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Credits

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Designed and Developed by Dagger Interactive Technologies Ltd.

Programming Team:	Steven Green, Chris Wall
Design:	Adrian Earle
Artwork:	James Mather, Emma Morle, Graham Rice, Gareth Jones
Research:	John Davis
Music:	George Villiers
Sound Drivers:	Otto Chrons
Testing:	Darren Thompson, Tristram Defries, Gary Lucken, Paul Gerber
Installation:	Champie
Entertainment International:	
Producer:	Mark Havens
PR and Marketing:	Nick Walkland, Rachel Hutton
Production:	Tony Bond
Technical Co-ordination & Quality Control	Andy Mullins

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Section 1 - About Civil War

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Game Overview

Civil War is a sophisticated program that simulates the American Civil War from its start in April 1861 until the presidential election on 8th November 1864, when President Lincoln was re-elected. If you have sufficient strategic and organizational skills then you may be able to force the opposition to surrender prior to the latter date.

You can choose to play as the commander of either the Northern Union or the Southern Confederates. Both sides have their own unique abilities, making it challenging whichever side you choose. The opposition can be provided either by the computer's 'artificial intelligence' or by another player, if you have a suitable connection set up between two computers.

The game can be played in two modes:

You can play the entire campaign as a
complex strategy game covering the entire east coast of America, starting with an historically accurate deployment of troops. As well as controlling units on any level from Army Commander down to Brigade Commander, you will have to maintain your cities by fortifying them, recruiting new units, and building facilities such as hospitals and supply depots. You will also have naval forces at your disposal, which can be used to bombard enemy towns or cut off supply lines.

On the other hand, you can choose to play one of a number of historical battles, where you control the action at a regimental level, actually viewing the battlefield in a unique 3D representation. All of the major features of the battlefield are represented, and you will be able to see individual soldiers marching or riding their horses, firing their muskets and engaging the enemy.

The battle feature is also incorporated in the full campaign, so that when an important battle occurs you have the option to play out the scenario on the battlefield. You may, however, choose to let the computer calculate the results for you.

Both modes of play have a range of realism settings so that you can tailor the game to your own liking, and allow more complex features as your understanding and prowess increases.

When you want a rest from the action, you can spend some time exploring the comprehensive on-line encyclopaedia, which includes essays about major battles, important personalities and military strategy.

About this User Guide

This is section 1 of the manual, and it deals with some general aspects of the game. Section 2 is designed for those who wish to get involved with some action straight away, without reading too many pages of manual. Two separate parts provide a quick tutorial for the campaign part of the game, followed by a quick tutorial for battle play.

Section 3 examines in detail the function of the main menu screen of Civil War, which allows you to access all of the major features of the product. Section 4 deals with the 'degree of realism' screen, which allows you to set the difficulty level of play prior to entering either a campaign or a specific battle. Section 5 covers all the aspects of

campaign play, and contains all of the information you need for control of your campaign. Section 6 deals with the Army List, which allows you to view and manipulate the army structure in both sections of the game. Section 7 is a description of the battlefield elements of Civil War, where all the functions of the battle screens are explained.

The appendix is a very detailed note of how resources are dealt with in the simulation.

NOTE:

Selection

In Civil War, your mouse is the control device. The mouse pointer is normally an arrow, but in certain areas of some screens the mouse pointer changes to a different shape, which reflects the type of choice you can make. Selections are made by clicking on the mouse button. Most commonly, the left mouse button is used, and when we use the term SELECT in the documentation, we mean place the mouse pointer over the relevant icon or position and click with the left mouse button. When the right mouse button should be used, we explicitly state 'select with the right mouse button'.

Definitions

Independent Unit

A unit that the player has given orders to directly. The smallest independent unit over which the player has direct control in Civil War is the brigade

Non-Independent Unit

A unit that the player can order only through a superior unit's commander. For instance, a regiment can only be ordered by issuing commands to the brigade commander. The structure of your army is not fixed — you can make units independent if you so wish (see section 6)

Brigades consist of a number of regiments. There can be up to 1000 men in an infantry regiment, up to 200 men in an artillery regiment and up to 500 men in a cavalry regiment. A brigade with four infantry regiments and an artillery regiment could therefore have up to 5000 men under the control of a brigade general. A division is a grouping of brigades under a 1 star divisional general, who might have between 5000 and 20000 men under his control. A corps is a grouping of divisions under the command of a 2 star general, and larger armies consist of a number of corps. In Civil War an army might contain anywhere between 10,000 and 130,000 men.

On Line Help

In order to provide on-screen information while you are playing Civil War, we have provided a permanent on-line help facility. When the mouse pointer is placed over any active icon, a brief description indicating the function of the icon is displayed at the top of the screen.

Section 2 Quick Tutorial

Quick Tutorial Introduction to a Campaign Game
Quick Tutorial Introduction to a Battle Game

Quick Tutorial Introduction to a Campaign Game

This tutorial aims to briefly introduce you to playing a campaign in Civil War, in case you are anxious to get started immediately. After you have quick started, you should refer to section 5 of this manual for more detailed information about playing a campaign.

Load the game as described in the technical supplement. When you reach the main menu, move the mouse around and observe the hint line at the top of the screen, which tells you about the function of each icon. Make sure that the flag on the right hand side is the Union flag (the stars and stripes), rather than the Confederate flag, as this tutorial is designed for playing on the Union side. If you wish to turn off the music, then select the music icon in the middle at the bottom of the screen, and turn it off.

Select the start campaign icon, which is directly below the flag on the right hand side of the screen, and select YES to the prompt which appears. The next screen which is displayed is the degree of realism screen, which sets the complexity levels of all the major features of the game. Select the two striped icon at the top right corner of this screen to ensure that all levels are set to the simplest. Now select the thumbs up icon in the bottom right of the screen, and select the YES button to start the campaign.

The campaign playing screen is dominated by a map of eastern North America. This shows all the major geographical features and the disposition of the most important Union and Confederate forces. The game starts on the night before the first day of the Civil War, and the forces are disposed in an historically accurate manner. To the right of the map is an information area that displays information about cities and troops when the mouse pointer is placed over the map.

Underneath the map are a number of icons. Take a look at the stopwatch. You will see that it displays the time and the date. The hands are moving fast — the campaign simulation at the lowest degree of realism moves at sixty times normal speed. The game starts at night, and you have until daybreak (7:00 a.m. at the start of the game) to give all your orders for the coming day.

Select the icon at the bottom right of the screen, and you will notice that the mouse pointer has changed into a magnifying glass. Move this pointer over the map and select an area of interest. A more detailed zoom view of the map is displayed, and you should be able to move around using the scroll bars. Select the zoom icon once more to return to the full map view.

The icon above the map view icon can toggle between two modes. In 'city mode', when a building is displayed, the information available from the map and the actions you can take relate to the development of the war effort in towns and cities.

In 'troop mode', when a soldier is displayed, you can find information about army and naval units and, if they are on your side, you can give them specific orders.

In city mode, move the mouse pointer over the map, and you will see that it changes to the shape of a city hall. As you move over a specific location, you will see information about that location displayed on the right hand side of the map. The towns that the Union control are blue, the towns that the Confederates control are in red, and neutral towns are in beige.

Locate New York, near the top right of the map, and when the name is highlighted in white, press the left mouse button. The information area to the right of the map will have frozen — so that when you move your mouse pointer it is permanently displayed. The small boxes in the information area relate to the facilities and resources available in the city of New York. Any box surrounded by a yellow highlight indicates a facility or resource which is available for funding. Place the mouse pointer over the artillery regiment icon (just above the thumbs-up icon at the bottom of the information page) and select it. The information section will alter to show one main icon displaying a soldier next to an artillery piece, which the on-line help identifies as 'mobilize smoothbore artillery regiment'.

If you select this icon, then a pop-up box allows you to decide whether or not to build a number of smoothbore artillery regiments, and you are informed that it will take 56 days to do so. Such a commitment uses resources which are shown by the histogram on the information area. It will already be clear that in order to win this campaign you will have to think through a long term strategy. Click on the thumbs up icon to proceed.

To get a feel for ordering troops you should select the icon showing the factory, which is second from the bottom right of the screen. The display changes to the picture of a soldier, and you have now entered 'troop mode'. Move the mouse over the map, and you will see that the flag nearest to the mouse pointer highlights. As it does so, the information area to the right of the map displays information about the unit represented by the highlighted flag. Click on the zoom icon, magnify the area of the state of Kentucky, and isolate the flag overlaying the town of Columbus.

