

**DECISIVE BATTLES OF THE CIVIL WAR**  
**Strategic Studies Group (SSG)**  
**GAME MANUAL**

**1. THE DECISIVE BATTLES GAME SYSTEM**

Decisive Battles of the American Civil War (Vol I) recreates six important battles from the first years of the War between the States. The American Civil War lasted four years and its one million casualties reflect the determination and ferocity with which it was fought. Hopelessly outnumbered in terms of manpower and materiel, the thirteen confederated southern states kept their secession hopes alive by dint of commitment, superior leadership and a fair amount of luck. The American armies which took the field in 1861 were little more than untrained militia, led for the most part by inexperienced officers and clumsily trying to copy the military systems of the major European powers.

Four years later these same armies were a match for any European contemporary. They had evolved new tactics to accommodate the vastly increased effect of musketry on the battlefield. The use of trench warfare so characteristic of the Great War some 50 years later was pioneered by American armies. Railways were used to expedite the flow of supplies and reinforcements to contested areas so that for the first time in the history of warfare, armies could stay in the field almost all year round.

In the end, of course, the Union triumphed. Robert E. Lee's surrender at Appomattox Courthouse in April of 1865 marked the effective end of the Confederacy. The Decisive Battles Game System has been specifically designed to recreate the battles of this era. Volumes II and III cover battles from the middle and latter years respectively.

To get started with the game, we recommend that you follow this sequence.

- (i). Read the specific information for your computer type in the scenario booklet for details on installation and start-up.
  - (ii). Play through the introductory tutorial described in the scenario booklet.
  - (iii). Select any scenario and start playing, referring to this manual as necessary. You should read the Player's Notes for a particular scenario before playing it for the first time as they contain useful background information.
- This manual contains two major sections. Part One, The Game Routines explains the operation of the game system and contains all that you need to know to play a game. Part Two,

WarPlanô explains the use of the scenario design routines, including WarPaintô, SSG's icon and terrain editor. While you do not need to read this section to play the game, it will provide some insights into the deeper workings of the game system. In addition, we would encourage everyone to find out just how easy it is to modify existing scenarios or create original work.

## 2. THE TYPES OF GAME MENUS

The order menus which drive the game can be divided into four types.

(a) Branch Menus - These menus signpost the route to other menus [2,4,7,9]. Note that most of them also provide some information.

(b) Information Menus - These menus provide specific information on the various forces and functions in the game [3].

(c) Action Menus - These menus are the centre of the game system. All of the orders used in the game are given through them [5,6,8,10,11,12].

(d) Single Function Menus - [1].

## 3. THE GAME MENUS DESCRIBED

### Menu H (Game Master)

This screen always appears at the beginning of each turn. It is common to both players. It is the first screen you will see after completing the scenario selection details and choosing <START>.

In the four lines of text above the menu window, you are told the date, the time of day, the current turn number and the total number of turns in the game.

Below the menu window you are told whether it is daylight, dawn, dusk or night and the weather condition.

### Menu 1 (Save Game Utility)

This is a single function menu which allows you to load or save a game, change the DOS path to the current disk or directory or load an 'auto saved game' if present.

To save a game, locate the <SAVE GAME> line with the arrow keys and type (RET). A large catalog window displays a list of current save game files. Use an arrow key to move the cursor bar to the location in which you wish to save the game. If that location contains an existing file, then the current game will be saved over that file. Empty slots are marked 'free'. When you have chosen a location, type (RET).

The menu window now displays the <COMMENT> and <SAVE IT>

lines. Choosing <COMMENT> allows you to edit both the name of the game and a three line synopsis. When you are ready, locate the <SAVE IT> line and type (RET).

To load a game, choose <LOAD>. Use the arrow keys to move the cursor bar to the desired game location and type (RET).

The chosen game will be loaded.

The <PATH> command allows you to change the current disk or directory for loading and/or saving games. The default is the directory from which the game was run. When typing disk identifiers, please type a colon (:) after the drive letter (e. g. B:). The path is limited to 26 characters.

Save game disks must be formatted by DOS before use.

The <LOAD AUTO> command will load an auto saved game if one is present.

## Menu 2 (Operations Master)

This is a branch menu. The information appearing above the menu window identifies the commander of the Army, his second in command if present and the name of the Army. The icon representing the Army HQ appears to the left of the commander's name. The information below the menu window tells you how many victory points your side has accumulated to date, a leader and troop casualty summary and whether you have more victory points than your opponent at this point in the game. IBM users are given an indication of their performance to date in the lower right of the screen. The game is considered contested if there is less than a 20% difference between each side's VP total. Otherwise you will be told you are winning or losing.

The menu window is divided into two sections. These are Operations and Reports.

The <ROSTER> function allows IBM users access to a detailed breakdown of their forces. Every HQ and brigade is listed, along with their strengths, artillery complements and current condition. Destroyed and reinforcing brigades are included. Use the arrow, home, end, or Pg Up/Down keys to locate individual units or to page through the report. Hit (RET) to select the unit high-lighted by the menu bar. The game map appears with the cursor identifying the chosen unit. Note that brigades have a 9-character I.D. in the IBM version.

We recommend that you examine the <MAP WALK> menu before issuing instructions, especially while you're learning the game.

Note that this same <MAP WALK> function is available in several menus to make information easier to access.

If you select <OPTIONS>, IBM users will be given access to five optional features. Menu 12 will give you all the details. Apple II/C-64 users have the <OPTIONS> line replaced with <RESIGN>. The <RESIGN> option is for use when, for whatever reason, you wish to end the game. The game will stop and the end of game screen will be printed. You will be prompted to avoid accidental resignations.

