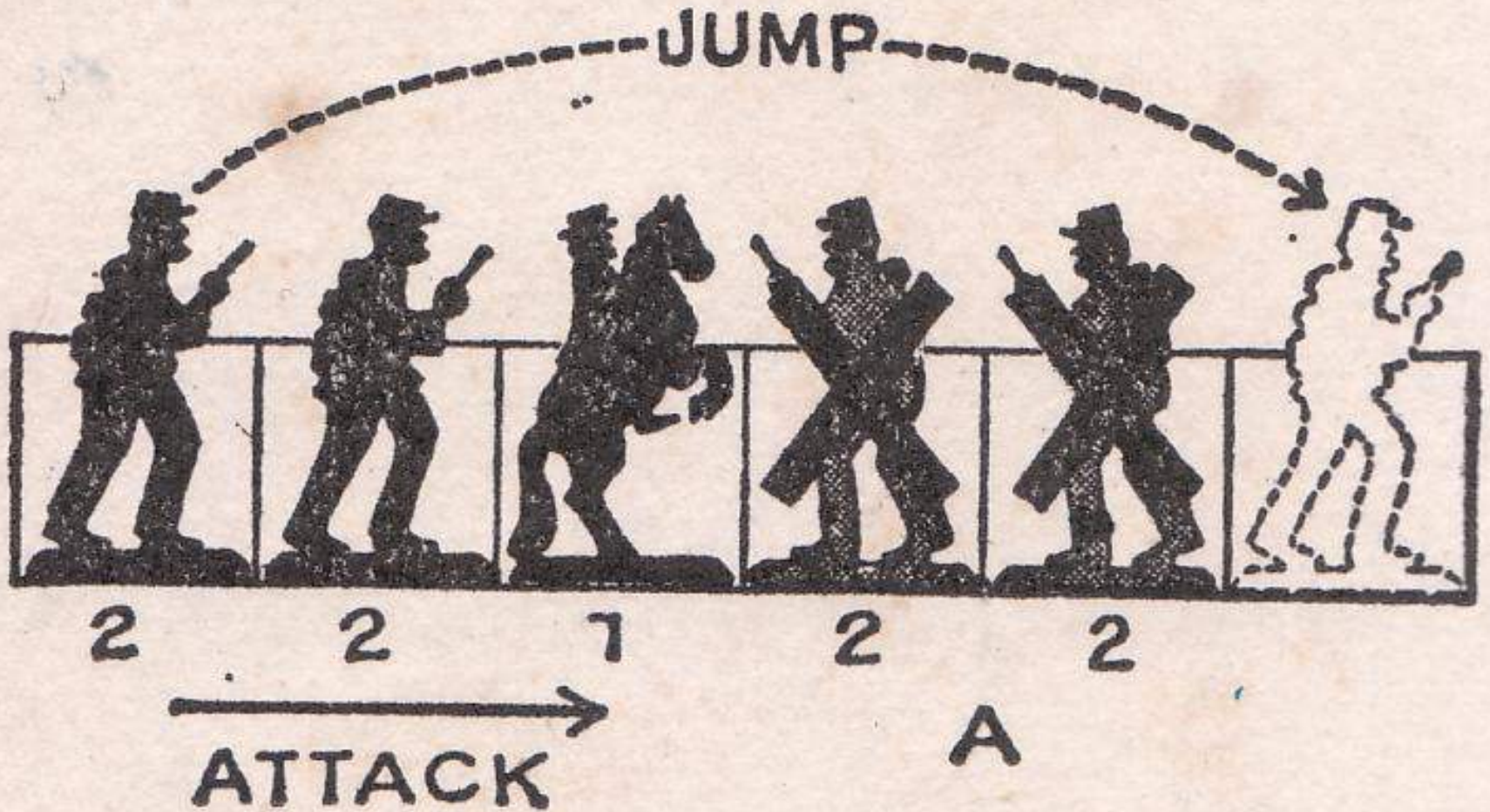
This illustration shows that the Union soldiers on the left have two infantrymen and one cavalry men for a total of 5. The Confederate soldiers on the right have two infantrymen for a total of 4. This image was scanned from Milton Bradley’s “Battle Cry” game.