You will see in the information area that Columbus is host to the Missouri Army of over 15000 men, commanded by General Freemont. You are now going to learn how to send just one of the army's brigades south to take over the neutral city of Louisville.

First of all move the mouse so that the flag at Columbus is highlighted and then select it with the right mouse button. This brings up a new screen, called the Army List, which shows the hierarchy of the Missouri Army in Columbus. Each rectangle is an icon representing a unit or a General, whose details are printed at the top of the screen when the mouse pointer is placed on top of it. Find the rectangle corresponding to the first brigade, commanded by General Sturgis (the vertical group at the bottom left of the hierarchy). Select it with your left mouse button, and a pop-up box reveals the range of commands you can issue. Select the command 'issue orders', and you are returned to the map. A small extra brigade flag has appeared next to Columbus, and to the right of the map is a display of icons which represent all of the orders which you can give the brigade. Select the top order icon ('issue orders to advance'), and then select Louisville on the map. The first brigade of the Missouri Army has now been ordered to march to Louisville. All of the other types of order are discussed in section 5 of the manual.

You should notice that troop orders take place during night—time hours, and that no action occurs during that period. This allows you to give orders to all of your troops before daybreak. If you select the timer icon at the bottom of the screen then the game will advance to daybreak, when the artificial intelligence phase takes over. Watch the flag of the first brigade move towards Louisville as the day proceeds. It is just over one day's march, so the brigade will camp overnight and be in a strong position to occupy Louisville the following day

From this point on it is up to you to create a winning strategy for your side. As each day progresses try and order your forces into strong positions, and keep an eye on the resources available in each city to see if it is possible to build new items.

Your performance is monitored by the bar at the top of the screen. Every enemy or neutral town that you occupy will increase the length of your side's bar. In the case of the Union side, your aim is to get the blue bar across the red line on the right of the display. At the start, the blue bar is smaller than the red one, because the Union occupies fewer locations. However, the Union starts the war with stronger armies. If you play on the Confederate side, then your aim is to move the red bar across the red line on the left of the display.

Please refer to the rest of the manual for greater detail. In the meantime the best of luck with your current campaign!

Quick Tutorial Introduction to a Battle Game

To play a battle on its own, select the flag icon on the right hand side of the main menu, so that it changes to a Confederate flag. This means that you will be taking part on the Confederate side in this tutorial. Now, select the bottom right icon on the menu to enter battle mode. You will progress to the 'degree of realism' screen, which performs the function of a highly sophisticated difficulty level setting. Simply select the thumbs-up icon in the

bottom right of the screen to continue, as the default level of difficulty is the simplest. The features of the realism screen are discussed fully in section 4. A pop-up display gives you a choice of historical battles to choose from. In this tutorial you should choose the first battle on the list called 'BULLRUN'. The background to this, and the other historical battles, is detailed at the end of section 7, which deals with all aspects of battle play.

Once the battlefield has been rendered, place the mouse pointer over the stopwatch at the bottom of the screen, and select the right mouse button three times. This will slow down the clock so that you have plenty of time to make decisions. Look at the layout of the battlefield. The Union forces are occupying the north-east corner, beyond the Bullrun stream in the middle, along which your forces are ranged.

Move the mouse pointer over the map until you highlight one of the smallest gray flags, which represent a Confederate brigade. You will note that to the right of the map information about that unit is displayed. The silhouette at the bottom of this information area shows the orders that the unit is currently undertaking. You can issue new orders by selecting the unit on the map with your left mouse button. The information area transforms into a group of nine icons, which represent all of the orders that you can send to a unit. Select the topmost icon, which gives the order to advance, and then select a point on the screen.

Once you have done this, your unit will advance towards that point. A unit will obey your commands unless their morale, or the morale of their commander, is very low. Thanks to the artificial intelligence in the game, a unit can take sensible decisions to defend itself without your intervention. For instance, if an enemy unit comes within firing range it will take action although its success will depend on the capability of the troops and the commander.

Now, select the small magnifying glass icon at the very bottom right of the screen. When the mouse pointer is placed over the battlefield it becomes a cursor, and if you place it over the unit that you have given the advance command to, the display will zoom in at the highest level of magnification. At this level you should be able to see individual soldiers, horses and terrain features, and you should begin to see your chosen unit advancing towards their destination. It is quite possible to give further orders to units at high magnification, assuming that you can locate and select the flags which always accompany the unit. Try selecting some of the other levels of magnification using the other icons in the bottom right of the screen.

You are now in a position to give orders to every unit in your army. Use the on-line help facility, which displays the meaning of each order when your mouse pointer is over the relevant icon. See if you can use the BULLRUN battle to get the grasp of controlling an army. A basic decision to make is whether to make a hook using your strong forces on the left hand side, or perhaps use them to punch a hole through the center, or use them as a feint for troops on your right. It will be interesting to see whether you can create a more decisive result than the real historical event decribed towards the end of the Section 7.

Section 3 - Playing the Game

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Playing the Game

To play Civil War, you must install and load the game on your machine by following the instructions detailed in the separate Technical Reference Supplement. Once loaded, you are presented with the main menu screen.

The Main Menu

On the main menu, a Civil War collage is surrounded by nine icons through which you can access all of the game's features. Place the mouse pointer over any icon and a brief description of the purpose of the icon is printed at the top of the screen.

Game Credits Icon

The game credit icon is a large red question mark. Select it to display a credit list of those involved with the creation of Civil War

Single or Multi-Player Game Icon

This icon is represented by a soldier carrying a rifle. Select it to toggle the multi-player option. Civil War can either be played against a computer controlled opponent (single player mode), or against another player whose computer is linked to yours (multi-player mode). If you choose the multi-player option then a pop-up box is displayed which asks what type of connection you wish to make to your opponent's computer. See the Technical Reference Supplement for further details.

Choose Side (USA / CSA) Icon

Select this icon to toggle the side you wish to control in the game. The picture of the flag shows whether you will be in control of the Union (USA) or the Confederates (CSA).

Start a New Campaign Icon

This icon is a diagrammatic map of eastern North America. Select it to start the campaign version of Civil War, which gives you control of one side during the entire Civil War campaign. A pop-up box queries whether you are ready to play a campaign, and if you are, then select the Yes button. This will transfer you to the 'degree of realism' screen, which you need to complete before you can begin a campaign (see section 4 of the manual)

Play a Historical Battle Icon

This icon shows an isometric schematic of a battlefield. Select it to start the battle version of Civil War, where you take control of an army during a selected historical or simulated battle. The battle version of the game allows you to view the action at the level of the individual soldier. A pop-up box asks whether you are ready to play a historical battle, and if you select the Yes button you will proceed to the degree of realism screen before the start of battle.

Load a Saved Game Icon

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This icon shows a floppy disc. During either the campaign or battle sections of Civil War you can save your game position. Selecting this icon opens an option box which displays all of your saved games on your hard drive. (It is not possible to load or save a game to floppy disc!) If you select a saved game then you will start the campaign or battle at the point when it was saved.

Music and Sound Toggle Icon

Select this icon to toggle the music and sound effects on or off independently.

View Civil War Encyclopedia

Select this icon to enter the Civil War encyclopaedia contents page. The encyclopedia, which is quite separate from the simulation elements of the game, is a resource with much useful and interesting background information. See section 8 for further details.

Quit Program Icon

Selecting the 'DOS prompt' icon allows you to exit from the game and return you to DOS. A pop-up box asks you to confirm whether or not you want to quit the game. You can also exit the game at any time by pressing the 'Esc' key.

Section 4 - Degree of Realism

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Degree of Realism Screen

Whether or not you are playing a full campaign or taking part in a single battle, you will first be asked to set the degree of realism for the simulation. This screen is accessed immediately after you have chosen to take part in a campaign or a battle in the main menu screen. You can think of the realism setting as being similar to a very flexible skill level for the game. In Civil War you have a great deal of choice over the complexity of intelligence associated with all of the game play factors. You may either configure all of the factors to the same level of realism or configure any factor to the desired level.

The layout of the degree of realism screen is identical for campaign or battle play, except that resource factors, production factors and victory conditions are inactive in battle play, because they have no effect on the gameplay.

Along the bottom of the screen there are four icons, from left to right:

Main Menu Icon

Select the leftmost icon at the bottom of the screen to return to the main menu. A pop-up box will be displayed asking for confirmation.

Timer Display

This displays the current time and date, but cannot be selected.

Music and Sound Icon

Select this icon to toggle on and off the music and sound effect options.

Encyclopedia Icon

The open book icon can be selected to access the encyclopaedia feature. After you have read the items of interest, the encyclopaedia returns to this screen.

