

GETTYSBURG

SCOURGE OF WAR



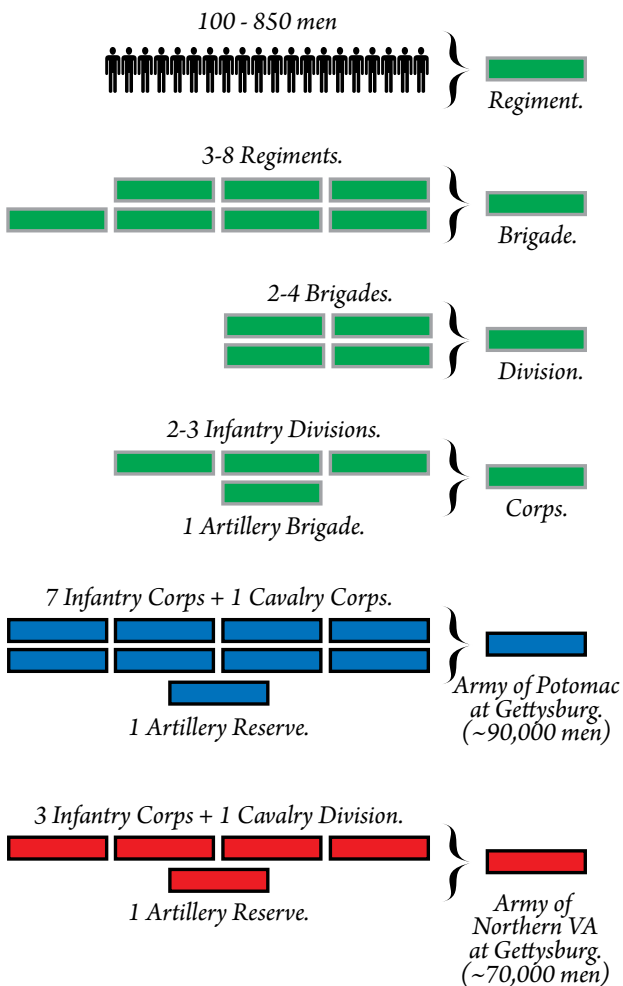
GAME MANUAL

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Basic Structure of Civil War Armies (Infantry).



SYSTEM REQUIREMENTS

- Intel Core2 Duo @ 1.65 GHz CPU or higher
- 2 GB RAM
- 2 GB Hard disk space
- 256 MB Video Card with DirectX 9.0c or higher, video card should NOT be on motherboard, but should be separate, no shared memory
- Some sort of sound :)
- Monitor, keyboard, and mouse :)
- Windows XP, Vista or Win 7.

GAME INSTALLATION

1. Download the game file (ScourgeOfWarGettysburg.exe) to any convenient location on your computer. Note that this is the demo and the full game in one file. You may download the file through:
<http://www.scourgeofwar.com/purchase.html>
2. If you purchased the game on CD, put the CD in the drive. When the window for the CD appears, proceed to step 3. If no window appears, double click on My Computer, then double click on the icon for your CD drive to continue.
3. Double click on the file **ScourgeOfWarGettysburg.exe** to launch the install process.
4. When the first window pops up, click “**Next**” to continue.
5. When the Release Notes window appears, you may wish to read through these if this is the first time you are installing the game. Then click “**Next**” to continue.
6. When the License agreement window appears, click on the “**I Agree**” radio button to continue or “**I do not agree**” to exit the installation process.
7. The installation directory window will be next to appear. You may accept the default or change it to a different valid location. Note that Vista and Win7 users should not install in “Program Files,” to avoid a security issue. Click “**Next**” to continue.

8. When the final pre-installation Confirmation window appears, click **“Start”** to begin the installation process.
9. The installation progress window will show the progress of installing the game files.
10. When installation is complete, the End window will appear. You may uncheck the **“Launch Scourge of War – Gettysburg”** if you do not want to launch the game at this time. You may also view the **readme.txt** file for last minute information. An icon to launch the game will be installed on your desktop.

PATCH INSTALLATION

1. Download the patch file (SOWGBPatchVer1_200.exe) to any convenient location on your computer. Note that this is just the patch file and you must have installed the full game previously. Note that the patch version may change if additional issues require fixing. You may download the file through: <http://www.scourgeofwar.com/downloads.shtml>.
2. Doubleclick on the patch file SOWGBPatchVer1_200.exe to start the installation process.
3. When the first window pops up, click **“Next”** to continue.
4. When the Release Notes window appears, you may wish to read through these if this is the first time you are installing the game. Then click **“Next”** to continue.
5. When the License agreement window appears, click on the **“I Agree”** radio button to continue, or the **“I do not agree”** button to exit the installation process.
6. The installation directory window will be next to appear. You must install the patch into the same directory as the current version of the full game. Click **“Next”** to continue.
7. When the final pre-installation Confirmation window appears, click **“Start”** to begin the installation process.
8. The installation progress window will show the progress of installing the patch files. The installer will replace game files and add in new content to bring your game up to the latest version.

9. When installation is complete, the End window will appear. You may uncheck the **“Launch Scourge of War – Gettysburg”** if you do not want to launch the game at this time. You may also view the **readme.txt** file for last minute information. An icon to launch the game will be installed on your desktop.

GAME ACTIVATION

When you launch the game for the first time, you will see the **“Activation Code”** window. You must purchase the game to receive your activation code. If you downloaded the demo and wish to purchase the game, click on the **“Purchase the Game”** button and you will be taken to the website. The game is available via digital download. You must have an active internet connection to purchase the game via digital download. Please print out the activation code and save the code to multiple locations.

To activate via internet, you must have an active internet connection. Enter the activation code in the box and click the **“Activate”** button to activate the full game. Activation is needed only once. An installation code can be activated or deactivated an unlimited number of times.

If you purchased the game on CD, the activation code is printed on a sticker on the game case. The sticker is located behind the printed manual.

We now have the option to activate via email. This is somewhat more complicated but will work if you cannot or choose not to connect your computer to the internet.