## Special Rules for Battle.



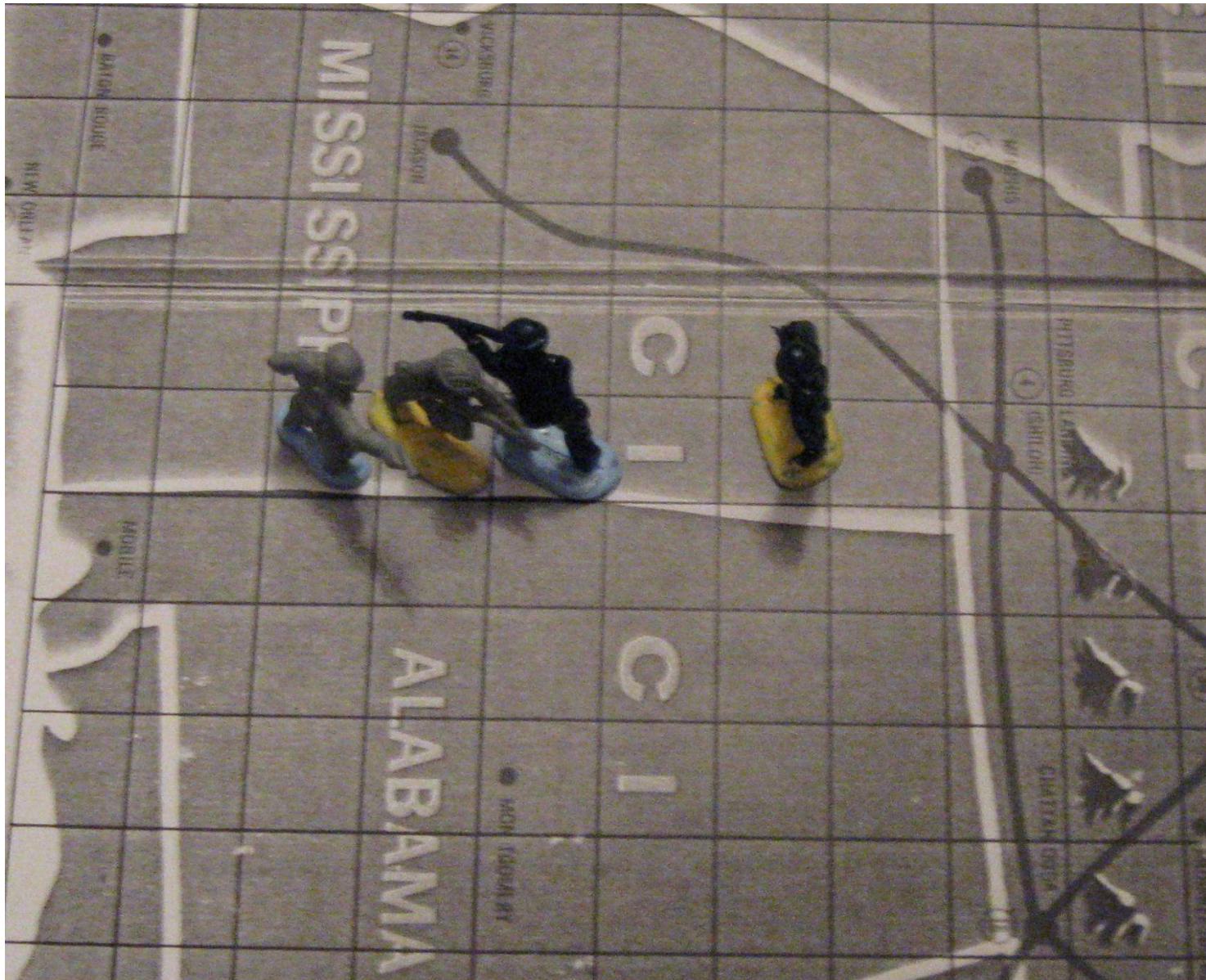
This image shows the 54<sup>th</sup> Massachusetts Infantry Regiment attacking Battery Wagner on July 18, 1863. This image is courtesy of Wikimedia Commons.

In order for a battle to take place by jumping, an open square must exist at the end of the defending column.



