

Battle Cry

by Milton Bradley

This version uses state boundaries only; disregard squares and railroads. Consider these groups of small states as single "states" for game purposes: New Jersey/Delaware; Vermont/New Hampshire; Massachusetts/Connecticut/Rhode Island. The combat value of cavalry = 1, infantry = 2, artillery = 1 in attack, 3 in defense. Each player gets a poker deck of cards, but both players use the same Pinochle deck to resolve attacks.

Each player is trying to occupy as many enemy and neutral (green) states as possible, while preventing the opponent from occupying his states. A player does not need to occupy his own states to count them as his. The player with the highest total at the end of the game wins; equal totals are a draw. Note that the 2 un-named grey areas on the western map edge are not states, and may not be entered.

To begin, the Blue player places 4 infantry and 1 cavalry on any blue states, no more than one piece per state. The Grey player then places 3 infantry on any grey states, no more than one piece per state. Blue gets the first turn, then turns alternate. The moving-side player draws a poker deck card. The suit indicates the number of states from which he can move pieces: Clubs = 1 Spades = 2 Hearts = 3 Diamonds = 4

Players do not have to move any pieces, but if they do they may move some or all to any adjacent (neighboring) state. Pieces may move to different adjacent states. Moving into a state occupied by any enemy pieces is an attack. Artillery may not attack without being joined by at least 1 infantry or cavalry piece, which may come from the same or different states as the artillery as long as they are next to the attacked state.

To resolve an attack, total the combat values of all defending pieces involved in the combat, and subtract that total from the total of combat values of all attacking pieces. Add the difference to the 2 to 12 number derived from the top 2 cards drawn from the Pinochle deck. A result of 8 or more means the attack succeeds; otherwise it fails. The losing side eliminates a piece that was involved in the combat (owner's choice); it is out of the game and may not return as a reinforcement. If the attacker loses, he retreats any of his remaining pieces back into the states from which they attacked. If the defender loses, the attacking player moves any remaining pieces belonging to the opposing player (including pieces not involved in that combat) into any neighboring state or states (attacking player's choice). As much as possible, retreat should be toward states of the defending player's color, blue or grey. They may be retreated into states with combats still to be resolved, although the retreating pieces cannot participate in those combats. If forced to, pieces may be retreated through states occupied by the

enemy, but may not end up there; they must end on a friendly or neutral state unoccupied by the enemy. Retreat is never off the board.

After all attacks have been resolved, the moving-side player checks to see if reinforcements arrive. The value of the poker deck card drawn at the start of the turn indicates in which state a piece from the force pool box may be placed. The owning player chooses which piece remaining in the box to bring on. However, if the indicated state is occupied by the enemy, no reinforcements may be brought on that turn. A player must take reinforcements if possible because it affects the length of the game.

The game continues until one of the force pool boxes is empty.

Attacks at +6 or higher cannot fail, so no cards are drawn. No attacks at -5 or less.

ATTACKS	Ace	9	10	Jack	Queen	King
Ace	2	3	4	5	6	7
9	3	4	5	6	7	8
10	4	5	6	7	8	9
Jack	5	6	7	8	9	10
Queen	6	7	8	9	10	11
King	7	8	9	10	11	12

Blue

Ace	Minnesota
2	Iowa
3	Wisconsin
4	Illinois
5	Indiana
6	Michigan
7	Ohio
8	Pennsylvania
9	New Jersey/Delaware
10	Mass/Conn/Rhode Island
Jack	Vermont/New Hampshire
Queen	New York
King	New York

Grey

Ace	Texas
2	Louisiana
3	Arkansas
4	Mississippi
5	Alabama
6	Florida
7	Tennessee
8	Georgia
9	South Carolina
10	North Carolina
Jack	North Carolina
Queen	Virginia
King	Virginia