1. Start the game and at the initial screen click on the button labeled **“Manual.”**
2. Read the directions carefully and enter Activation Code that you received with the game into the text box and press the button labeled **“Step 1.”**
3. A popup box will appear with your user code. Send this code in an email to: ***activate@scourgeofwar.com***.
4. Within 24 hours, you will get an email back from ScourgeofWar.com which contains your Authorization Code.
5. Restart the game, click **“Manual”** again and copy the Authorization code from your email into the text box, then click the button labeled **“Step 2.”** At this point your game is activated and ready to play.

If you wish, you may click the **“Demo Mode”** button to play the game in the limited demo mode, which gives you access to one single player scenario and one multiplayer scenario.

DEACTIVATION

Your activation code can be used on any installation of the game, but only with one system at a time. To deactivate your installation, click on the **“Deactivate”** link on the lower right of the main game screen. You must have an active internet connection to deactivate your game. You may then use your code to activate that copy or any other unactivated game installation. For example, you may have the game installed on a desktop and a laptop. If you were going on a trip, you could deactivate the game on your desktop and use the same code to activate the install on your laptop. An installation code can be activated or deactivated an unlimited number of times.

INTRODUCTION

Welcome to *Scourge of War: Gettysburg*. We hope you are ready for a fight. This game places you in command of the units of the Union or Confederate armies and allows you to refight the many bloody clashes that went to make up the Battle of Gettysburg, fought on July 1, 2, and 3, 1863 at the height of the American Civil War. This is a type of wargame that we call real time command simulation.

Real time command simulation of Civil War combat begins with Sid—as in Sid Meier, who released the now legendary wargame Sid Meier's Gettysburg (SMG) in 1997. This game established a new genre, freeing players from the confines of the earlier wargame conventions of the hexgrid and dice roll. It placed the units on a 3D battlefield and let the player/commander move units around. There were no turns—combat happened in real time and could be interrupted only by putting the entire game on pause. It also included a multi-player (MP) feature that is still in use today.

Then came Sid Meier's Antietam in 1998, an evolutionary release that introduced players to the deceptively rolling terrain outside of Sharpsburg, and included other battles in the Antietam Campaign at South Mountain and Crampton's Gap.

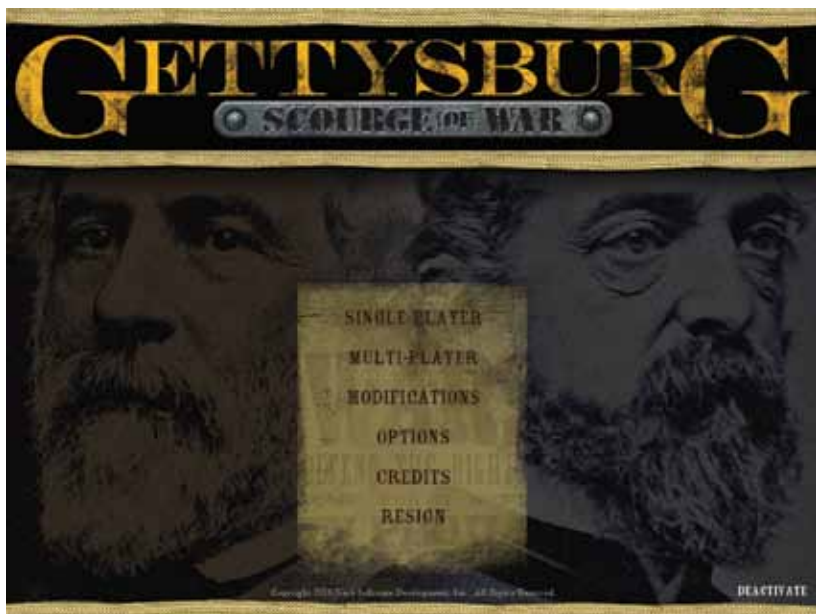
The next step in the evolution of the genre was Breakaway Games' transfer of the game engine to the Napoleonic Wars with the release of Waterloo: Napoleon's Last Battle, in 2001. The final chapter for the Sid Meier engine was Austerlitz: Napoleon's Greatest Victory, released in 2002.

A new chapter in black powder era combat simulation opened in 2005 with the release of Civil War: Bull Run by Mad Minute Games. This game built on the traditions of the Sid Meier games but was an entirely new generation. It was noted for its highly capable Artificial Intelligence (AI) opponent and careful attention to historical detail. The second and final game from this very small company was Take Command: 2nd Manassas, appearing in 2006. This release also included the battles of Cedar Mountain and Chantilly, the bookends of

the campaign. Both games received multiple awards reflecting the historical accuracy and intensity of the real time command experience.

Now there is a third generation in this family tree: *Scourge of War: Gettysburg*. There is a new graphics engine and an AI that builds on the experience from previous games. The new AI is smarter, meaner, and more likely to run you off the battlefield unless you are smart and mean yourself. This game also introduces the Multi-Player feature that allows you to match your skills not against the AI, but against human opponents anywhere in the world. So make sure your guns are clean and your powder is dry, and get ready for battle on the legendary fields of Gettysburg!