Start Game Icon

Select the thumbs up icon on the bottom right of the screen to start the campaign or battle. A pop-up box will request whether or not you are happy with your selections. The realism levels cannot be altered once the simulation has begun, so only select the Yes button once you have chosen your desired realism levels.

Overall Realism Icons

To the right of the screen there are five icons displaying five different ranks, and these can be used to set all of the gameplay factors to the same level of realism. The rank icon at the top of the screen signifies the lowest level of realism and therefore the greatest level of simplicity when it comes to game strategy. The bottom rank icon corresponds to the highest level of realism and the greatest level of complexity for game strategy. The five levels of realism are called simple, basic, average, advanced and expert.

Main Screen Realism Icons

The icons in the main screen area allow the realism level for each major strategy factor to be set independently. Any factor may be set to one of the five realism levels by successively selecting the relevant icon. Starting at the top left of the screen the factors are:

Resources

This factor determines the way in which all of the resources are handled in the simulation, and affects the complexity of resource management. The available resources of any town or city are displayed in the campaign section of the game. On the simplest degree of realism level, all resources are combined together into one factor. On the complex level human, equestrian, food and raw material resources are treated individually. The resource factor does not apply in the battlefield simulation. Appendix 2 details the treatment of resources in more detail.

Supply

This factor determines the way in which the supply of troops is treated in the simulation. At the simplest level all units are kept permanently supplied. At the most complex level the distance between supply depots and troops is taken into account, and the player is able to build new supply facilities. See Appendix 2 for further details.

Unit Types

The complexity of the makeup of the forces on either side of the Civil War is varied according to the unit type setting. On the simplest level there are only three different types of land-based forces and one type of naval unit. On the most complex level, brigades can be constructed from fourteen different types of land-based units and five types of naval unit. See Appendix 2 for more details.

Facilities

This factor alters the number of different types of facility that are simulated and that can be constructed in the cities and towns that you control. At the simplest level there are only fortifications and recruitment centers. At the complex level there are also training camps, railway centers, hospitals and POW camps. The facilities factor does not apply in the battlefield part of the simulation. See Appendix 2 for more details.

Command and Control

This factor alters the complexity of the command and control features considered by the simulation. At the simplest level orders are carried out as soon as they are given, and the player has access to all the information on enemy units. At the most complex level the communication of orders is subject to time delays and their implementation is dependent on the efficiency of the commander. See Appendix 2 for more details.

Fatigue

This factor determines the complexity with which the fatigue of the troops is simulated. At the simplest level, fatigue is not a consideration, and at the most complex level it has a profound effect on troop morale, troop movement and fighting efficiency. See Appendix 2 for more details.

Terrain Effects

The terrain determines the action of units in various parts of the simulation. At the simplest level, terrain just affects the line of sight of troops during a battle. At the most complex level terrain also affects the movement of troops over large distances and influences the communication between commander and troops on the battlefield. See Appendix 2 for more details.

Morale

The performance of troops is directly influenced by the morale factor. At the simplest level, morale is determined by the level of casualties. At the most complex level it is affected by experience, fatigue, supply and the personality of the commander. See Appendix 2 for more details.

Victory Conditions

The setting of the victory conditions factor determines the ease or difficulty of achieving a surrender by the opposition, and it only applies in the campaign section of the game. 'Victory points' are exchanged when one side occupies a city or town previously neutral or under the control of the opposition. To achieve victory your side either has to have gained a sufficient number of points to have an unassailable lead, or have in its possession over half of the total points value of all of the cities and towns by November 8th 1864 — the date of the Presidential elections in the north. At the simplest level the points are awarded so that fewer cities require to change hands in order for you to win

Section 5 - Playing a Campaign

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Playing a CAMPAIGN

If you wish to play a campaign then select the campaign option in the main game menu and, after setting up your levels on the realism screen, select the play game icon. You will be presented with the campaign screen, from where you can control all of the aspects of the campaign. A campaign starts on April 12th 1861 at 8:00 p.m., on the night before the start of the Civil War. The game will proceed through the entire Civil War up to November 8th 1864, assuming that one side has not been victorious beforehand. As well as being in charge of the overall strategy of your chosen side throughout the campaign you will have the opportunity to take part in some of the major battles as they take place. If a battle is about to take place, then you will be asked if you wish to take part, or whether the outcome of the battle should be calculated for you. If you wish to take part in the battle, then read section 7 of this manual.

Map

The major part of the campaign screen is dominated by the campaign map, which shows the whole of the relevant part of North America from Minnesota and Maine in the north to Texas, Florida and Mexico in the south. All of the major geographical features are incorporated. The position of all of the major forces are displayed by the relevant flags, with naval vessels identified by small sailing ships. The amount of information about the position and strength of opposing forces is dependent on your level of realism setting. The major cities, towns and rail centers

in the north and south are marked as squares. Those under Confederate control are blue, those under Union control are red and those held by neither are brown.

Map Zoom icon

There are two levels of map resolution in Civil War. Click on the zoom icon (the split map at the bottom right of the screen) and the mouse pointer changes into a small magnifying glass. Place the magnifying glass over the map and select any location to magnify. This will display the map at five times the standard resolution. In magnified mode many more cities, supply points and troop dispositions are displayed. Smaller flags represent the position of small independent units, such as brigades, which are too small to be displayed on the unzoomed map. Larger flags represent the position of larger units.

Game Score Display

As in previous screens, the function of each icon is displayed at the top of the screen. When the mouse pointer is not covering an icon, then a histogram displaying the relative performance of the two sides is printed above the map. At the start of the campaign the Union side, although numerically superior, occupies only about one third of the cities and towns on the map. This is reflected by the length of the dark blue bar on the histogram. Each population center has points associated with it proportional to its relative importance. As they change hands throughout the campaign, so the relative strengths of the two sides alters, and this change is reflected on the histogram. If the blue histogram falls below the red mark on the Union side then the Confederates win, and if the red histogram falls below the red mark on the Confederate side then the Union wins.

Time

The watch displays the current date and time in the campaign. Time moves forward relentlessly at such a rate that an hour in the game takes only about one minute of real time at the simplest degree of realism (and only about 12 seconds on the most complex level). It is important to realize that each day of a campaign is split up into two phases — an 'orders phase' at night and a 'movement phase' during the day. At night time, you plan and give out your orders, and then at daybreak your orders are dispatched to the relevant units and the day's movement is processed very quickly hour by hour until the following evening. If you are in the orders phase, and you wish to go forward to the movement phase because you have completed all of your orders, then simply select the watch.

During the night time, while you are giving your orders, there are several things you can do:

1) Give movement orders to your troops.

2) Give movement orders to your naval units.

3) Re-order your army hierarchy.

4) Start building new facilities in your towns and cities

5) Start recruiting new regiments in your cities.

During the day, the game's artificial intelligence takes over. Firstly, orders are sent to all units, then the resources of every location are updated, and finally the position of each unit is determined hour by hour. Finally, where relevant, any battles will be played out. You will notice that while the day's movement is being processed, the screen layout changes. A large message area replaces the icons at the bottom of the screen.

Whenever there has been a fight between troops, you will be informed of events. During the day, if two opposing units come within eight miles of one another, then a battle may take place. If this happens, then the opposing forces are frozen throughout the rest of the day, while all other movement is determined. If the confrontation takes place in a town or city, then the result of the siege is calculated, and you will be informed of the result. You will also be asked whether or not you wish to zoom in to the region of interest for a closer look.

If the battle is a major fight between armies, then you will be asked whether or not you wish to play the battle, or have the result calculated for you. Select PLAY in order to take part in the full battlefield simulation. In this case, read section 7 for further details. At the end of the battle you will be returned to the campaign, with the result included. If you select the CALCULATE option, then the result will be calculated by the program, based on the relative strengths of the two sides. The outcome will be displayed, and you can then continue.

Change Mode icon

Placed above the map zoom icon, the change mode icon toggles between 'city mode' (when it displays a factory) and 'troop mode' (when it displays a soldier). City mode is the default mode on entry into the campaign. When in city mode, the nearest city to the mouse pointer is highlighted, and all of the relevant details are displayed in an information area to the right of the map. In troop mode, the nearest military unit to the mouse pointer is highlighted, and all of the relevant details about that unit are displayed in the information area.

City Mode

When the change mode icon is in city mode, if the mouse pointer is moved over the map it changes into the shape of a white building. The closest population center to the mouse pointer is automatically highlighted in white, and relevant information is displayed on the information area to the right of the map. If a city is selected using the mouse, then this information can be manipulated, allowing you to start building new facilities or recruiting new soldiers. Of course, this only happens for cities which are under the control of your side.