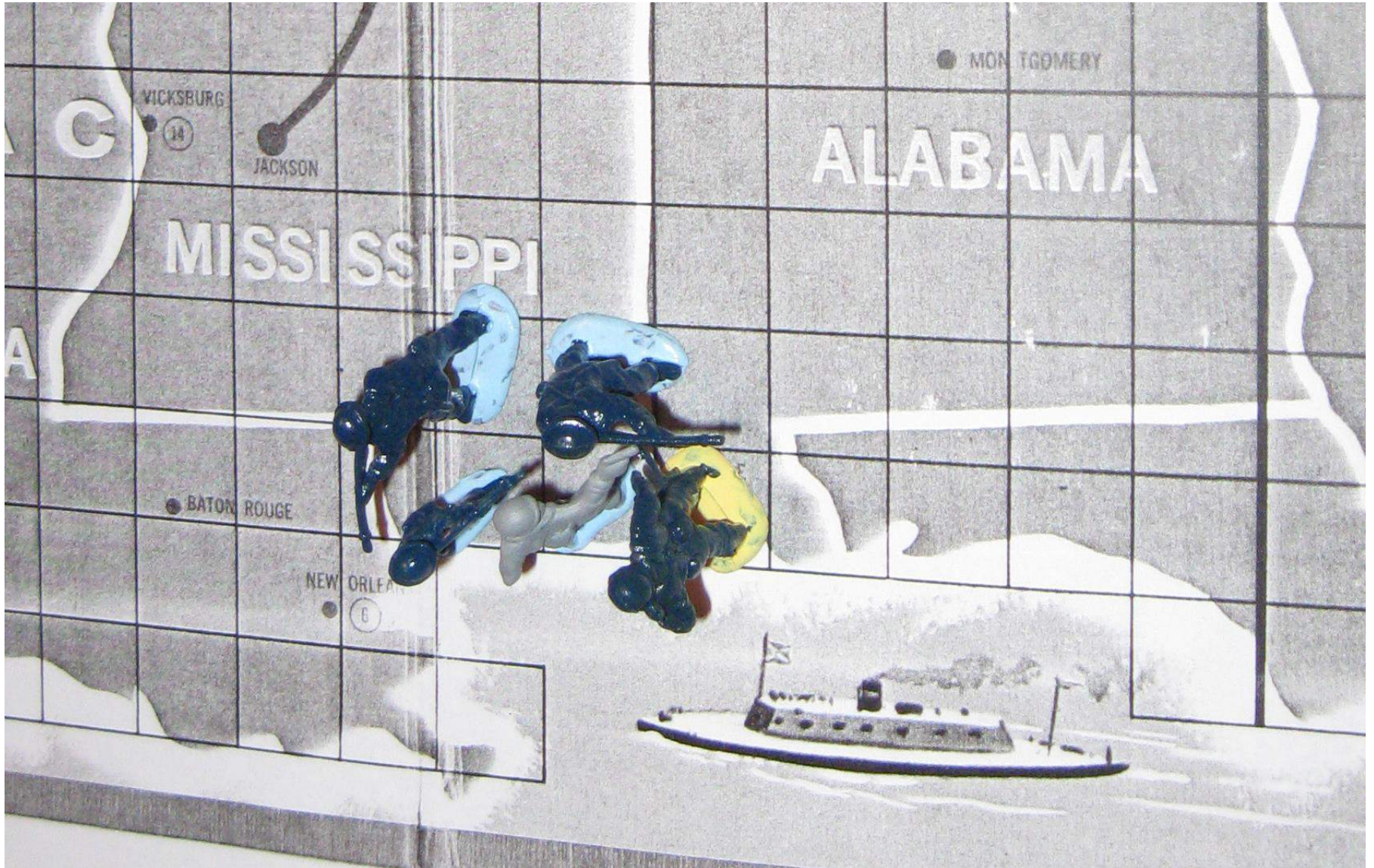
This illustration shows that the Union soldiers on the left have two infantrymen and one cavalry men for a total of 5. The Confederate soldiers on the right have two infantrymen for a total of 4. This image was scanned from Milton Bradley's "Battle Cry" game.

Infantry pieces can do a double jump when attacking.