### Menu 3 (Map Walk)

This is an information menu. On selecting <MAP WALK> from Menu 2, 8, 10 or 11, the cursor is thrown into the map. Use the I,J,K,M keys, the arrow keys or the 1-6 keys to march the cursor across the map which will scroll once the cursor reaches the edge. Type (0) to centre the screen on the cursor.

At any time you may type (RET) to bring up the menu window. You may examine the ownership of hexes, examine the terrain by temporarily clearing units from the map or examine the terrain masked by the road network.

You may move the cursor from objective to objective either by naming the objective you wish to go to or using the arrow keys to cycle through them.

You may also move the cursor from unit to unit by naming the unit you wish to go to. The term unit describes any combat formation, either brigade or HQ.

Use the arrow keys to select the piece of information you wish to examine and then type (RET). To terminate a display, type (RET) to replace the cursor in the menu window, use the arrow keys to select the display you wish to turn off and type (RET) again to complete the process.

More than one display may be examined at the same time. Be warned, however, that in some cases the information from one display will overprint another. Once you have finished, type (ESC/f1) to return to Menu 2. All displays will be turned off.

You can (and should) use this menu to get information on enemy units. It is also useful for examining terrain, especially in active portions of the map, and as a source of information on the condition of friendly units. The information appearing to right of the map describes the contents of the hex identified by the cursor. What information you see depends upon what is in the hex.

The majority of hexes will be empty, nor will an objective be present. For these hexes, you will be told the movement point cost for entering the hex, how much natural cover or protection the hex will offer to an occupant and the

expected visibility or sighting into or through the hex. Below this information, the terrain type is named and below this name is a three-part iconic display. In the left-hand compartment you are shown the terrain icon for the hex. In the centre compartment you are shown a schematic summary of the location of the cursor in relation to the whole battlefield. In the right-hand compartment the nationality icon of the side controlling the hex is displayed.

If an active objective is present in the hex, the middle part of the report will display its details. You are told for which turns the objective is active, how many turns you have held the objective to date and the number of VPs awarded for its control, both on a per turn basis and at end of game. The name of the objective appears above the terrain type name.

If an enemy unit is present in the hex, the top part of the report will display its details. You are shown an iconic representation of the enemy unit. Underneath this you are told whether the unit is in line or column and whether it appears steady or shaken. A unit is shaken when its current cohesion value is 3 or less, unless it occupies a fortification.

As you can see by moving the cursor around the maps, all of these displays are separate from each other. However, when a friendly unit occupies a hex, all information on the display except for the terrain name and the three-part iconic display are replaced with data on the friendly unit.

A brigade report contains the following information. A boxed display identifies the brigade, its type and its current order. At the top of the screen you are shown the HQ icon of the formation to which the brigade is attached. The name of this HQ, its current order and the objective, if any, it has been directed to are also displayed. Where two objectives are shown, you should read this as the second objective being the real one. The first objective simply defines the line of march.

There are four separate icons directly above the brigade ID. They provide a simple summary of the status of the brigade. From left to right the icons display the brigade type icon, whether the brigade is shattered or occupies a battlefield entrenchment or fortification, whether the brigade is within the communication range of its superior HQ and finally whether an order has been issued to the brigade for this turn.

Below the brigade ID are details of the brigade's current effective strength (rounded off to the nearest 100 men), the

number of guns attached to the brigade, the current cohesion level and the experience and leadership ratings of the brigade.

#### In Summary

A summary of the effects of the <MAP WALK> menu appear below.

**Control.** All terrain icons are replaced with the Union or Confederate control icon. Hexes containing units do not display a control icon; in every case a hex occupied by a unit will be controlled by that unit. It is difficult to overstate how important hex control is in the play of the game. Units in friendly territory are not usually visible to the opposing player.

**Roads.** The road network is temporarily removed to reveal the hex types underneath.

**Clear.** All units are temporarily removed from the map to reveal the hex types underneath.

**Name Objective.** A cursor appears above the menu window. Type in the name of the objective you wish to examine. Once the computer has enough letters to distinguish it from other objectives, the screen and cursor will centre on that objective.

**Cycle Objective.** The cursor appears on the nearest objective and from there the arrow keys are used to cycle the cursor from one objective to the next.

**Name Unit.** A cursor appears above the menu window. Type in the name of the unit you wish to examine. Once the computer has enough letters to distinguish it from other units, the screen and cursor will centre on that unit.

#### Menu 4 (Army Master)

This is a branch menu. The screen has centred on your present location; i.e. your Army HQ. If the Army HQ has not yet arrived on the battlefield, the screen will centre on its scheduled arrival hex. The Army ID is repeated above the menu window while the personal status of the Army commander and his second in command is given below the window. The army leaders can be OK, wounded, captured or killed.

You use this menu to choose the location you wish to send your Army HQ to and to select the personal profile you wish to adopt for the next hour of the battle.

#### Menu 5 (Move Army HQ)

This is an action menu. There are four mechanisms by which you can move your Army HQ.

Position the cursor over the <OBJECTIVE> line and type

(RET). You will be allowed to name the objective you wish to move your Army HQ to or use the arrow keys to cycle through the available objectives until you locate the one of your choice. Only objectives currently under friendly control may be selected.

Position the cursor over the <CONTROL> line and type (RET). The pinwheel appears in the menu window and you may select a Corps HQ from it. The Army HQ will move to the Corps HQ. This line will be overprinted with a solid bar if there are no corps under your command.