Towns and cities play a large part in Civil War. They have two major roles: firstly, they generate resources which you can divert to recruit new troops or to build new facilities, and secondly they determine your performance in the Civil War as a whole. The more locations you occupy, the better your score will be, and the more chance you will have of winning the war.

Every location has a store of resources. On simpler levels this is identified by a single number, whereas on more complex levels these resources are split into human, equestrian, food and raw materials resources. Building new facilities such as hospitals or supply depots, or recruiting and training new units, uses up different amounts and types of resource. At the end of each day the available resources are increased according to the size and type of each location. Some of the larger cities are defined as capital cities, and each smaller town is linked to one of these. A capital city takes a percentage of the new resources from each of its dependent towns. Each town can make use of both its own resources and a share of its capital city's resources. If you look at the horizontal bars half way down the information area to the right of the map while a city is highlighted, you will see that parts of bars can be both green and yellow. The green part refers to local resources and the yellow part to those resources that can be taken from the capital city.

Each town belongs to a state, and only those which are located in a friendly or neutral state can be used to build new facilities. States never change sides during the game, but by controlling a town in an enemy state you not only get awarded points towards a victory, but you prevent the enemy from making use of that town's resources.

The display to the right of the map in city mode gives all of the relevant information about the highlighted city, and allows you to start building facilities and to recruit new troops. Locate the city of Wilmington using your mouse pointer — it is the second major city south of New York.

At the top of the information area lies the name of the location. The two top icons show that Wilmington is both a capital and a port. The eight icons underneath show the available facilities, and these will shortly be explained in more detail. Underneath you will see between one and four histograms (depending on the setting of your degree of realism), which display the available resources. And finally, at the bottom of the information area there are four icons relating to the four different types of units that could be recruited. If you select Wilmington with the left mouse button, this information freezes, and if any facilities are available to be built (partly depending on the

available resources) then the relevant icon will be highlighted. At the start of the game, when there are few available resources, you may find that none of the facility building projects are available.

There are a wide range of cities and towns, with a great diversity of facilities. The icons on the information area are used to completely describe each location.

(a) The top two icons describe the exact nature of the location, and its size. There are 17 different types of location, from large industrial cities which create more raw materials, to small agricultural cities, which produce food resources, as well as railheads, forts and landing stages.

1) Small industrial city
2) Below average size industrial city.
3) Above average size industrial city
4) Large industrial city.

   The bigger the city, the more resources it can generate each day.
5) Small agricultural city
6) Below average size agricultural city.
7) Above average size agricultural city
8) Large agricultural city.
9) Small mixed city
10) Below average size mixed city.
11) Above average size mixed city
12) Large mixed city.

    A mixed city can generate both agricultural and industrial resources.
13) Capital city.
14) Railhead.
15) Fortified location.
16) Landing stage
17) Port.

A city can be a port, railhead or landing stage if it is located on the coast, on a railway line, or on a river.

(b) Below the top two locations in the information area there are spaces for up to eight icons which display the available facilities in the area. There are 11 different types:

1) Small fortifications.
2) Below average size fortifications.
3) Above average size fortifications.
4) Large fortifications.

   Fortifications determine how well defended the location is against attacks.

5) Railhead.

   The small number next to the rail shed identifies the number of trains based at that town. This will affect, say, the number of troops that can be loaded onto trains and transported at any one time.

6) Recruitment center.

   The number of recruitment centers determine the size of the new units that you might mobilize.

7) Training camp.

   The presence of a training camp will affect the quality of the new recruits to any new units.

8) Hospital.

   The available hospital capacity determines the rate at which casualties can be returned to duty.

9) POW camp.

   Can be used to mop up potential enemy stragglers after a battle.

10) Supply depot.

    Building new supply depots can create a wider spread of available supplies to outlying units.

11) Supply wagons.

    The time it takes to supply a unit from a given supply depot depends on the number of supply wagons.

(c) Below the facility icons there can be displayed up to four histograms, displaying the available resources. On the simplest level of realism just one bar denotes all the resources together. On the more complex levels four separate bars denote human, equestrian, food and raw material resources. Obviously certain types of activity will require the availability of a specific resource on the more complex levels.

(d) The four lowest icons on the information area determine whether or not you might be able to:

Mobilize infantry.

Mobilize artillery.

Mobilize cavalry.

Build a naval unit.

Building Facilities

Facilities that are already built are pictured in full color.

Facilities that you can build or improve are highlighted.

Facilities that you are yet to build are grayed out.

Facilities in the process of being built have a progress indicator at the bottom of the icon.

If you select a facility which can be built (that is, a highlighted facility), then you will be asked whether or not you wish to build, and you will be told how long it will take. If you go ahead then construction begins and the required

resources will be spent. It will not be possible to regain the resources after construction has begun. It takes many days to build facilities, and as each day goes by the percentage towards completion is printed at the bottom left corner of the relevant icon. At the start of the game there will be very little resource available to build anything. But, as time goes on, towns and cities will accrue resources, which will make building possible.

Recruiting New Units

Potential units available for recruitment are shown in full color and highlighted. Selecting such a unit displays a new set of icons in the information area which detail exactly the type of unit to build. On simple realism levels there is only one type of infantry, cavalry, artillery and naval regiment. But on more complex levels, there is greater choice. The full range of possibilities are:

Infantry:

Militia infantry are equipped with older types of weapons and given only minimal training. This makes them cheap and quick to buy, but they are less effective in battle.

Regular infantry are equipped with standard rifle muskets and given more training. They are what might be considered the average troop in the game.

Sharpshooters are the best you can get, they are equipped with the latest weapons available. They are given lots of training and are therefore more expensive and take longer to get ready. They are, however, more effective than any other type of infantry.

Cavalry:

Militia cavalry are equipped with an assortment of weapons, pistol shotguns and sabres. They are trained in traditional cavalry-style tactics. This means that they will tend to try to fight on horseback and charge if their morale and the situation allow. Like their militia infantry counterparts they are relatively cheap and quick to produce.

A Regular is a better equipped, better trained version of militia cavalry.

Regular Mounted

Militia Mounted. These are trained in the newer style of tactics, which began to be employed during the civil war, of riding to the action and then dismounting and fighting on foot. The difference between militia and regular mounted is in weaponry and training time.Engineer units, although not appearing on the battlefield in the game, increase the speed that Brigades can move through poor terrain. They also add to a Brigade's defensive values and add to its attacking value against fortifications.

Railway Engineers can only be built by the Union (an historical factor). They add a bonus to the railway capacity by improving the rail network and the general maintenance of the railway engines.

Artillery:

Smoothbore (12lb). These
are the 12 lb Napoleon Smooth-bores which were the standard civil war cannon. They are fairly accurate and are very effective at close range.

Light (6lb). These units are made up of the old 6lb smoothbore type cannons. They have less range and are less effective than the more common 12lb.

Rifled. These are the most common cannon available. They are very accurate and have a longer range that the smoothbore but are expensive to produce. They are slightly less effective at closer range.

Siege Artillery

Naval:

Naval units are the normal wooden ships. They are a mixture of sail and steam and have a fair fighting ability but because of their draft they are not able to enter the River zones.

Riverines represent the various small, shallow draft vessles which both sides employed to patrol the rivers and coasts. They are not very seaworthy and cannot be moved to a sea zone.

Riverine Ironclads represent the cottonclad and the ironclad versions of the normal riverine units. They have a better fighting value, but are equally unseaworthy.

Ironclad

Blockade Runner

The actual terms used above have no historical background — they are used as a simple definition system for the game mechancis. For a more accurate description see the on line encyclopaedia.

If you select a unit, then a pop-up box will tell you how long it will take to build the unit, and might ask you whether you wish to build more than one, depending on the available resources. Choose what you wish to do, and then select the thumbs up icon at the bottom of the information area to continue. Recruitment and training then begins, and the resources will be irrevocably committed. While a new unit is being recruited and trained a small number in the bottom left corner of the relevant icon displays the percentage towards completion.

Troop Mode

Select the change mode icon to toggle it to the picture of the infantryman. If you move the mouse pointer over the map, it now changes to a graphic of a soldier. As the mouse pointer is moved over the map, so the flag of the closest independent unit is highlighted in white. If that unit is on the move, then its current path will be denoted by a red line terminated by a cross. All of the available information about the unit is displayed in the area on the right of the map. From the top downwards the following information is displayed:

1. Name of unit.
2. Commander of unit.
3. Total number of infantry.
4. Total number of cavalry.
5. Total number of artillery.
6. Total number of troops.
7. A histogram of troop morale.
8. A histogram of troop fatigue.
9. A histogram of supply level.