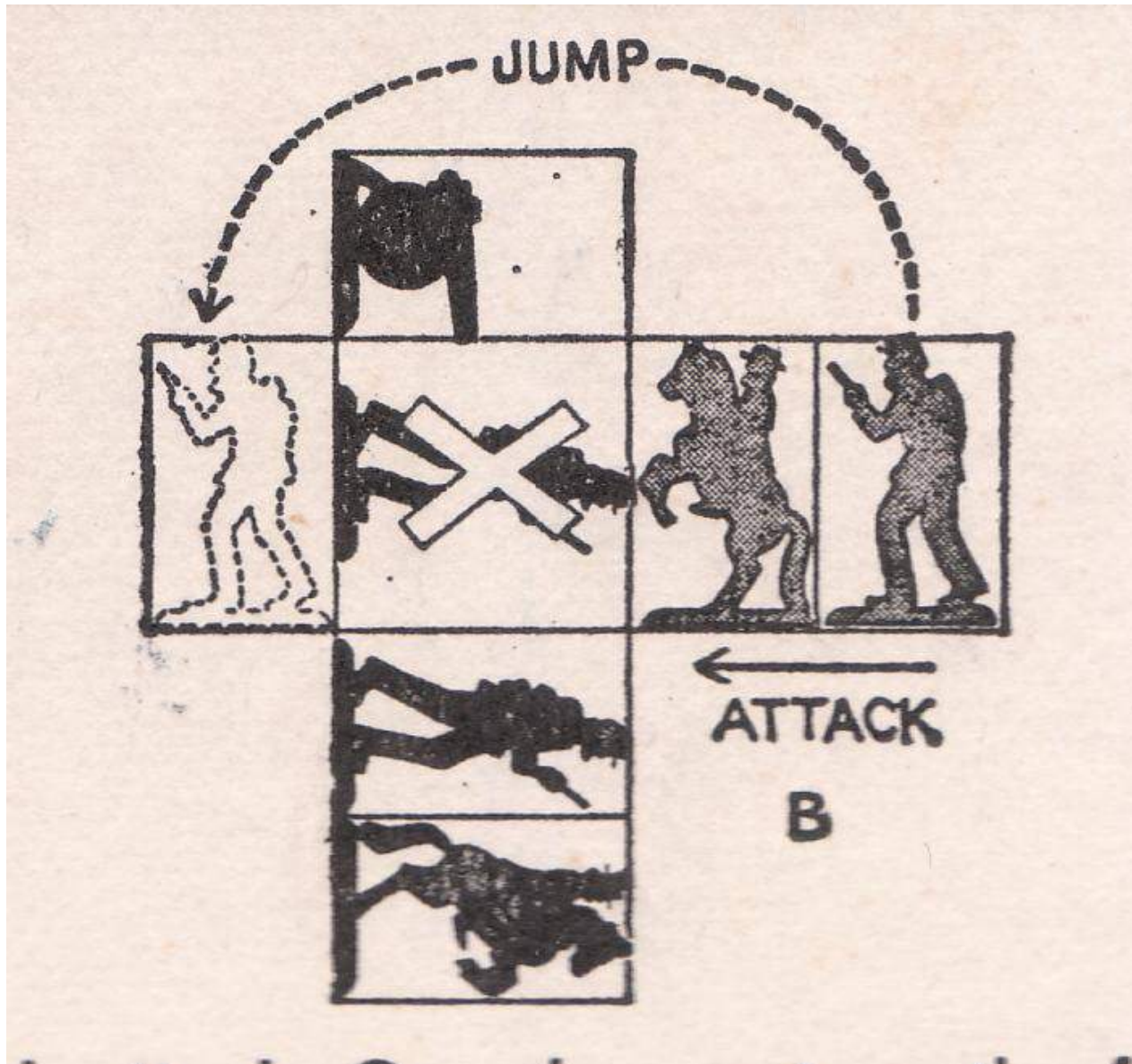
This image shows the Confederates on the left with their cavalryman up front, attacking a Union Infantryman. Notice the Confederate Infantryman can jump the Union Infantryman into an empty space. This image was taken by Robert Housch on January 4, 2015.

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 a piece is trapped at the edge of the water or an area where no squares exist. This image was taken by Robert Housch on January 4, 2015.

One may make an attack from any direction.