While an Army HQ occupies a hex adjacent to the Corps HQ and its last move order was to that Corps HQ, it assumes direct command of the formations subordinate to the Corps HQ as though they were its own.

If none of the above mechanisms will allow you move your Army HQ to its desired location, position the cursor over the <CURSOR> line and type (RET). You will be given control over the cursor appearing on your current Army HQ location. Use the arrow keys, the 1-6 keys or the I,J,K,M keys to move the cursor to the chosen location and then type (RET). Only hexes under friendly control may be selected. Your Army HQ has now been ordered to that location.

If you wish to cancel an Army HQ move or to halt HQ movement, select <STAND>.

Once ordered to move, an Army HQ will take the quickest route to its chosen destination and become stationary once it reaches that location. Remember that the staff effectiveness rating of your Army HQ will be slightly reduced while it is moving. A careful commander will do his best to keep HQ movement to a minimum.

An Army HQ may directly supersede the orders of any friendly brigade within four hexes of its location as explained in subsequent menu descriptions. Similarly, your Army HQ staff rating is temporarily reduced when enemy brigades are within five hexes of the HQ's location. You should keep these two points in mind when positioning your Army HQ.

#### Menu 6 (Personal Profile)

This is an action menu. Basically, you must choose the level of personal danger you wish to expose yourself to for the next hour. There are pros and cons for each choice. Your choice will remain active until you change it in a subsequent hour or conditions make it ineligible. The default profile is sensible.

Heroic. You will only be allowed to choose this profile if there is a targeted friendly brigade within four hexes. You

and a small escort are considered to have moved into the front line to personally direct the battle.

For the hour immediately following your decision to be heroic, there will be a temporary reduction in your Army HQ staff value. As compensation, all targeted brigades within three hexes of your Army HQ will receive a combat bonus. Leading by example may be the only way to prevent a disaster. However, the cost of courage is not cheap. You will be exposed to enemy fire and bayonet point. You run the risk of being wounded, incapacitated or even killed. Furthermore, the rest of your Army will be virtually leaderless until you return to your Army HQ. You will not be allowed to select a heroic profile after the Army commander has suffered either a killed, wounded or captured combat result.

To put this profile in perspective, you should find that in most of your battles you never have to select it!

**Bold.** You will only be allowed to choose this profile if there is a targeted friendly brigade within four hexes. In this case, you remain at your HQ and have chosen to maintain a high profile for the purpose of stiffening your men.

A small combat bonus is conferred on targeted friendly brigades within four hexes at a cost of some danger to yourself and a slightly reduced staff efficiency

This profile should be selected when all is going well (i.e. you have no need to send off new orders to your subordinates) and you wish to get your men off to a good start.

**Sensible.** You have chosen to expose yourself to the normal level of danger present on the nineteenth century battlefield. This is roughly equivalent to a 2% chance of being killed or wounded in a normal day's fighting. All brigades within command radius of your Army HQ may be stiffened by your presence or they may ignore you. In any case, your staff effectiveness rating will not be affected.

**Cautious.** The difference between a cautious profile and a sensible profile is small. By selecting a cautious profile you are reducing the risk of personal danger to zero. You also give up all chance of inspiring your men. There is no change to your staff effectiveness rating. You should not confuse cautious with cowardly; I'm sure there are no Schimmelpennings (a luckless Union General found hiding in a pig-sty after the Battle of Gettysburg) playing this game.

Which of the two latter profiles you choose will depend on the local situation. It really boils down to how lucky you feel.



### Menu 7 (HQ Select)

This is a single function menu. The pinwheel appears in the menu window and you may use the arrow keys to select any of the Corps or Division HQs directly subordinate to your Army HQ. Note that Division HQs subordinate to Corps HQs do not appear in the pinwheel unless your Army HQ is temporarily directing the Corps HQ as explained in Menu 5. Brigades never appear in the pinwheel. If the radio flag is on then Corps headquarters are not used in the game. The pinwheel bar identifies the HQ which is centred on the screen. The information available for each subordinate HQ is as follows. The top two lines of the screen show the ID of the HQ and its current command, either offensive, defensive or reserve. A HQ with an offensive command can have up to two objectives displayed beneath its ID. A HQ with a defensive command will have one objective displayed below its ID. A HQ with a reserve command will have no objectives displayed beneath its ID.

There are four separate icons directly above the menu window. They provide a simple summary of the command status of the HQ. From left to right the icons display the on-screen HQ icon (corps or division), the HQ type (infantry or cavalry), whether the HQ is within the communication range of the Army HQ and finally whether a command has been issued to the HQ for this turn. Obviously, a HQ cannot receive a command while it is out of communication.

Below the menu window you are told the leadership and staff ratings of the HQ. If the HQ commander has been incapacitated (i.e. killed, wounded or captured) then the leadership line will tell you there is a new commander. You are not told how capable he is! To issue a command to the selected HQ, type (RET).

### Menu 8 (HQ Order)

This is an action menu. It is used to give the HQ its orders for the next hour.

HQs which are out of communication with the Army HQ will only be able to access the <MAP WALK> line in the menu. A message in the menu box will inform you that the HQ is out of command. HQs which are in communication with the Army HQ will have access to the full range of options in the menu. There are three command types, the effects of which are explained below. Note that the chosen command type will have an effect on both communications and combat.

The Offensive Command. An offensive command allows the Army

commander to select either a friendly or enemy controlled objective as the destination for the HQ. Furthermore, an additional objective may be specified to define the route of march.