An icon representing the orders that the troops are currently carrying out. This can vary between advance, stand, withdraw and move by train or ship.

Units belonging to the opposition have variable amounts of information displayed, according to the level of realism that you have chosen. At the highest levels of realism enemy unit information is only available if they are within visible range of one of your units.

Each side's forces are divided into a command hierarchy. At the very top is yourself, and directly under your command are several army commanders. Underneath them are corps commanders, who control a number of divisional commanders. Finally, a series of brigade commanders control a number of individual regiments — the smallest units considered in Civil War. The range of different types of regiments has already been detailed in the recruiting section above. To see how the army hierarchy fits together, select any unit with the right mouse button, which gives a diagrammatic representation of the command structure of the entire army. (Section 6 deals with the army list in great detail.) The attributes of each unit are displayed at the top of the screen when the mouse pointer is over that unit. Four of these attributes are also displayed on the information area of the main screen. The attributes are:

1. Strength is the number of men in the unit.

2. Morale is a measure of how keen the troops are to fight. If they get shot at frequently, or if they see their fellow soldiers die around them, then morale can get very low. If morale gets too low troops may not directly follow your orders, and if it reaches zero then your troops may desert entirely.

3. Supply details how well supplied the troops are. If a town with a supply depot is too far away, then supplies may diminish. Supplies include ammunition, a lack of which could be very serious in battle.

4. Fatigue is a measure of how tired your troops are. If they are marched continuously then they get tired.

5. Experience details the amount of combat your troops have experienced. If they are fresh from training then they will have no experience. This can effect their attitude on the battlefield, by making them rather in cautious in the line of fire, for instance.

The major command positions, displayed as rectangular icons on the army list screen, have a general attached to them. If there is no attached general, then it is assumed that the unit is in the command of an inexperienced staff officer. Generals have attributes in the same way that units do, and these will greatly affect their ability to command. The four major attributes are:

1. How efficiently orders will be carried out.

2. Ability. How capable the commander is at carrying out orders.

3. Aggression. How likely an attack order will be fulfilled.

4. Experience. How experienced they are and how sound their tactical judgment is.

Giving Orders to Land Units

Select an independent land-based unit under your control, and the information on the right hand side of the map changes to show icons representing all of the orders which the unit can receive.

The order last sent to the unit is highlighted in yellow, and the order the unit is currently carrying out is highlighted in red. If the unit is currently carrying out the last order then you will only see a red highlight. Note that, depending on the degree of realism, the last issued order may not be acted upon immediately or at all. It is possible to exit from this mode without giving any new orders by selecting the thumbs-up icon at the bottom or selecting the right mouse button.

From the top of the display, the possible orders which you may select for this unit are:

1) Advance
2) Cautious Advance
3) Rapid Advance
4) Stand
5) Hold
6) Defend
7) Withdraw
8) Retreat
9) Rapid Retreat
10) Move by Train
11) Move by Ship

If the order you wish to give implies a movement to a specific destination (i.e. advance, withdraw or retreat), then select the order and then identify the location of the intended destination. A red line marking the route is displayed, and when you are happy, select the destination point to send your order. If you select the rail travel option, then the program chooses the most appropriate railway route to your intended destination. When the route is selected, the journey to the nearest available station will be identified in white, and the remaining journey will be completed in red.

Units ordered to move by train, automatically march to the closest friendly station. Then travel to the nearest station to the destination, get off and march to their destination. If the enemy holds part of the route the unit will get off the train early and await new orders. In the meantime they may fight the enemy if they are nearby. If you wish your units to travel long distances then rail travel must be considered.

Land-based units ordered to move by ship automatically march to the closest friendly port or landing stage, travel by ship to the friendly port or landing stage closest to the destination, disembark and march to the destination. If the enemy navy holds part of the route the unit will disembark early and await new orders.

Troops moving by ship use merchant ships (hired or commandeered) and not the specific Naval or Riverine Units identified on the campaign map. These are used to control the water zones, and have their own integral force of troops for attacking coastal and/or river areas.

Ordering Part of an Existing Land Unit

It is possible to divide up any existing unit into smaller units, which then become independent units in their own right. You may wish to do this in order to split your forces so that they can cover a larger area. You may also wish to only send a brigade or a division to capture a small town, rather than to use an entire army! To do this, you must enter the army organizational system in the game called the Current Army List, or CAL. Select a unit with the right mouse button, then you will enter the CAL. Select the commander of any unit, and a pop-up box will be displayed showing all of the potential orders that you may relay. Selecting the command 'Issue Orders' ensures that the unit together with all units in the chain of command below become an independent unit in its own right. It will now have its own flag on the campaign map, and can be controlled separately. If at any stage you wish a unit to be returned to higher authority, then you can choose the rejoin command in the army list. See section 6 for further details.

Naval Units

Naval units play a surprisingly important part in Civil War. They can be used by the player for several purposes:

1. Bombarding enemy towns and cities.
2. Preventing supplies and resources from arriving at ports.
3. Transporting your troops.
4. Supporting supplies entering your ports.

They can be identified with ease on the campaign map as the flags representing naval units have a small ship graphic underneath. In the information box the five different unit types may be identified from the icons either as naval units, naval ironclad units, riverine units, riverine iron clad units or blockade runners.

Naval and naval iron clad units can only operate in sea and coastal waters. Riverine and riverine iron clad can only operate in rivers and coastal waters. Blockade runners operate from a port and are used to help incoming supplies get through enemy occupied water zones.

The seas and rivers are divided up into water zones. Each water zone may contain a fleet consisting of a number of different boats, and may be controlled by one side or the other. If you have a fleet on the coast or on a river, then they will automatically bombard any enemy towns or cities located within that zone. When enemy boats meet in the same zone, a naval battle is fought, which may result in boats being sunk or being forced to withdraw.

Ordering Naval and Riverine Units

Select a unit which is identified by a ship on the main map, either on the coastline, on a lake or in a river. The display on the right hand of the map shows the types and numbers of vessels in that water zone. There are two numbers on display once the unit has been selected — the one on the left shows the number of units operating in the zone, and the one on the right shows the number of units you are about to directly order. If you select the vessel on the right hand side of the display with the left mouse button, then it increments the number of ships under your control by one.

Select with the right mouse button and that number decreases by one. Once you have selected all of the vessels that you wish to move, return the pointer over the map display, and all of the available water zones are displayed in light gray. As the mouse pointer moves over the map, so the potential route to one of these water zones is displayed as a series of white lines. Select one of those zones and the order for the selected ships to move to that zone will be given.

These orders are subject to the constraint that naval units cannot enter river zones and riverine units cannot enter sea zones. Both can enter coastal and navigable river zones. While ships are on the move between zones they are out of contact and cannot be given orders.

Naval riverine units entering a zone containing enemy boats will result in a naval battle, which can result in ships being sunk, or forced to retreat. Units in zones close to towns and cities automatically bombard those places and may take control of them. They also affect the amount of resources a port may accrue.

Current Army List (CAL)

Current Army List (CAL)
Restructuring Your Army

Quick Reference and Location
Using the CAL

Current Army List (CAL)

Located above the change mode icon on the campaign screen, the army list is represented by a tree diagram. The current army list can be entered either by selecting this icon directly or by selecting a particular land unit with your right mouse button. This facility, which shows the relationship between all of the units in an army, has two main functions. It lets you restructure the army under your control, and it provides a quick reference and location system.

The relationship between each unit from a regiment upwards is ordered in a tree. At the bottom of the tree regiments are displayed according to whether they are infantry, cavalry or artillery. If the mouse pointer is placed over a square representing a regiment then the name and all of the details relating to that regiment are displayed at the top of the screen. Above a group of regiments lies the insignia of the brigade commander. All of the details associated with the brigade are available by moving the mouse pointer over the insignia. The same applies further up the army tree through division, corps and army level.

Question marks show positions in the structure where you may move new or existing units. Arrows allow you to scroll the army tree so that you can see the chain of command for every army in the campaign. If any of the units or commanders on display are selected, then a pop-up box allows you to manipulate the relevant unit. See below for further details.

At the bottom of the CAL screen lie the names of spare regiments and commanders that could be fitted into your army structure if you wish. To the bottom right of the screen lies the thumbs up icon which allows you to return to the campaign screen.

Restructuring Your Army

While in CAL you can restructure your armies by;

a) Transferring generals and their units

b) Transferring generals on their own

c) Transferring regiments

d) Allocating new or unallocated regiments

e) Issuing orders

(a) Transferring Generals and their Units

Select any general in the army tree, and then select 'transfer units' from the resulting pop-up box. The pointer will change to a display of the selected general, and his new position in the army structure can be moved to the desired position. The general can be placed either at the position of a question mark on the tree — these signify positions where new units can be attached — or on top of an existing general. In the latter case the old general is replaced and the new troops are added to those already under command.