THE MAIN MENU

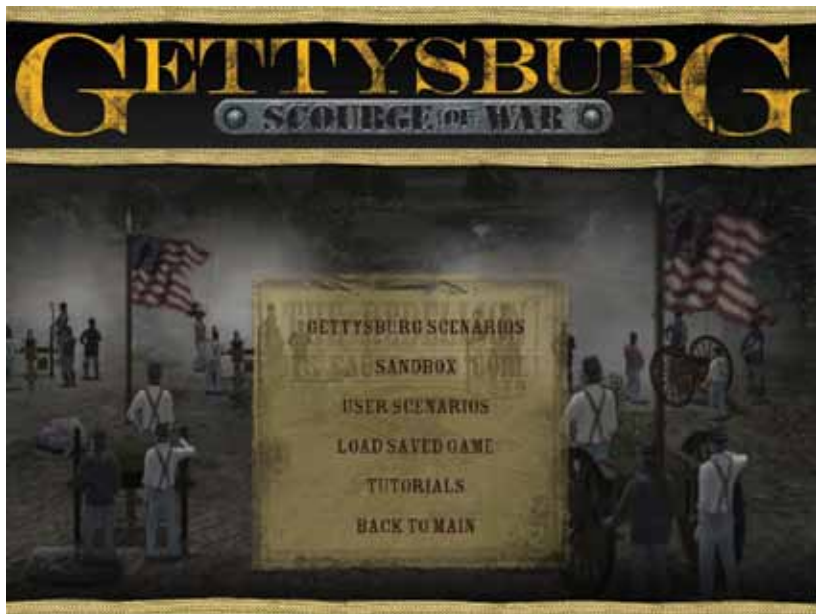


The first screen you will see is the Main Menu, showing the *Scourge of War: Gettysburg* logo at the top and the photographs of Generals Robert E. Lee and George G. Meade in the background. The Main Menu provides access to all game functions.

- The **Single Player** menu item provides access to the game as played by you vs. the AI (Artificial Intelligence).
- The **Multi-Player** menu item provides access to the game as played by you and other real players, either vs. each other or the AI.
- The **Modifications** menu item provides access to the Modifications Screen. “Mods,” as they are known, are extensive changes to the appearance and dynamics of the game. Once installed, they may be activated from this screen.
- The **Options** menu item provides access to two pages of Options affecting the difficulty level of the game, the visual and sound display of the game, and the camera settings.

- The **Credits** menu item provides access to the list of development team members and business partners of NorbSoftDev, the maker of *Scourge of War: Gettysburg*.
- The **Resign** menu item allows you to leave the game.

THE SINGLE PLAYER SCREEN



The Single Player Menu provides access to all the screens necessary to play the game solo, against the AI.

- The **Gettysburg Scenarios** menu item provides access to twenty game scenarios that allow you to play through the three days of the Battle of Gettysburg at different levels of command, in both armies. When selected, this screen will take a few seconds to load.
- The **Sandbox** menu item provides access to an unlimited number of scenarios you generate yourself.
- The **User Scenarios** menu item provides access to “Mods” (Modifications)

and scenarios provided by the Scourge of War: Gettysburg gaming community.

- The **Load Saved Game** menu item provides access to a list of scenarios that you have previously saved, and may reload to play again or continue playing.
- The **Tutorials** menu item provides access to five tutorials that will help you master game play at different levels of command—regiment, battery, brigade, division, and corps—as commander of both artillery and infantry.
- The **Back to Main** menu item allows you to go back to the Main Menu.

THE GETTYSBURG SCENARIOS SCREEN



The Gettysburg Scenarios Screen allows you to select from among twenty scenarios carefully designed to put you in command at crucial times and places in the three-day Battle of Gettysburg.

The flags on the vintage Gettysburg map indicate the place on the battlefield where each scenario takes place, and the side you will be taking in each

scenario—twelve as a Union commander, eight as a Confederate commander.

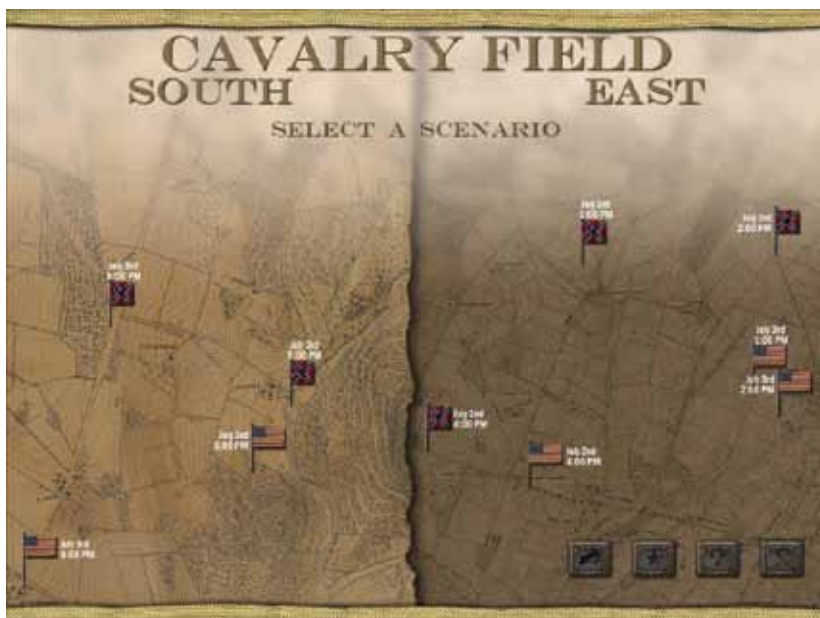
Each flag is labeled for the day and time of the scenario, and includes a scenario number from one to twenty. Once you have played a scenario, your previous high score will be superimposed on its flag.

Click on a flag to select a scenario, and the Scenario Description screen will appear.

At the bottom of the map is a pewter-colored oval labeled “Cavalry Scenarios.”

Clicking on this icon will take you to the Cavalry Scenarios selection map.

There are six scenarios set on East Cavalry Field and four scenarios set on South Cavalry Field.



At the bottom of Gettysburg Scenarios screen are three buttons:

- The **Show High Scores** button provides access to the Gettysburg Scenarios High Scores screen.
- The **Help** button provides access to onscreen information about the Gettysburg Scenarios.



- The **Back** button returns you to the Single Player Screen.



The Scenario Description Screen

When you click on a flag to select a scenario on the Gettysburg Scenario Screen, the Scenario Description Screen will appear. You may scroll down the screen to view the following essential information:

- **Length of Play** — You have only this long to capture your objective(s) and defeat the enemy forces.
- **Command, Date, Time, Location, and Weather** — These give historical information.
- **Situation** — This is the situation you inherit as commander on the spot.
- **Mission** — This is your main objective, simply stated. When the scenario is launched and the Game Screen appears, go to the Map (accessible from the Central Island or by pressing the “M” key) and place the cursor on the Objective symbol to get more detailed information about getting and holding the Objective.
- **Victory Conditions** — These are the point totals which mark the various levels of victory or defeat, as determined by the scenario designer.
- **Forces Available** — This is your command. When the scenario is launched and the Game Screen appears, go to the Order of Battle box in the Central Island to access more detailed information about your subordinate commanders and fighting units.
- **Biographical Information** — This is a short biography of the commander you will play.