Position the cursor on the <OFFENSIVE> line and type (RET). You can use the arrow keys or the name routine to locate the chosen objective. Type (RET) to accept the objective. When issuing this command, you must specify the manoeuvre point as the first objective and the intended destination as the second objective. If you don't need to include a manoeuvre point, you must type (RET) twice. Once you have completed this routine, you are returned to Menu 7.

A corps HQ which has been given this command will check its subordinate formations and, where necessary, amend their orders to comply with the new command. How quickly this happens; indeed, whether it happens at all will depend on the leadership rating of the corps HQ. The corps HQ itself will accompany one of its subordinates. Note that the HQ icon is not allowed to enter enemy controlled territory. Remember that to supersede the authority of a corps HQ over its subordinates, you will have to select that corps HQ from Menu 5 and wait until you are adjacent to it.

A division HQ which has been given this command will execute it as soon as conditions allow. A poor division commander may take longer to obey his command than a capable officer. A division in contact with the enemy may take some time to disengage.

Once a formation reaches its destination it will 'listen' and look for enemy units. Should any be detected within 5 hexes, then the formation will march to engage them; i.e. they will march to the sound of the guns. Note that formations subordinate to a corps HQ may not all take exactly the same route as specified for the corps HQ nor will they all select the same objective; they will not, however, stray very far away. If there are no visible or audible enemy, then the formation will deploy to defend its objective(s).

Do not attempt a major redeployment of engaged troops. You will almost certainly end up with a disaster.

The Defensive Command. A defensive command allows the Army commander to select a friendly controlled objective as the destination for the HQ. You will not have access to enemy controlled objectives.

Position the cursor on the <DEFENSIVE> line and type (RET). You can use the arrow keys or the name routine to locate the chosen objective. Type (RET) to accept the objective. Once

you have completed this routine, you are returned to Menu 7. The command is implemented much the same as the offensive command except that formations which have reached their destination will not march to the sound of the guns but will deploy and defend their objective. There is always a small chance that a commander who is out of communication with his superior will spontaneously decide to march to the sound of the guns.

The Reserve Command. A reserve command instructs the subordinate HQ to withdraw from action and rest or simply to wait in place until the appropriate time for its employment. A corps HQ with a reserve command will usually call off any attacks made by its subordinates. Offensive commands will be changed to defensive or reserve commands depending on circumstances.

A division HQ will instruct its component brigades to withdraw from action where applicable and to recover lost cohesion. Brigade responses are covered in the notes accompanying the description of Menus 10 and 11.

Note that cavalry formations will generally continue in a screening role until a deterioration in their own condition compels a withdrawal.

Do not confuse the HQ reserve command with the brigade reserve order. They are quite different.

Special Note. On the first am turn of any day after the first day of a battle, you may be allowed access to all the corps and division HQs subordinate to the army HQ. See the note in Chapter 6 for more details.

#### Menu 9 (Brigade Select)

This is an information menu. Brigades are the combat units in the game. All of the actual fighting is done by them. The orders which they can be given are generally dependent upon their current circumstances. The information given here on each brigade is exactly the same as you see when you access the brigade through the <MAP WALK> routine. Use the arrow keys to cycle through the brigades.

When the <RADIO> flag is set for a scenario, all brigades can be accessed by the army HQ from this menu. When the flag is not used (thus recreating a more authentic nineteenth century battlefield), only certain brigades can be accessed by the army HQ through this menu.

These brigades are: all brigades which are directly attached to the army HQ and which are in communication (including brigades directly attached to a corps which is being temporarily superseded by the army HQ); all brigades within 4 hexes of the army HQ which are in communication, no matter

to whom they are subordinated.

Note that those brigades within four hexes which are subordinated to a corps or division HQ will display the order which their commander has chosen for them this turn. You may override the order if you wish.

Independent brigades attached directly to the army HQ which are out of communication cannot be accessed at all and you will have to rely on their commanders to do the right thing. Note that you may always access every brigade through the <MAP WALK> routine; you just won't be able to tell it to do anything.

Once you have selected the brigade you wish to assign an order to, type (RET) to bring up the brigade order menu. There are two distinct brigade order menus. Which one you get is determined by your proximity to enemy units.

A brigade adjacent to an enemy brigade will always use the engaged order menu. A brigade within two hexes of an enemy brigade will generally use the engaged order menu. The exceptions are when a river, bridge or ford intervenes, when the friendly brigade is unsighted or when a prohibited hex intervenes. A brigade more than two hexes away from all enemy brigades will always use the manoeuvre order menu. An engaged brigade is distinguished on the screen from a manoeuvre brigade by the fact that the intended target of the engaged brigade is identified by the battle cursor.

#### Menu 10 (Engaged Order)

This is an action menu. The engaged order menu appears at the bottom of the information panel. Some of the information concerning the brigade has changed.

The top four lines show the type of enemy unit targeted, whether it is in column or line formation (mounted/dismounted for cavalry, limbered/unlimbered for artillery) and whether it is steady or shaken. A brigade will be shaken if its cohesion is less than 4 unless it is in a fortification.

The four status icons and the brigade ID do not change.

There is some additional information concerning the equipment of the brigade. You are told both the type of small arms and the type of artillery used by the brigade.

The <MAP WALK> routine is identical to the routine available through Menu 2. Below the <MAP WALK> line are the four options available to an engaged brigade.

Note that a surprised brigade will have these options replaced with a message that informs him of his bad luck.