Note: If a new structure is created, you may need to transfer other Generals to fill gaps in the rank structure. For example, placing a brigade on a question mark at the army level leaves a gap at the division, corps and army level.

According to the type of transfers requested, and the level of realism, there may be a delay in the transfer depending on the distance needed to move the troops or general.

(b) Transferring Generals

Select a General on the tree, and then select 'Transfer General' from the pop-up box. This removes him from command of the units under him and places him in the unallocated generals box at the bottom of the screen. He cannot be given a new post for 24 hours, and this is indicated by his name being written in red.

(c) Transferring Regiments

Selecting a regiment removes it from the army structure and places it in the un-allocated regiment box. Regiments can not be re-assigned for 48 hours and are shown in red to indicate this. This is to simulate the time taken to re-organize and possibly move to a new location.

(d) Allocating new or unallocated regiments

As new regiments complete their training they become available to allocate into the army structure. Regiments that have completed their 48 hour transferal period may be put back into the Army structure. Select the regiment from the unallocated regiments box and drag it to the new location in the army structure. Regiments may be added to existing brigades by placing them on top of that brigade's general. A maximum of six regiments are allowed in any one brigade. Regiments may be used to open up a new structure by placing them on top of a question mark. If you create a new structure in this way, then you must remember to allocate a new general, otherwise the efficiency of the brigade will be severely compromised. A brigade without an allocated general is hashed out in gray.

Regiments may be merged to existing regiments by placing them directly on top of that regiment. Regiments are not allowed to merge if their combined resultant strength exceeds 1,000 men.

(e) Issuing Orders

There are two options for issuing orders which can be performed from the current army list.

(1) Issue Orders

This allows you to direct smaller parts of an army. Select the general who is in charge of the units you wish to order, and then select the 'issue order' command. This ensures that the selected part of the original unit is independent (if it was not independent already) and returns control to the main map. The independent unit now has its own highlighted flag, and the issue orders sub-menu to the right of the map is open. It can be used to give orders as before.

(2) Rejoin Command

This is logically the reverse of the issue orders selection, as it is used to place units back under the command of a superior officer. Select an independent general and then select the rejoin command (this will only be displayed in the pop-up box for independent units). This allows the player to move that unit as part of the higher command without having to give it individual instructions. There may be a delay in implementation of this rejoin command while the unit moves to within distance of its superior.

Quick Reference and Location using the CAL

You may use the pop-up boxes of the army list as a fast way of finding out who is in charge of who, what orders units have, and who is independent. If you have entered the CAL by selecting a unit using a right mouse button, then the lines of the tree making up that unit will be highlighted in red.

Placing the mouse pointer over any general gives relevant information at the top of the screen. If there is no general in charge of a particular unit then the rank markings are dulled out.

An independent unit has a gap in the tree structure between themselves and their immediate superior.

In order to find a unit on the map select the unit's General and then select the 'find on map' option from the pop-up box. The CAL screen will close, and the map will be displayed in zoomed mode so that the unit is centered.

The Current Army List Screen

Section 7 Playing an Historical Battle

Playing an Historical Battle
Ordering Troops in Battle
Finish Battle Icon
End Conditions

Playing an Historical Battle

Playing Civil War in battlefield mode allows you to see the action at the level of the individual soldier. A battle can be played either because you have chosen to take part in a battle which features in the campaign section of the game, or because you have opted to play one of the historical battles which feature as stand alone games in this product. In either case the method of play is identical, the difference being that at the conclusion of a historical battle the game ends, whereas at the end of a campaign battle you return to the campaign with the result of your battle already incorporated. In both cases, if there has not been a rout of one or other side, then the result is determined at sunset.

To play a historical battle, select the battle mode in the main menu, and the realism screen will be displayed. All the functions of this screen are available, apart from the resources, facilities and surrender conditions, as they are not relevant to battle play. When you have chosen your desired realism levels, then click on the thumbs-up icon to exit this screen. This brings up a pop-up box asking you to select the historical battle which you wish to load. You will find descriptions of these battles at the end of this section.

As the battlefield is rendered you enter the main battlefield screen. The most obvious part of the battle screen is the isometric view of the battlefield, which you can manipulate in a number of ways. At the top of the view is a title which tells you the direction in which the isometric view is facing. The view can be rotated using the curly 'scroll bars' at the top left and right of the viewing area. When the battle area is magnified, the position may be moved using the scroll bars on either side of the view. The default magnification shows the full extent of the entire battlefield, which is eight miles square.

If the mouse pointer is placed adjacent to a unit flag on the battlefield, it will be highlighted, and its details will be displayed in the area to the right of the screen. The troop details displayed in the information area should be very familiar from 'troop mode' in the previous section. The information displayed includes the unit name, strength, state of readiness for battle and the current orders. In the battle section of Civil War your remit is simply to order the troops in the most effective manner throughout the day of the battle. Your troops, of course, have their own intelligence, and will take their own effective action if for instance, they are close to the enemy and fired upon. See the following section 'ordering your troops in battle' for details on how to command your troops.

The icons along the bottom of the display have the same function as in the campaign section of the game, apart from the watch timer, which does not allow you to go forward a whole day. The reason is simply because a battle has to come to a conclusion by sunset, even if it is a draw. If you select the timer with the left mouse button then time will speed up and if you select with the right mouse button then time will slow down.

The most important icons for manipulating the views of the battlefield are in the bottom right corner of the screen. Ten separate functions packed into a very small area:

Select either the anticlockwise or clockwise rotation arrows to rotate the battlefield through ninety degrees in the relevant direction.

Select the negative magnifying glass to zoom out one level (if applicable).

Select the positive magnifying glass to zoom in one level (if applicable).

Select the red cross, and the mouse pointer changes to a magnifying glass. When it is moved over the battlefield it becomes a crosshair, and the display will center at any point which you select, maintaining the current magnification.

Select one of the five very small magnifying glasses to the right of this area to automatically move the magnification to one of the eight, four, two, one or half mile levels.

Ordering Troops in Battle

The disposition of your troops on the battlefield is displayed by the layout of flags. You can identify the unit type by the size of the flag. Brigades are the smallest, followed by divisions, corps and armies. You can give orders to any displayed brigade, division or corps on the battlefield. A brigade which you give orders to will immediately become independent of any higher command. Select a unit from your own side by pressing the left mouse button. The information area to the right of the map will now display the orders command icons that were discussed in the orders section of the campaign game.

The order currently being carried out is highlighted in red, and if there has been a subsequent order which has either been ignored or is in the process of being transmitted it will be highlighted in yellow. If you place the mouse pointer over an orders icon you will see a description of its function above the map.

From the top, these orders are:

Advance

Cautious Advance

Rapid Advance

Stand

Hold

Defend

Withdraw

Retreat

Hasty Retreat

Select the desired order with the left mouse button, and it will be highlighted in yellow. In the case of an advance, withdrawal or retreat, you are required to give a destination. This can be chosen by pinpointing a location on the map and selecting it. If you do so, then the order will proceed. If your order does not require a destination then you can simply select the thumbs-up icon at the bottom of the information area.

If you select a unit using the right mouse button, then you will find its position in the current army list, which will be displayed. The main use of this might be to re-order your fighting forces so that you create new fighting structures. Otherwise, you will get more information on the most important attributes of each regiment under your control.

Now that you can give effective orders to all of the troops under your control, you must try and lay out a winning strategy.

Finish Battle Icon

Select the white flag surrender icon to end the battle. If you are in battle mode, then the game will end and the computer will calculate the remainder of the battle based on the troop positions and strengths. If the battle was part of a larger campaign, then you will be returned to take part in the rest of the campaign.

End Conditions

If you do not surrender, then there are three ways in which a battle can end:

1. If all of one side's troops are killed in the battle. In this case the result is rather decisive, if bloodthirsty.

2. If all of one side's troops run off the battlefield. This is called a rout, and it usually occurs if the morale levels of all the troops sink very low due to bad leadership.

3. If neither the first two conditions are met, then the result of the battle will be determined at nightfall, usually between 7:00 p.m. and 8:00 p.m. The computer will make its decision on the basis of troop casualties and the areas of the battlefield occupied by the different sides. As the sky darkens, and worn out troops rove through the battlefield, can you summon up enough strength to turn the day at the last moment?