When you are done viewing the Scenario Description, you may select **Launch Battle** at the bottom of the screen, and the scenario will load. Otherwise, select **Cancel** and to go back to the Gettysburg Scenarios Screen.

Carryover Scenarios

In order to play some of the later scenarios, you must complete earlier scenarios. This reflects the historical sequence of the battle. The casualties that your units receive in the early scenario will be carried over to the subsequent scenarios.

For example, if you have a brigade of 1800 soldiers and you suffer 400 casualties,

you will only have 1400 to start the second scenario. The scenario designer may set a return percentage to reflect soldiers with minor wounds who got bandaged and returned to their unit. If the return level was 5%, then for the second scenario you would have an additional 20 soldiers (5% of 400), bringing your strength to 1420.

To Start this Scenario:

#11 – July 2-We Want These Guns (C-Div)

#13 – July 2-I Think The Boys Will
Miss Me (U-Div)

#14 – July 2-Brickyard Lane (U-Div)

#15 – July 2-Greenes Alone (U-Brig)

#16 – July 3-The Right Range For
Canister (U-Art Bn)

#17 - July 3-HighWater (C-Div)

#18 - GB18-July3-The Angle (C-Brig)

#19 - GB19-July3-Codori, Stannard on
the Flank (U-Brig)

You must Finish this Scenario:

#7 – July 2-On To The Round Tops (C-Div)

#11 – July 2-We Want These Guns (C-Div)

#5 – July 1-The Bullet Is Not Molded
Which Is To Kill Me (U-Corps)

#3 – July 1-Blood In The Run (U-Brig)

#2 – July 1-McPherson's Ridge (C-Div)

#2 – July 1-McPherson's Ridge (C-Div)

#2 – July 1-McPherson's Ridge (C-Div)

#2 – July 1-McPherson's Ridge (C-Div)

The Gettysburg Scenarios High Scores Screen



When you select the “Show High Scores” button on the Gettysburg Scenarios Screen, this screen will appear. For each scenario you will get a separate line for each Difficulty Level that you complete. You may scroll down the screen to view the following information:

- **Date** — This column indicates the date and time your previous High Score for each Tutorial and Gettysburg Scenario was recorded.
- **Scenario** — This middle column lists all the Tutorials and Gettysburg Scenarios in order. Listed below the title line of each is the score required for Promotion. When the indicated score is reached for any scenario, this information disappears and is replaced by the “Promoted” designation.
- **Difficulty** — This column shows the Difficulty Level (selected from the Options Screens) at which you were playing when you recorded your previous High Score for each Tutorial and Gettysburg Scenario.

- **Score** — This column shows your previous High score for each Tutorial and Gettysburg Scenario. If it is a Gettysburg Scenario score, you will also see this score superimposed in yellow numbers on the flag representing the scenario on the Gettysburg Scenarios screen.

THE SANDBOX BATTLES SCREEN



The Sandbox allows you to hone your command skills by playing any commander of your choice on any Map of your choice. Sandbox scenarios can be played over and over with limitless variation, because, unlike the historical scenarios, they are entirely unscripted.

Sandbox scenarios are generated by selecting from among the commanders, Maps, and combat situations listed in the boxes on the Sandbox Battles screen.

Select an Army

Select one of the two armies by clicking on the button showing its commander—Maj. Gen. George G. Meade or Gen. Robert E. Lee—and that army's order of battle will appear in the large "Select a Commander" box at lower left. You may choose to play any of that army's commanders.

Select a Map

After selecting an army, choose any one of six areas where the Battle of Gettysburg was historically fought. Alternately, you may select an area of flat, generic terrain called "Kansas," or the hilly, expansive terrain of "Alpine."

There are six Maps of the Gettysburg area:

- **Mac Map** — This includes the area west and north of town where Day One at Gettysburg was fought. ("Mac" is short for McPherson, whose farm featured prominently in the Day One fighting.)
- **Devil's Den** — This includes the rocky area at the southern end of the Union line where most of the Day Two fighting occurred. Beside the boulder-strewn Devil's Den, it includes the famed Little Round Top, Peach Orchard, Stony Hill, and Wheat Field.
- **Culp's Hill** — This includes the large hill just southeast of town that Union soldiers crowned with breastworks. It marked the "hook" of the Union's famous fishhook-shaped line at Gettysburg on Days Two and Three.
- **Pickett-Pettigrew-Trimble** — This includes the middle of the Union line, the "shank" of the Union fishhook that absorbed the brunt of the Pickett-Pettigrew-Trimble charge, commonly known as "Pickett's Charge," on Day Three. The map also includes the Confederate staging area to the west.
- **East Cavalry Field** — This map shows the area east of the town of Gettysburg where the cavalry battle took place, near the intersection of Hanover Road and Low Dutch Road.
- **Gettysburg** — This is a map showing the entire area of the infantry battles on July 1-3. This map has a significantly reduced level of detail. It is a double-sized map (5 miles/side).

There are two maps of generic terrain:

- **Kansas** — This is the ultimate “level playing field.”
- **Alpine** — This is a map where the battles have a lot of ups and downs. It is also a double-sized map (5 miles/side).

Select an Order of Battle

After selecting a map, choose any of four different Orders of Battle:

- The **Day One** Order of Battle includes the commanders who took part in the fighting of the First Day, before the bulk of either army had arrived on the battlefield.
- The **Day Two** Order of Battle includes the commanders of the assembled Union and Confederate armies as they were on the Second Day. It reflects the losses in men and commanders from the fighting of the First Day.
- The **Day Three** Order of Battle includes the commanders of the two armies as they were on the Third Day, after the losses of Second Day and the arrival of the cavalry of both sides.
- In addition, **Day One—Jackson** is included as a “What If” Order of Battle. It includes the commanders of the Confederate Second Corps as it would have been if Lt. Gen. “Stonewall” Jackson’s had survived the Battle of Chancellorsville, and the Union First Corps as it would have been if Maj. Gen. John Reynolds had lived to fight the First Day.
- There are also **Brig_Div** Orders of Battle. These have the artillery included in the division command structure for those who prefer smaller combined arms battles.