Only brigades moving in column can be surprised. Brigades

which are encamped are always considered to be in column for this purpose.

To select an option, position the cursor on the appropriate line and type (RET). You will be returned directly to Menu

9. The four options are.

**Assault.** This option is available to all brigades adjacent to their targeted enemy opponent unless a river hex-side intervenes. It is a full-scale brigade charge combined with a volley of musketry. The targeted enemy brigade will almost always fire before the charge goes in so that a well positioned, determined defender is very difficult to dislodge on a one-on-one basis. If you are not adjacent to your opponent, you will be denied access to the <ASSAULT> line.

**Skirmish.** This option is always available when the enemy brigade is two hexes away. It may or may not be available when the enemy brigade is adjacent. Your brigade is told to stand and fire at its opponent when he is adjacent or to send a couple of regiments forward to harass your opponent if he is two hexes distant.

This is the order which gives you the best chance to fire first, particularly if you did not move in the previous turn. The artillery component of a brigade cannot fire if the brigade moved in the previous turn unless the brigade is cavalry.

If you are adjacent to your opponent, not in a fortification, not separated by a bridge, ford or river hex-side and the combined cover values of your hex and your opponent's hex are less than 4, you will be denied access to the <SKIRMISH> line.

**Advance.** This option is always available when the enemy brigade is two hexes away. It is also available when your opponent is adjacent and separated from you by a river hex-side. Where possible, the order will move you adjacent to your opponent. The brigade will deliver a volley of musketry but generally not until all stationary brigades have fired first. Use this order to get into position to deliver an assault.

**Withdraw.** This is the only option which is always available to an engaged brigade, regardless of whether it is one or two hexes away. The brigade will attempt to move out of contact with both its opponent and any other enemy present. A cavalry brigade given a withdraw order will fight as though it had a skirmish order but move as though it had a withdraw order.

## Menu 11 (Manoeuvre Order)

This is an action menu. The manoeuvre order menu appears at the bottom of the information panel. Some of the information concerning the brigade has changed.

The information above the brigade ID does not change. Below the brigade ID you are told whether the brigade is in line or column (mounted/dismounted for cavalry, limbered/unlimbered for artillery), its size and artillery strength, the number of movement points available for the coming turn and the maximum number of hexes it may move regardless of its MP allowance.

The <MAP WALK> routine is identical to the routine available through Menu 2. Below the <MAP WALK> line are the six options available to a manoeuvre brigade. Note that a manoeuvre brigade cannot be surprised.

Column/Objective. A brigade attached to a division will display the <COLUMN> line, a brigade attached to a corps or army HQ will display the <OBJECTIVE> line.

This means that a brigade attached to a division cannot be given a separate objective; placing it in column will direct it to the current objective of its division HQ. An independent brigade may be given a separate objective.

Position the cursor on the <COLUMN> line and type (RET). You will be returned directly to Menu 9. Position the cursor on the <OBJECTIVE> line and type (RET). The cursor will move to the map and centre on the brigade's last objective. If there is no last objective, the cursor will centre on the nearest objective. Use the arrow keys or the name routine to locate the chosen objective and type (RET). You will be returned directly to Menu 9.

Deploy. This order allows the commander a one hex radius in which to reposition the brigade. Position the cursor on the <DEPLOY> line and type (RET). The cursor will move to the map and centre on the brigade. The brigade icon will flash alternately with an indicator icon to show the direction the brigade will move in.

Use the arrow keys to redirect the indicator icon and type (RET) when it is facing in the chosen direction. Once a direction has been chosen, the indicator icon will disappear to be replaced with an action icon over the chosen hex. In the ensuing turn, the brigade will move into the hex identified by the action icon.

Regroup. A brigade with a regroup order will attempt to move as quickly as possible to its superior HQ. Position the cursor over the <REGROUP> line and type (RET). You will be returned directly to Menu 9. A brigade to which the division

HQ is attached cannot regroup; rather it will act as the locus for regrouping by other brigades in the division.

Stand. A brigade with a stand order will stay exactly where it is. Position the cursor over the <STAND> line and type (RET). You will be returned directly to Menu 9.

Reserve. A brigade must be in reserve to recover lost cohesion. Never miss an opportunity to put a brigade into reserve if its cohesion is fair or worse. Position the cursor over the <RESERVE> line and type (RET). You will be returned directly to Menu 9. Brigades in reserve will not move and are automatically surprised if they enter the engaged order routines. Shattered brigades cannot go into reserve if their cohesion is 4 or greater. Other brigades cannot go into reserve if their cohesion is 6 or greater.

Brigades with objective/column or regroup orders will move in column (mounted for cavalry, unlimbered for artillery). If they are forced into the engaged order routines while they have these orders, there is a chance they may be surprised. The higher the leadership and experience, the lower the chance of being surprised. A surprised brigade is considered to have had insufficient time to deploy for combat and suffers accordingly.

Battlefield entrenchments can be dug by certain infantry brigades. A side must be specified in the briefing setup as capable of entrenchment. If this is the case, then infantry brigades which do not move or fire in a particular turn may dig a battlefield entrenchment. The entrenchment will disappear as soon as the brigade leaves the hex or is given an assault order. Shattered brigades will not benefit from entrenchments. Battlefield entrenchments are treated as fortifications with a value ranging from 1 - 3.

## Menu 12 (Options)

There are five options available.

The <RESULTS> line will tell you the final score if the scenario were to end at this point. Hit any key to return to the options menu.

The <ADVICE> line will display a couple of paragraphs of handy hints for the scenario. Hit any key to return to the options menu.