Section 8 Four Battles of the Civil War

1st Bull Run/1st Manassas, Virginia, July 1st 1861
Wilsons Creek/Oak Hills, Missouri, August 10th 1861
Mill Springs / Logan's Crossroads, Kentucky, January 19th 1862
The First Day at Shiloh/Pittsburg Landing, Tennessee, April 6th 1862

1st Bull Run / 1st Manassas, Virginia, July 21st 1861

To the north of the stream, Bull Run, Union forces are gathered in force. Having established a buffer zone around Washington by occupying Alexandria and covering the crossings of the Potomac River, Union commander Brigadier General Irvin McDowell prepares to move on to Centreville. He then turns his gaze across Bull Run towards Manassas, seven miles south-west. Here, led by Brigadier General Pierre G.T. Beauregard, the main Confederate force is covering the vital Manassas rail junction. It is also blocking the route from Washington to the southern capital, Richmond. And so the innocuous-sounding Bull Run becomes a natural forward edge of battle line.

The three-pronged Union plan is to demonstrate on the left, while holding the center, and throwing out a massive right hook. The Confederates have a similar plan, aiming to move out and take Centreville with a right hook of their own.

The Union strikes first. In this battle the Union army is already moving onto the attack. The Confederates are caught off balance. Can they recover, move enough men to the danger areas, and hold out long enough for the trains to bring the valley troops to turn the battle?

Historically, this was a shambling, confused battle, marked by inexperience on the part of generals, officers and men. The Confederates managed to hold the first Union attack. The Union troops stopped to regroup, falling back to reorganize. Then, in the face of a Confederate charge, the raw Union army fell apart. In flight, many soldiers did not stop until reaching Washington itself. The Confederate army, hardly less exhausted and disorganized, was unable to press the advantage. The Union lost 2,896 men, the Confederates 1,982.

Wilson's Creek / Oak Hills,

Missouri, August 10th 1861

In the west, the battle for Missouri is underway. A military coup by Union forces under Brigadier General Nathaniel Lyon has ensured that the new Missouri administration is pro-Union. But Major General Stirling Price's state militia is ready to fight with the Confederates.

A joint Confederate and state force from Arkansas, under Brigadier General Benjamin McCulloch, has moved north to link up with the Missouri sympathizers. The patchwork army is encamped at Wilson's Creek, just south of Springfield, in the state's south-west.

In Springfield itself, the Union's Lyon has recognized the danger. With a numerically inferior force, mainly from Missouri and Kansas, he prepares for a dawn attack. He has already sent Franz Sigel's Missouri brigade on a long flanking march during the night. Sigel has orders to attack into the Confederate rear when he hears the guns firing at the start of battle.

As the Confederate player you will probably be caught in your camps and be slow to react. It will be up to Rain's brigade at Gibson's Mill, and Slack's brigade in picket lines further forward, to hold the Federals off long enough for you to get yourself organized to fight off attacks from front and rear.

Remember that the troops on both sides (excepting a handful of Regular Army soldiers with Lyon) are very raw. If too much is demanded of them, they may break and flee.

Historically, the Confederates were able to stop the Union advance, and then went onto the counter-attack until they were stopped in turn. Oak Hill (sometimes called Bloody Hill) is the feature in the north-west quarter of the map, across the river from Gibson's Mill. It was there that the Union forces regrouped and from there that they fought the Confederates to a standstill. Lyon himself was killed during the battle. His army, exhausted by its stand

against the Confederate attacks, retreated first to Springfield, and then to Rolla in mid-Missouri. The Union suffered 1,317 casualties, the Confederates 1,222.

Although Wilson's Creek / Oak Hill counted as a tactical victory for the Confederacy, it also marked the failure of its attempt to move north. McCulloch soon retired from Missouri, and north of the Missouri River was held for the rest of the war by the Union.

Mill Springs / Logan's Crossroads, Kentucky, January 19th 1862

The new year has opened another chapter in the war for the west. For three months, Confederate troops have managed to maintain a presence in the south-west and south of Kentucky, without engaging in a major battle. But the Union's General George H. Thomas is now advancing from Lebanon, his base on the northern Kentucky border, towards Somerset, hard by Lake Cumberland. Once beyond the Cumberland River, he'll be poised to move across Kentucky's southern border into Tennessee.

The Confederacy's Brigadier General George B. Crittenden decides to take the initiative. With his force of mainly Tennessee troops, he crosses the Cumberland near Mill Springs and marches north, planning to surprise the Union troops around the Somerset area. At dawn on the 19th, after a long night march, they fall upon isolated Union troops encamped at crossroads near the Logan House.

As the Union player, your pickets and forward units must try to slow the Confederates down until the rest of your troops can join you. When you are consolidated, you can overwhelm the Rebels. However, note that Harlan's force is five miles away on the north-west corner of the map. It will take about two hours to join the action. Schoef's brigade is off the map, way over to the east of Fishing Creek. It will arrive in due course, perhaps after about 8 hours.

Historically, the Union picket line held very well and so the Federals were able to reinforce their front. The Confederate attack stalled, fell apart and then broke. Harlan's Union detachment arrived in time to take part in the pursuit, but Schoef's did not arrive until dusk, when all was over.

This was a relatively small action, with 262 Union casualties and 533 Confederate. But it was also a very significant one: it helped to secure Kentucky for the North.

The First Day at Shiloh / Pittsburgh

Landing, Tennessee, April 6th 1862

The Union is taking the war deep into Confederate-held territory. The Confederate line across Kentucky has been relentlessly pushed back, and with the Union's capture of Fort Henry high on the Tennessee River, and Fort Donelson on the Cumberland River, the Union prepares for a sweeping invasion through the heart of Tennessee. Clarksville and Nashville in Tennessee's mid-north are secured by the Union.

Then General Ulysses S. Grant looks further, across the Tennessee River to the crucial rail junction at Corinth. Beyond that lies Memphis, a key industrial base for the Confederates. And, of course, the Mississippi River. Meanwhile, the Confederate Army of the Mississippi is at Corinth, guarding the rail lines east to Richmond, south to Mobile and west to Memphis. Second-guessing Grant, General Albert S. Johnston contemplates meeting the imminent invasion of west Tennessee with a pre-emptive strike.

By now, the Union Army of the Tennessee has established a bridgehead over the Tennessee River at Pittsburg Landing, on the western bank. It's within easy striking distance of Corinth, to the south-west. Encamped at the

Landing, the Army of the Tennessee awaits Brigadier General Don Carlos Buell, due to arrive from Nashville with the Army of the Ohio. Then the Union forces will push on to Corinth . . . and the Mississippi.

As the Confederate Commander you have a chance to catch Grant off balance before Buell arrives. You must sweep on through the camps and drive the Federals away from Pittsburg Landing. You will find that the two waves of attacking infantry are already racing forward. The rest of your Confederate army — the units of Major General Leonidas Polks and Brigadier General John Breckinridge — is lined up in columns off the map and are moving forward to join you.

As the Union Commander you must hold on at all costs until about dusk, when the first units of Buell's army will begin arriving to help you. (Note: Buell's Army of the Ohio will not be played, as the Union Commander will win if he still holds the Landing at dusk.)

Historically, the Union just managed to hold on until the reinforcing army arrived. The next day Grant and Buell went on to the counter-attack and steadily drove the Confederates from the field. Casualties were high: 13,047 for the Union, and 10,694 for the Confederates. The Confederates withdrew to Corinth, only to evacuate it at the end of May.

Section 9 Civil War Encyclopedia

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Civil War Encyclopedia

As well as the campaign and battle elements of the product, Civil War has an encyclopaedia covering many aspects of the American Civil War. It is accessed by selecting the encyclopaedia icon at the bottom of the main menu, or at the bottom of the degree of realism screen.

The main contents page of the encyclopaedia shows the eight major categories into which the information has been organized. These are the eight 'topic' icons, and when they are selected the encyclopaedia turns to the contents page for that topic. Once you have selected an item on the contents page, then you will be able to select the relevant article.

Encyclopaedia Contents

Biographies

Select the top left icon on the main contents page to access the biographies topic. You are presented with a list of some of the most important people involved in the Civil War. The list is divided into those involved on the side of the Union (from Abraham Lincoln to George Thomas) on the left and those involved with the Confederate side (from Jefferson Davis to Richard Taylor) on the right. Select any name to access a full biography and picture of the individual.

Weapons

Select the weapons icon to access the weapon information topic. A second page of icons is displayed, which allows you to select more detailed topics. These being infantry (top left), cavalry (bottom left), artillery (top right) and navy (bottom right).