Select a Commander

After selecting an army and an Order of Battle, choose a commander from the list in the Select a Commander box. This will be the commander you will play in the Sandbox scenario you are generating.

Size of Battle

After selecting a commander, choose from among four battle sizes, each of which pits a friendly unit of the selected size—brigade, division, corps, or army—against an enemy force of similar size.

Battle Type

After you have selected a battle size, choose from among six battle types:

- If you choose **Attack**, the enemy will hold the Objective at the start of the scenario, and you will have to capture it and hold it for the length of time specified in the Battle Info and on the Map, both accessible from the Central Island.
- If you choose **Defend**, you will hold the Objective at the start of the scenario, and you will have to defend it against an enemy attack for the length of time specified in the Battle Info and on the Map.
- If you choose **Line of Sight**, neither side will hold the Objective at the start of the scenario. You will have to move to the Objective, fight the enemy for it, and hold it for the length of time specified in the Battle Info and on the Map. In a Line of Sight scenario, you will be able to see the enemy at the start.
- If you choose **Line of Sight (No Objectives)**, there will be no terrain Objectives in the scenario. The winner will be decided entirely by Combat Points. As with all Line of Sight scenarios, you will be able to see the enemy at the start.
- If you choose **Hunt Them Down**, you will have to move to the Objective, fight the enemy for it and hold it, as with Line of Sight. Unlike Line of Sight, however, you will not know where the enemy is at the beginning. You will have to be ready to encounter him at any time.
- If you choose **Hunt Them Down (No Objectives)**, not only will you not know where the enemy is at the start of the scenario, but there will be no terrain Objectives. You will have to hunt the enemy down and beat him in combat. Here, there is an added premium on finding the enemy while keeping your own positions hidden from him until you are ready to pounce.

Score Limit

Limit the length of the scenario by setting the Score Limit. When one side reaches this score, the scenario will end and the winner will be the side with the indicated number of points.

Time Limit (Minutes)

Limit the length of the scenario by setting the Time Limit. When the scenario clock reaches this limit, the scenario will end and the winner will be the side with the greater number of points.

Starting Time

Choose a starting time in military hours, anywhere between five o'clock in the morning and seven o'clock in the evening.

Balanced Forces

When this option is chosen, battles will have approximately even forces. If unchecked, the forces chosen will have their historical strengths, which may be significantly unbalanced in either direction.

When the scenario is launched, check the Sky in the Compass Box of the Central Island to see what the visibility limit is, in yards. You and your units will be unable to see the enemy beyond this distance, and they will not be able to see you.

When you have generated a scenario by selecting from each of the above boxes, click on the **Launch Sandbox Game** button at the bottom of the screen. This will load the scenario. When the scenario has finished loading, the message "Press Space Bar to Begin" will appear in the braid at the bottom of the screen. When you press the space bar, the Game Screen will appear and the game will begin.



Other buttons to the right of the Launch button are the **Show High Scores** button, which provides access to the Single Player High Scores Screen; the **Help** button, which provides access to quick onscreen instructions for generating a Sandbox scenario; and the **Back** button, which sends you back to the Single Player Screen.

Single Player High Scores Screen



DATE	BATTLE	SIDE	KWM/TOTAL	ENEMY	COMMANDER	DIFFICULTY	SCORE
05/01/2000	Sandbox	U	1700/1000	2700/1220	Maj Gen John B. Hood	Normal	207.0
05/02/2000	Sandbox	C	700/1400	900/1600	Ang Gen James Barnes	Normal	114.00

When you select the “Show High Scores” button on the Sandbox Battles screen or the User Scenarios screen, the Single Player High Scores screen will appear.

On this screen are the scores from all the scenarios you have generated from the Sandbox and User Scenarios screens. You may scroll down to view the following information:

- **Date** — This column shows the date each of your previous scenario scores was recorded.
- **Battle** — If the scenario played was generated in the Sandbox, this column will record it as “Sandbox.” If the scenario was chosen from the list on the User Scenarios screen, its name will be listed.
- **Side** — This column show the side—“U” (Union) or “C” (Confederate)—you were playing in each scenario.
- **KWM/Total** — Under this heading are two columns, “Own” and “Enemy.” Under the “Own” column, the number in front of the slash is the total

number of casualties suffered by your subordinate units—killed, wounded, and missing—in a given scenario. The number after the slash is the total number of troops under your command in that scenario.

Under the “Enemy” column, casualties and total strength are given for the enemy units you engaged.

- **Commander** — This column lists the commander you played in each scenario.
- **Difficulty** — This column shows the Difficulty Level (selected on the Options Screens) at which you were playing in each scenario. If the game was played at a Custom Difficulty, this column will read “None.”
- **Score** — This column indicates your score in each scenario.

THE USER SCENARIOS SCREEN



The User Scenarios Screen is where players may load scenarios they have created, and where other players may access them.

The **Select a Scenario or Mod** box shows the list of available scenarios.

The background information for the selected scenario will appear in the Scenario Description box on the left. This information will also be available on the in-game Battle Info screen, accessible from the in-game Menu in the Central Island.

Once a Scenario is selected, the list of playable commanders will appear in the **Select a Commander** window.

Once a scenario and a commander have been selected, click on the **Launch Scenario** button (labeled with a “check” icon) at the bottom of the screen. This will load the scenario. When the scenario has finished loading, the message “Press Space Bar to Begin” will appear in the braid at the bottom of the screen. When you press the space bar, the Game Screen will appear and the game will begin.