The <RESIGN> line operates as explained in Menu 2.

The <SOUND> line toggles the sound on/off.

The <AUTO SAVE> line activates the Auto Save feature. When Auto Save is on, the scenario in play will be saved at the end of each turn. Only one file is maintained and it is overwritten each turn with the current turn. This file can be

loaded using the <LOAD AUTO> line in Start Menu C.

#### 4. THE GAME SYSTEMS

The major systems which operate within the game are sighting (visibility), communications, combat, cohesion and manoeuvre. There is quite a bit of inter-relation between these systems but for ease of clarification they have been discussed separately.

To play the game, all you need to know is what the menus do and how to use them. To understand what is going on behind the scenes and to play the game well, you should read this chapter carefully.

##### Sighting

After a couple of introductory games, most people will want to play the game with the <EXPOSED> flag switched off. Not knowing where all your opponent's troops are, not knowing how many he has, add a completely new dimension to the play of the game.

The sighting rules work like this. There are two mechanisms by which a unit may be sighted. The first is by the eyeball contact of a friendly unit, the second is by a patrol picket represented in the game by the hex control icons you can observe in the <MAP WALK> routine.

Each terrain type on the map has a cover value assigned to it. These values can be found from the <MAP WALK> routine. The computer sums the cover values between each friendly unit and every enemy unit within five hexes, including both the hex occupied by the friendly unit and the hex occupied by the enemy unit.

The sighting value is increased by 4-15 points for each of the following conditions which apply; overcast, rain, snow, dawn, dusk, night, heavy fog and light fog.

The sighting value is increased by 8 for each intervening hex. A random number of 0-7 is added. If the final sighting value is less than 56, the enemy unit is sighted.

Furthermore, the maximum sighting range at night or in heavy fog is one hex. As you can see, it is possible for a unit which sights an enemy unit to remain undetected by that enemy unit!

A sighting check is made at the end of each turn and all units which have been sighted by this mechanism are so flagged and become visible on the map.

The second mechanism for sighting has nothing to do with enemy units or terrain type. Whenever a friendly unit moves adjacent to an enemy control icon, it is flagged as picketed



and immediately becomes visible on the screen.

Simultaneously with this, as the friendly unit moves across the map, it switches the control icon of every hex adjacent to its path except hexes across a river, bridge or ford hex-side and hexes adjacent to an enemy unit. For example, you would only see the first unit of a column of troops moving along a road which was enemy controlled at the start of the turn. It would be up to you to decide if the force was a single brigade or a whole corps!

A picket check is made every time a unit moves and the picket flag is set as soon as a positive result is triggered.

At the beginning of each turn, the sighting status of all units is updated. All units with the picketed flag set become unsighted. All units with the sighting flag set become picketed.

### Communications

When you play the game with the <RADIO> flag set, there is no need to worry about communications at all. You are always in control of every HQ and brigade in your force. Again, however, after you have played a couple of games, you will want to experience a more authentic battle environment. Switching the <RADIO> flag off will introduce you to the frustrations and challenges of the pre-twentieth century battlefield. With both the <RADIO> and <EXPOSED> flags switched off, you can be sure of a very exciting experience.

At the beginning of each turn, every brigade and HQ on the board except for the army HQ makes a check with its superior formation. As a result of this check, every brigade and HQ will be either in communication or out of communication. Army HQs are always considered in communication. Troops yet to arrive on the battlefield are always out of communication.

Whether a brigade or HQ is in communication or out of communication is displayed in its status report as described in Menus 7 and 9.

The mechanism by which this judgement is made is as follows. The distance between the unit and its superior unit is measured in hexes and cross-referenced to the communications table. The number obtained is the base chance measured against a random 15 (i.e. a number between 0 and 15) that the unit will be in communication.

There are several variables which modify the base chance before it is checked against the random number. Note that the base chance can never fall below 0; i.e. there is always

at least 1 chance in 16 that a unit will be in communication.

Time of Day. Night (-4), dawn, dusk (-2).

Weather. Rain, snow, heavy fog (-3), drizzle, light fog (-1).

Staff Rating. Add the staff value of the testing unit's HQ.

Corps Modifiers. Infantry corps (0), cavalry corps (+4)

Division Modifiers. Infantry division (0), cavalry division (+6), army HQ (+2), corps HQ (0).

Brigade Modifiers. Infantry brigade (0), mounted infantry, artillery brigade (+6), cavalry brigade (+8), army HQ (+2), corps HQ (1), division HQ (0).

Miscellaneous Modifiers. For army HQs: -2 if enemy brigade within 4 hexes, -1 if moved last turn, -3 if heroic, -1 if bold; for corps HQs: -1 if enemy brigade within three hexes, -1 if offensive command.

### First am Turn Provisions

On the first move turn of each day after the first day of the battle, there may be a special opportunity to issue commands to corps and division HQs. If there have been 6 consecutive no move turns (i.e. the move value in the briefing routine is set to 0, then an army HQ will be allowed access to all on-map HQs for command purposes. This is to simulate the nightly briefing which would (should) have occurred.

An army commander will have the most control over his forces when his army HQ is not engaged, is stationary and the weather is good. The more you move around, the more closely you get involved in the action, then the more tenuous will be your control over your troops.

You must strike the right balance between committing yourself personally and directing your army efficiently. The player who does this consistently better than his opponent will win.

### Combat

After you have issued commands and orders to your troops, the first on-screen events you will witness after selecting the <RUN 5> line are the combat reports. The target unit of each battle is identified by the action icon and all brigades attacking it are identified by indicator icons.