Tactics

Select the tactics icon, which features the map with tactical arrows, and you will access the tactics option page. This allows you to select specific icons relating to infantry (top left), cavalry (bottom left), artillery (top right) and navy (bottom right). This section provides relevant information which could be useful to you in the game, whether you are planning a campaign or a historical battle.

Photograph Album

Select the photo icon at the bottom left of the contents page to display a full list of photographs and pictures from the period of the Civil War. These have been garnered from a range of sources, and aim to give you a fiavor of the Civil War period.

Battles

Select the icon at the top right of the contents page to access the battles topic. The battles contents page lists the thirteen most important battles or campaigns of the Civil War from Bull Run to the Peninsula Campaign. Select any one for a detailed article.

History

Select the history icon to get information on the historical aspects of the Civil War between 1861 and 1865. The history contents page is divided into four sections relating to chronology (top left), a brief history (bottom left), the period 1861-1862 (top right) and 1863-1865 (bottom right).

Features

Select the newspaper features icon to access the index page of the Kentucky Times. This is a fictitious newspaper which has been created to provide information about areas not covered by any other encyclopaedia topic heading. Select any article on the index page to see what the Kentucky Times has to say.

Songs and Music of the Period

Select the bottom right topic icon to access a list of some of the songs and music of the Civil War period. There are fifteen titles available, from The Bonnie Blue Flag to The Yellow Rose of Texas. If you have the music facility turned on then you will hear the music associated with the words.

Exit Icon

The open door icon at the very bottom right of the contents page allows you to exit the encyclopaedia and return to the game.

Control Icons

The articles in the encyclopaedia (displayed after you select an item from a topic contents page) always have a series of control icons along the bottom. These allow you to scroll through the pages of the article, return to the contents pages, call up previously displayed pages and exit the encyclopaedia.

If an icon is not relevant to a particular page it will not be displayed, and if it cannot be used at that moment then it will be temporarily darkened with diagonal hatching. The icons allowing you to move through the articles sometimes change as you scroll through the text. This has been designed to let you move through the related parts of the topic more easily.

The possible control icons displayed on any page are:

Left or Right Facing Arrow

If you are in a topic with a list of related files (biographies, battles, features, photos or music), then these arrows allow you to access the previous file or the next file in the list. The left arrow will only be displayed when you are at the top of the current article and the right arrow is displayed when you are at the bottom of the article.

Up or Down Arrow

Select these arrows to scroll the text up or down through the current article. You will note that when you are in a topic with a list of related files, the icon changes to the right arrow icon when you reach the bottom of the article . This allows you to go through all of the text for the topic sequentially without moving your mouse pointer.

Open Filing Cabinet Icon

Select this icon to return to the topic contents page.

Open Book Icon

Select this icon to return to the main contents page of the encyclopaedia.

Open Door

Select to exit the encyclopaedia entirely and return to the game.

Appendix

Resource Factors
Supply Factors
Unit Types
Facilities
Command & Control Factors
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Terrain Effects

This Appendix provides extra detail on how Civil War deals with the major factors which affect the game intelligence as the degree of realism is altered. The following lists should be read in conjunction with section 4 of the main manual.

Resource Factors

Simple level: Human and equestrian resources, food and raw materials all combine together into one factor called resources.

Basic level: Human and equestrian resources combine into one factor called manpower. Food and raw materials combine into one factor called economic.

Average level: The three resources of manpower, food and raw materials are dealt with separately.

Advanced and expert level: Human and equestrian resources, food and raw material are all dealt with as individual and separate resources at the management level.

Supply Factors

Simple level: All units are supplied at all times.

Basic level: All units are supplied if they lie within 72 hours of a friendly railhead, and partially supplied otherwise. Wagon speed is used to determine the time from the railhead.

Average level: Supply of units varies according to the time away from a friendly railhead.

Advanced level: Supply varies according to time away from a friendly supply depot. Supply depots can now be built by the player.

Complex level: Level of supply varies with time away from a friendly supply depot and the quantity of wagon trains in the depot. Supply depots and supply wagons can now be built.

Unit Types

Simple level: Regular infantry, regular cavalry, field artillery (smoothbore) and naval units.

Basic level: Regular infantry, militia infantry, militia cavalry, regular cavalry, light field artillery, field artillery (smoothbore), naval units and riverine units.

Average level: Regular infantry, militia infantry, militia cavalry, regular cavalry, light field, field artillery (smoothbore), field artillery (rifled), naval units, riverine units, riverine ironclad units.

Advanced level: Regular infantry, militia infantry, sharpshooters, engineers, militia cavalry, regular cavalry, regular mounted infantry, militia mounted infantry, light field artillery, field artillery (smoothbore), field artillery (rifled), siege artillery, naval units, naval ironclad units, riverine units, riverine ironclad units.

Complex level: Regular infantry, militia infantry, sharpshooters, engineers, railroad engineers (USA only), regular cavalry, militia cavalry, regular cavalry, regular mounted infantry, militia mounted infantry, light field artillery, field artillery (smoothbore), field artillery (rifled), siege artillery, naval units, naval ironclad units, riverine units, riverine ironclad units, blockade runners (CSA only).

Facilities

Simple level: Fortifications and recruitment centers.

Basic level: Fortifications, recruitment centers and railhead capacity.

Average level: Fortifications, recruitment center, training camps and railhead capacity.

Advanced level: Fortifications, recruitment centers, training camps, railhead capacity and hospitals.

Complex level: Fortifications, recruitment centers, training camps, railhead capacity, hospitals and POW camps.

Command and Control Factors

Simple level: All orders are carried out immediately as they are selected. All the information on enemy units is available to the player. Time runs about 60 times real time.

Basic level: All orders are carried out as they are selected, but are subject to a minor time delay varying with distance. All the information on enemy units is available. Time runs about 70 times real time

Average level: All orders are carried out as selected, but are subject to a minor time delay varying with distance and the efficiency level of the Commander. Information on enemy units is restricted to name, designation, current strength and type. Time runs about 100 times real time

Advanced level: Orders are subject to a minor time delay varying with distance and the efficiency of the Commander. The Commander's efficiency may also affect his interpretation and implementation of theorders. The Commander's command and control rating will affect supply, the number of stragglers, force movement rates and formation change times. Information on enemy units is restricted to name, designation, current strength (which may not be accurate) and type. Time runs about 150 times real time

Expert level: Orders are subject to a realistic time delay according to distance and the efficiency of the Commander. The Commander's military efficiency and experience will affect the troops' reaction to his orders. A Commander's command and control rating will affect supply, the number of stragglers, force movement rates and formation change times. Information on enemy units is restricted to name, designation, current strength (which may not be accurate) and type. Time runs about 300 times real time

Fatigue

Simple level: No fatigue considerations at all.

Basic level: Fatigue applies only to troop movement in the campaign section of the game.

Average level: Fatigue applies to all movement and the rate at which stragglers desert units.

Advanced level: Fatigue applies to all movement, the rate at which stragglers desert units and the accuracy of firing by troops.

Expert level: Fatigue applies to all movement, the rate at which stragglers desert units, the accuracy of firing by troops and troop morale.

Terrain Effects

Simple level: Where appropriate, the terrain blocks line of sight on the battlefield.

Basic level: Terrain blocks line of sight on battlefield, and affects the movement rates of troops.

Average level: Terrain blocks line of sight on battlefield, affects the movement rates of troops, affects the fatigue factor of troops and hides enemy units on the campaign map over a certain distance.

Advanced level: Terrain blocks line of sight on battlefield, affects the movement rates of troops, affects the fatigue factor of troops, partially hides enemy forces that are not in line of sight of a friendly unit on the battlefield (only Commander flags are displayed), and terrain hides enemy units on the campaign map over different distances for cavalry and infantry.

Expert level: Terrain blocks line of sight on battlefield, affects the movement rates of troops, affects the fatigue factor of troops, totally hides enemy forces that are not in the line of sight of a friendly unit on the battlefield, terrain hides enemy units on the campaign map over different distances for cavalry and infantry, and terrain partially hides friendly units on the battlefield not in line of sight of a senior Commander.

Morale

Simple level: Morale is affected by the level of casualties in action, and if it drops too low then troops desert their units on the battlefield.

Basic level: All units are treated as seasoned, and there are no alterations made for terrain, fatigue, supply or the personality of the General.

Average level: The morale of all units is moderated by their own experience ratings. Terrain factors apply, but there are no alterations made for fatigue, supply or personality of the General.

Advanced level: The morale of all units is moderated by their own experience ratings. Terrain factors and the personality of the General apply, but there are no alterations for fatigue or supply.

Expert level: The morale of all units is moderated by their own experience ratings. Terrain factors, fatigue, supply and the personality of the General are all taken into consideration.