Other buttons to the right of the Launch button are the **Show High Scores** button, which provides access to the Single Player High Scores Screen; the **Help** button, which provides access to quick onscreen instructions for uploading a scenario; and the **Back** button, which sends you back to the Single Player Screen.

THE LOAD SAVED GAME SCREEN



Scourge of War: Gettysburg creates a saved game every time a game is played with the Autosave option enabled—that is, not set to “0” in the Autosave Interval on the Options Screens. If you have enabled Autosave, and you exit a scenario in mid-battle, you may later go to the Load Saved Game Screen, load that game, and jump back into the fight.

When the Autosave option is disabled—that is, set to “0”—you may still save a game by selecting the “Save Game” item accessible from the Menu in the Central Island of the Game Screen. The Save Game screen will appear, and you may save the game by naming it in the window at the bottom of the screen.

The default name for any game exited in mid-battle is “_autosave.sav”. However, before you exit any game you may name it by going to the Save Game screen and naming it in the window at the bottom of the screen.

Scourge of War: Gettysburg creates a saved game at the start of the most recent

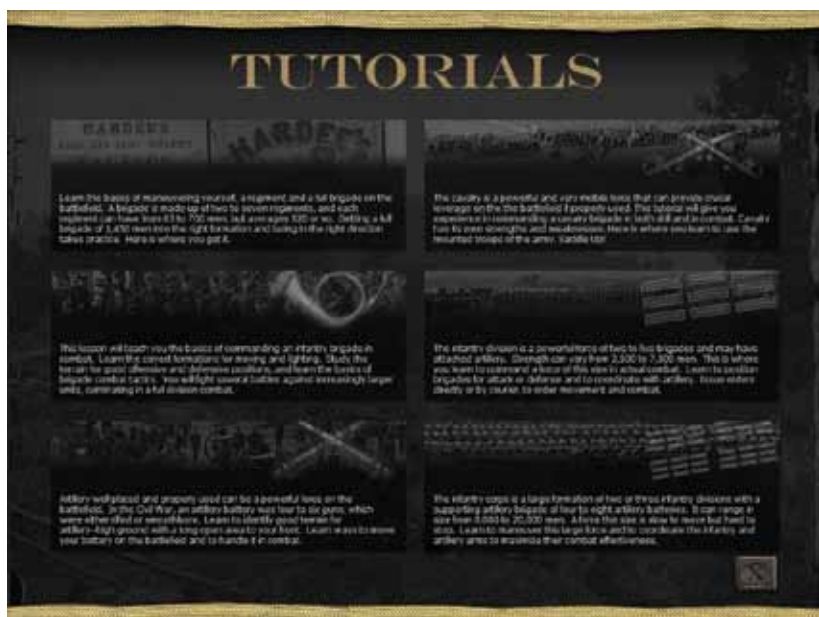
scenario for which the Autosave option is enabled. It will be named “Restart Current Level.sav”.

To load a saved game in the Load Saved Game Screen, click on it, then click on the Load Saved Game button (labeled with a “check” icon) at the bottom of the screen.

The following are three columns that will help you identify the game you want to load:

- **Date:Time** — This column lists the date and time the game was saved.
- **Saved Game** — This column lists the name of the saved game.
- **Scenario** — If the game you are loading was a Gettysburg Scenario, this column will list the name of the scenario. If the game was generated in the Sandbox, it will be labeled “Sandbox.” If it was a Multiplayer game, it will be labeled “NetServ.”

THE TUTORIALS SCREEN



There are five tutorials designed to acquaint you with play at different levels of command in *Scourge of War: Gettysburg*. The tutorials are designed to be played from top to bottom; that is, from regimental level to corps level. We recommend that you play through each of these tutorials before jumping into the scenarios in the game. We also encourage you to replay Tutorials Two through Five—they are fun and challenging, and your High Score on each will be recorded in the Gettysburg Scenario High Scores screen.

To start, click on the graphic to the left of each level description on the Tutorials Screen.

- **Tutorial 1: Regiment and Brigade Maneuvers** — In this tutorial, you will learn how to maneuver the camera, how to move a commander, how to move a regiment, how to form a brigade in line of regiments, how to form a brigade in column of regiments, how to form a brigade in double line, how to form a brigade in skirmish formation, and how to use roads.
- **Tutorial 2: Brigade Combat** — In this tutorial, you will learn the basics of commanding an infantry brigade in combat, the correct formations for moving and fighting, how to study the terrain for good offensive and defensive positions, and the basics of brigade combat tactics. You will fight several battles against increasingly larger units, culminating in a full division combat.
- **Tutorial 3: Artillery** — In this tutorial, you will learn how to move and fight an artillery battery, how to limber and unlimber, and how to identify good ground for artillery.
- **Tutorial 4: Division** — In this tutorial you will learn how to command a division, which consists of two to five brigades and may have attached artillery. You will learn to position brigades for attack or defense and to coordinate with artillery. You will learn how to order movement and combat at this level, either directly or by courier.
- **Tutorial 5: Corps** — In this tutorial you will learn to maneuver this large 8,000- to 20,000-man force and to coordinate the infantry and artillery arms to maximize their combat effectiveness.
- **Tutorial 6: Cavalry Drill & Combat** — This tutorial introduces you to the unique capabilities of cavalry that make them a valued part of a combined arms force.

THE MULTIPLAYER CONNECT SCREEN



When you select **Multiplayer** in the Main Menu, the **Multiplayer Connect Screen** will appear.

Once on the Multiplayer Connect Screen, everyone in the game must enter a name in the **Player Name** box. A Player Name can be anything you can enter from your keyboard up to 30 characters long.

Everyone must also enter a number in the **Player Handicap** box. Your Player Handicap is the percent of the historical regiment strength your regiments will get. Thus, if your Player Handicap is entered as “100”, your regiments will have historical strengths. If you need more men in your regiments to compete with the other players, you may enter a number higher than 100. If you want to give the other players an advantage in numbers, you may enter a number lower than 100. For example, if you enter a handicap is 90, then one of your regiments with a historical strength of 300 will have 300×0.90 , or 270 men. The better a player you are, the lower your handicap should be to give other players a fair battle.