The information panel describes the battle represented on-screen by the combat icons. The attacker's information always appears above the defender's information.

The combined strength of all attacking brigades is shown

together with the defending brigade's strength. The combat result is shown as a number of hits and a cohesion loss. The relationship between hits and cohesion is detailed later in this section and an explanation of cohesion provided in a later section. Leaders may be killed, wounded or captured. Firstly, you need to know who fights who, in what order these fights are carried out and what factors are used to calculate fire and melee values.

**Target Selection.** Only brigades select targets. Brigades and HQs may be selected as targets. Each brigade must select one eligible enemy unit within its range as its target. Target selecting priorities are as follows. Note that occasionally they will be violated to reflect the uncertainty of war.

Each brigade will select the closest enemy brigade.

Each brigade will select an untargeted enemy brigade in preference to an already targeted enemy brigade.

Each brigade will select a deployed enemy brigade in preference to an enemy brigade in column.

Obviously, this routine is used only when there is more than one potential target.

In summary, this means that adjacent enemy units will almost always be chosen in preference to more distant enemy units and that multiple brigades cannot gang up on a single brigade unless it is alone.

**Sequence of Attack.** Each brigade fires and/or melees separately. For convenience of combat reporting, however, all attacks against a single unit are displayed as a combined attack. The screen would look too messy if we did it any other way. We tried several display systems. What we ended up with is by far the best. There is no distinction between sides in these combat routines.

Not every brigade which selected an opponent in the target selection routine is actually eligible to attack. Artillery brigades which moved in the preceding turn cannot fire. Similarly, the artillery component of non-artillery brigades which moved last turn will not contribute to their brigade's fire value unless the brigade type is cavalry.

All other attacking brigades fall into one of four categories. All brigades within one category will attack before any brigades in subsequent categories will attack. Within a category, every brigade consults a formula to determine the order of attack.

The four categories are.

(i). Infantry and mounted infantry in line, dismounted cavalry (unless with assault orders) and unlimbered artillery which did not move in the preceding turn.

- (ii). Infantry and mounted infantry in line, dismounted cavalry (unless with assault orders) and unlimbered artillery which did move in the preceding turn.
- (iii). Infantry, mounted infantry and cavalry which has been surprised (i.e. in column).
- (iv). Cavalry with assault orders. For game purposes, this is considered to be a cavalry charge. Note that any brigade with a small arms type which has a range of 0 also fits into this category. There are no such unit types in Civil War battles. A Zulu impi, for example, would have a small arms type with 0 range.

Within each category, the mechanism used to determine the sequence of attack is calculated from the following formula.  

$$\text{Cohesion} + 0.5 (\text{lead.} + \text{exp.}) + \text{brigade type} + \text{brigade order} + \text{rnd} (3)$$

Where brigade type is artillery (+4), all others (0) and brigade order is skirmish (+6), assault or advance (+2), withdraw (0). Note that a cavalry brigade with a withdraw order is treated as though it had a skirmish order for the purpose of determining the sequence of attack.

In summary, every attacking brigade has been assigned a position in the firing order. Properly deployed, prepared troops will generally fire first. And, as you will see from the firing mechanics, firing first is a tremendous advantage.

**The Fire Value.** Each brigade determines its fire/melee value according to the following data.

- (i). Artillery Brigades
  - (a). Add all battery strength points
  - (b). Add 1 for each point of experience above 4
  - (c). Add 1 for each point of leadership above 4
  - (d). Add rate of fire value
  - (e). Add effectiveness value (if opponent is adjacent)
  - (f). Add penetration value (if opponent is not adjacent)
  - (g). Subtract 2 for every intervening hex
  - (h). Subtract half of the cover value of the firer's hex (unless in a fortification)
  - (i). Subtract the cover value of the target's hex (unless in a fortification or the target has an assault order)
  - (j). Subtract twice the fortification value of the target's hex (unless the target has an assault order)

All artillery brigades have a maximum fire value of 6 in rain, snow, heavy fog or at night. Artillery brigades with a withdraw order may not have a fire value greater than 8.

The fire value of the artillery component of other brigade types is calculated in the same way.

(ii). Infantry, Mounted Infantry and Cavalry Brigades

Note that cavalry brigades with assault orders and all brigades with a small arms range of 0 are treated differently.

(a). Add all of the first 8 strength points, half of the next 8 strength points and one quarter of the remaining strength points

(b). Add 1 for each point of experience above 4

(c). Add 1 for each point of leadership above 4

(d). Add 1 for every regiment in the brigade above 4

(e). Add fire value of the small arms type

(f). Add twice the melee value of small arms type (if order is assault)

(g). Subtract half of the cover value of the firer's hex (unless in a fortification)

(h). Subtract the cover value of the target's hex (unless in a fortification or the target has an assault order)

(i). Subtract twice the fortification value of the target's hex (unless the target has an assault order)

Surprised brigades cannot have a fire value greater than 2.

Brigades with a withdraw order cannot have a fire value greater than 8. Note that cavalry brigades with a withdraw order are treated as though they had a skirmish order.

Brigades with a small arms range of 0 cannot have a fire value greater than 2. Brigades have a maximum fire value of 6 in rain, snow, heavy fog or at night. Brigades firing at a non adjacent opponent have their fire value reduced to 25%.

(iii). Cavalry Brigades with Assault Orders

This group includes all brigades with a small arms range of 0 who are assaulting.