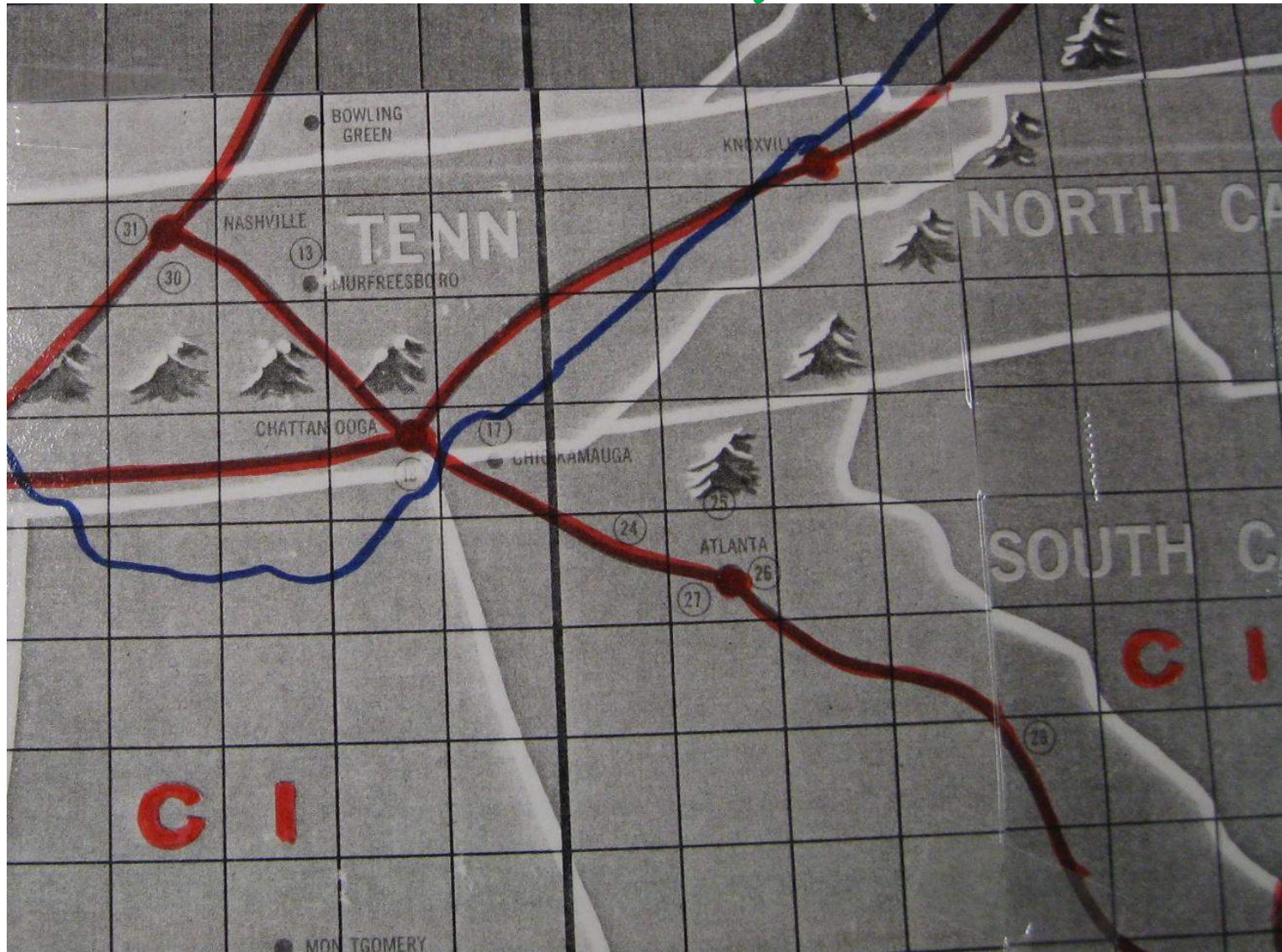
In this scenario, Gray has a battle strength of 3 versus Blue's strength of 2. The Gray (Confederate) Infantryman jumps and the Blue (United States) Infantryman is removed from the board. This image was scanned from Milton Bradley's "Battle Cry" game.

Note that battles may take place between a lone Infantry piece (Battle Strength 2) and a lone Cavalry piece (Battle Strength 1).



In this case the Infantry piece jumps and removes the opposing Cavalry piece from the board. This image was taken by Robert Housch on January 4, 2015.

A battle jump may take place on a mountain square and on a river or other body of water.



If one attacked when moving on a mountain square, or a river square, one does not have to wait another turn to get off the mountain or out of the river. This image was taken by Robert Housch in 2012.



You win by:

A. removing all of your opponent's pieces



This image is courtesy of [civilwartalk.com](http://civilwartalk.com).

You win by:

B. Having more captured/eliminated pieces than your opponent.



This image shows three Confederates captured at the Battle of Gettysburg. This image is courtesy of salon.com.

# Move the desks to face your opponent.

**You will need:**

Playing Map

Instructions

Playing Pieces and Dice

Books to hold down the edges of the map

**Be gentle with the soldiers. They are FRAGILE and need your patience.**

**Do not drop or throw the soldiers.**

# Movements and Strengths

**Movement**

**Battle Strength**

**Infantry**

**1**

**2**

**Artillery**

**2**

**2**

**Cavalry**

**2**

**1**

**Be gentle with the soldiers. They are FRAGILE and need your patience.**

**Do not drop or throw the soldiers.**