Note: Your Player Handicap will be seen by other players on the next screen, so your handicap will not be a secret.

How to Join a Multiplayer Game

To join a Multiplayer game, you may choose one of two pathways:

1. Connect From the Lobby

To enter the *Scourge of War: Gettysburg* Multiplayer Lobby, you must first create a PowerLobbies™ account.

- To create an account, first type an account name into the **PowerLobby Account Name** window. This is the player name that other players will see once you are inside the lobby. The only characters you may use for your account name and password are A-Z, a-z, 0-9, and SPACE. Otherwise, there are no limitations.
- Next, type a password into the **Password** window. The first time you enter it, you must also retype it in the **Confirm Password** window.
- Once you have entered an account name and password, click on the **Create a New Account** button.

You have now created a *Scourge of War: Gettysburg* Multiplayer account, and may enter the Multiplayer Lobby by clicking on the **Enter Lobby** button. The next time you select “Multiplayer” from the Main Menu and the Multiplayer Connect Screen appears, your PowerLobby Account Name and Password will be saved, and you may go to the Lobby immediately by clicking on the Enter Lobby button.

The SOW Lobby Screen



The SOW Lobby shows boxes for both the Main Lobby area and for temporary Rooms that players create to start a game. When you enter, you will be in the Main Lobby area and your account name will appear in the **Main Lobby Users** box on the far left of the screen.

The top center box is the **Main Lobby Chat** area. You may type text in the white box just below the chat window, then hit Return or click on the **Send Message to Lobby Members** button (labeled with an “envelope” icon) to make your comment appear to all others in the Main Lobby.

To play in a Multiplayer game, you must enter a **Room**. Existing Rooms are listed in the Rooms list on the right. To enter a Room from the Lobby, you must select the name of the Room you want to enter from the Rooms box, then click on the **Enter Room** button. The name of each player who enters a given Room will appear in the Room Users box beneath the name of the player who created the Room. If a player wants to leave a Room, he may do so by clicking on the

Leave Room button, and his name will disappear from the Room Users list.

There is a separate **Room Chat** box. This works just like the Main Lobby Chat, but is only seen by the players in a Room; that is, those players listed in the Room Users box.

When all of the players who are going to be in a Multiplayer game have entered a Room, the player who created the Room will click on the **Enter Staging Room** button (labeled with a “check” icon). For the Host and all the players in his Room, the **Multiplayer Select Screen** will appear.

2. Connect Directly to an IP Address

If one of the players has completed the one-time setup described below and is ready to host, the players may use this pathway.

The other players must enter the Host’s (External) IP address in the **Server IP** box, and “31791” in the Server Port box. Then they must click on the **Join** button. For the Host and all the players who join, the **Multiplayer Select Screen** will appear.

*Note: After you have connected to a Host, the Host’s name and IP address will be automatically added to your Host List. To bring up this list, click on the **Host List** button (labeled with a “bulleted list” icon). Click on the name of the person who is hosting, then click the **Connect to Host** button (labeled with a “check” icon) to transfer his IP Address to the “Server IP” screen. You may then join his game by clicking the “Join” button.*

How to Host a Multiplayer Game

To host a Multiplayer game, you will have to check to see if your computer has Firewall protection. If your computer does have Firewall protection, you will have to make an exception in your Firewall so that the packets from *Scourge of War: Gettysburg* can get through to you.

There are a number of different companies that make Firewalls. A good guide for how to make an exception in your Firewall is at:

<http://www.portforward.com/english/routers/firewalling/routerindex.htm>

Select the firewall program for your system and follow the directions. You will only have to do this once.

Once you have made an exception in your Firewall, the requirements to Host a Multiplayer game differ slightly between the two pathways.

1. Connect From the Lobby

Once you have created a PowerLobbies™ account and have made an exception in your Firewall as explained above, you may enter the Lobby. Use the Chat feature to communicate with others in the Lobby.

To host a game, you must create a Room. To create a Room, click on the **Create Room** button (labeled with a “red gate” icon). The Create Lobby Room screen will appear. Enter the name of your Room, the maximum number of people, and, optionally, a password. (If you do not want a password, leave that box blank.) Then click the “Create Room” button (labeled with a “check” icon) to create the Room.

If you create a Room, you are automatically entered into that Room, and your name will appear at the top of the **Room Users** box on the lower left. You will be the Host for the Multiplayer game.

Once your Room is created, others in the Main Lobby will see your Room name in the Rooms box, and will enter the Room. When all of the players who are going to be in your Multiplayer game have entered your Room, you must click the **Enter Staging Room** button (labeled with a “check” icon). For the Host and all the players in his Room, the **Multiplayer Select** screen will appear (see below).

Note: There is a chance your router in its present configuration will not permit you to Host. In that case, an Error Message will appear when you click the “Enter Staging Room” button, and, instead of going to the “Multiplayer Select” screen, all the players in your room will go back to the Main Menu.

In order to Host, you will have to perform the routine described in “Mapping a Router Port” below.

2. Connect Directly to an IP Address

Besides making an exception in your Firewall as explained above, you will need to know the **IP Address** of your router—that is, your External IP, so that the other players may connect directly to it. You can find this at:

<http://whatismyipaddress.com/>

Your IP Address should be prominently displayed on the website's home page. Write down this number so that the other players can refer to it.

Note: Your IP address may change, especially if your house has a power failure or your ISP has an internal issue. If suddenly people can't join your game, check your IP address to see if it has changed.

Once you have made an exception in your Firewall and ascertained your IP Address, enter the **Multiplayer Connect** screen and type the number "31791" into the "Server Port" window of the "Connect Directly to an IP Address" pathway. (You, as Host, will not have to enter a number into the "Server IP" window.) Then click on the "Host" button (labeled with a "house" icon). In a few seconds, the **Multiplayer Select** screen will appear, with your name at the top of the **Players** box.