(a). Add all strength points

(b). Add 1 for each point of experience above 4

(c). Add 1 for each point of leadership above 4

(d). Add 1 for every regiment in the brigade above 4

(e). Add twice the melee value of small arms type (if current order is assault)

(h). Subtract twice the cover value of the target's hex (unless in a fortification or the target has an assault order)

(i). Subtract three times the fortification value of the target's hex (unless the target has an assault order)

Brigades have their fire/melee value reduced by 50% in rain, snow, heavy fog or at night.

As a final modifier, the current cohesion rating of a brigade affects its fire value. Cohesion value 6 or 7 = no effect, 4 or 5 = 75%, 2 or 3 = 50%, 1 = no fire value.

All brigades with an assault order are eligible to receive a combat bonus if a heroic army commander is within four hexes. This bonus can be as much as 50% again of the brigade's fire value.

The fire value is the principal factor used in calculating how much cohesion a brigade loses as a result of being fired upon. Cohesion is explained in the following section.

### Cohesion

The gradual reduction in a brigade's fighting ability throughout the game is measured through a fluctuating Cohesion Value. The cohesion value is decreased as a consequence of taking losses from combat. The cohesion value can only be increased while a brigade is in reserve.

As soon as a brigade's cohesion value drops to 0, then the brigade is removed from play.

As soon as a brigade's cohesion value drops to 2, it shatters. There is no additional effect when a shattered brigade's cohesion value drops to 2.

If the shatter flag in the brigade creation screen is set to 1, then the brigade begins the game in a shattered condition. If the flag is set to 0, then the brigade begins the game in a normal condition.

A normal brigade may recover to a cohesion value of 6. A shattered brigade may recover to a cohesion value of 4. During night turns, normal brigades may sometimes recover to a cohesion rating of 7, shattered brigades may reach a cohesion rating of 5.

A brigade's cohesion value can only drop as a consequence of sustaining casualties in combat. Each time a brigade is a target for enemy fire, it immediately checks to see if a cohesion value loss has occurred. This loss is implemented immediately.

The procedure for calculating a brigade's cohesion value loss is given below. Note that HQs do not have a vulnerability value. If they are subject to enemy fire, they make an automatic retreat of 2-4 hexes.

Step One. Calculate the target's vulnerability value using the following formula.

Current Cohesion + 0.5 (lead. + exp.) + brigade type + brigade size + rnd 3

where brigade type is artillery (8), infantry (6), mounted infantry, cavalry (4), all surprised brigades, all reserve

brigades (0) and brigade size is 1-4 SPs (0), 5-8 SPs (1), 9-16 SPs (3), 17+ SPs (6).

Step Two. Compare the fire value with the vulnerability value to obtain the number of hits scored. Table 2 gives the details.

Each hit scored is one random (1) chance of causing a cohesion loss except against a brigade with a withdraw order or a brigade with the encamped flag set. In the former case it is one random (3) chance of causing a cohesion loss and in the latter case it is an automatic loss of one cohesion point.

Step Three. At the completion of all combat, each brigade fired on makes a cohesion check to see if its current orders are over-ridden. The test is:

Current Cohesion + 0.5 (lead. + exp.) + fortification value  
+ tactical factor + confidence factor + command factor +  
current order + previous turn + rnd 7

where tactical factor is fired at through frontal hex-sides (4), enfiladed (0), the confidence factor is the number of friendly brigades within three hexes minus the number of enemy brigades within 2 hexes, the command factor is heroic army leader in range (3), bold army leader in range (2), sensible army leader in range (1), cautious army leader in range (0), current order is assault (2), withdraw (-2).

Note that an account is also made for events which occurred in the previous turn. Friendly brigades within four hexes and enemy brigades within 3 hexes may have an affect. Subtract 1 for each friendly brigade which retreated, 3 for each friendly brigade which shattered and 7 for each friendly brigade which was KIA'd. Add 2 for each enemy brigade either retreated, shattered or KIA'd.

The maximum negative value of this variable is -7. There is no limit as to how large it may be. Finally, the effect of a KIA'd brigade may persist for up to two turns.

(a). If this value is 0 - 6, then a shattered brigade is eliminated, all other brigades become shattered and flee 3-4 hexes to the rear.

(b). If this value is 7 - 10, then the brigade shatters and flees 3-4 hexes to the rear.

(c). If this value is 11 - 15, then brigade retreats 1-2 hexes to the rear.

(d). If this value is 16+, then there is no effect.

Remember that independent of these results, as soon as a brigade's cohesion value drops to 2 it will shatter and as soon as it drops to 0 it will disappear (KIA) for the rest of the game.

## Manoeuvre

Once the last combat report has been displayed, the movement routines are activated. The computer determines in which order the units will move. This is based on staff, experience, leadership, cohesion, current order and a small random component. If necessary, the movement routine will be divided into a series of pulses. This is to ensure that every unit has the maximum opportunity to complete its movement without being blocked by friendly units.

The menu window will display the word <running> throughout the duration of the movement routines. The screen will centre on each unit as it moves. Note that there will be no indication of the movement of unsighted units. The number of movement points available to a unit can be reduced by any of the following; bad weather, time of day, low cohesion, poor leadership or just plain bad luck. Units out of communication are more likely to lose MPs.

## 6. WINNING THE GAME

The game will end with the completion of the movement routine on the last turn. The victory screen will appear and summarise the players' performance.

Additionally, players may elect to end the game at any time by selecting the <RESIGN> line from Menu 2. If this is done, victory points will be displayed as though the game was scheduled to end on that turn.