After you have entered the Multiplayer Select screen, the players who will join your game must type your IP Address into the "Server IP" window, type the number "31791" into the "Server Port" window, and click on the "Join" button, (labeled with a "pointing finger" icon). For each player who joins, the Multiplayer Select screen will appear, and their name will appear in the "Players" box, visible to all other players.

Note: There is a chance your router in its present configuration will not permit you to Host. In that case, an Error Message will appear when you click the "Host" button.

In order to Host, you will have to perform the routine described in "Mapping a Router Port" below.

The Multiplayer Select Screen



The Multiplayer Select Screen has four boxes and eight buttons. Three of the buttons are functional for the Host only. The four boxes include the following:

- **Players** — A list of the players and their handicaps will appear in this box on the top left side of the screen. After each player selects his commander from the “Select a Commander” box, this display will change to show the selected commander next to his name and handicap. The number in front of each selected commander’s name is the army of that selected commander—“1” for Union, “2” for Confederate—so that the players may see at a glance which players are in which armies.
- **Scenario Description** — This shows the Battle Info text for the scenario that the Host has selected. For a Gettysburg Scenario game, this is the same text that will show up in the Battle Info box once the game starts. For a Sandbox game, the text will give the parameters—the Map, the OOB, the Battle Type (called “The Mission”), the Length of Play, the Starting Time, and the Scoring Limit—of the game generated by the Host.

- **Chat Box** — The chat box is for sending text messages to all of the players during setup. Enter text in the white box and then click the Send Message button (labeled with an “envelope” icon) to dispatch a message to the Chat Box, where all the players in the game will see it. The Chat Box only appears during Multiplayer game selection while all players are on the Multiplayer Select screen, and is not accessible once the Host has launched the game. Once the battle has started, players will be able to maintain communication by pressing the “X” key and using the keyboard to type messages into the Target List box (see “Keyboard Commands”).
- **Select a Commander** — Once the Host has selected the battle, this box will show the commanders in the scenario. To select a commander, a player must click on the desired commander’s name to highlight it, then click the **Set Officer** button (labeled with an “officer’s shoulder strap” icon) to send this selection to the Host. The selection will appear in the “Players” box. Officer selection is first come, first served. Players may change their selection at any time until the Host launches the game. At that point, all choices are locked in.

Host Only Buttons

The Host has five buttons for his exclusive use.

- At the top right of the screen, the left button (labeled with a “flag” icon) is used to **Create a Scenario Game**. When this button is clicked on, the Scenarios screen will appear (see below), from which the Host may select any scenario or Mod that is installed in his game.
- The top right button (labeled with a “shovel” icon) is used to **Create a Sandbox Game**. When this button is clicked on, the Sandbox Battles screen will appear (see below), on which the Host may generate a Sandbox game using the same parameters as a Single Player Sandbox game.
- On the lower part of the screen is the **Options** button (labeled with a “bulleted list” icon). Selecting this brings up the Multiplayer Options screen, which allows the Host to determine the game performance and appearance Options for this Multiplayer game. (It will not affect the Options selected on any player’s Options Screens.)
- Also on the lower part of the screen is the ‘**Kick**’ button. This button will forcibly disconnect a player from the Player list. The purpose of this is to

remove a player who cannot or will not select an officer and is therefore preventing the MP game from being started.

- When all players have selected their commanders, the Host will use the **Launch Game** button (labeled with a “check” icon) to start the battle. When he clicks on Launch Game, the game will load for all players.

Buttons for All Players

In addition to the Send Message button described above, the buttons available to all players include the following:

- **Set Officer** — After a player has selected a commander from the listing, this button (labeled with an “officer’s shoulder strap” icon) must be clicked to send that commander’s name to the Host.
- **Help** — This button (labeled with a “question mark” icon) brings up the Help screen, which provides in-game information about the Multiplayer Select screen.
- **Return to Main Menu** — This button (labeled with an “X” icon) returns a player to the Main Menu.



The Scenarios Screen

This screen is available to the Host only, accessible by selecting the **Create a Scenario Game** button in the Multiplayer Select screen, described above.

The Scenarios screen contains three boxes and four buttons. The three boxes include the following:

- **Select a Scenario or Mod** — This box contains all the Gettysburg Scenarios installed in the game, as well as any Mods that the Host may have installed himself. This is the list of scenarios from which the Host may choose.
- **Scenario Description** — When the Host selects a scenario from the Select a Scenario or Mod box, this box will show a description of the scenario. If the Host chooses the scenario with the Set Scenario button (see below), all the players will see the selected Scenario Description on their Multiplayer Select screens.
- **Select Commander** — The default commander selection for the Host will be the commander at the top of this box. If the host would like to choose another commander, he may select one from the list at this time. He may also change his choice of commander after he Sets the scenario, when all the players will have a chance to select their commanders on the Multiplayer Select screen.

The four buttons include the following:

- **Set Scenario** — When the Host is satisfied with his choice of scenario, clicking on this button (labeled with a “check” icon) sends his choice back to the Multiplayer Select screen to be viewed by the other players. He may change his choice at any time before he clicks on the Launch Game button on the Multiplayer Select screen.
- **Show High Scores** — This button (labeled with a “star” icon) shows
- **Help** — This button (labeled with a “question mark” icon) provides in-game information on the Scenarios screen.
- **Cancel** — Use this button (labeled with an “X” icon) to go back to the Multiplayer Select screen.

The Multiplayer High Scores Screen



When you select the “Show High Scores” button on the Multiplayer Connect screen, the Multiplayer High Scores screen will appear.

On this screen are the scores for all the players from the Multiplayer scenarios you have played. You may scroll down to view the following information:

- **Date** — This column at the far left of the screen shows the date each Multiplayer score was recorded.
- **Battle** — If the scenario played was generated in the Sandbox, this column will record it as “Sandbox.” If the scenario was chosen from the list on the Scenarios screen, its name will be listed.
- **Side** — This column show the side—“U” (Union)” or “C” (Confederate)—of every player in each Multiplayer scenario.
- **Player** — This column shows the player name of every player in each Multiplayer scenario.
- **Handicap** — This column shows the Handicap of every player in each

Multiplayer scenario. The Handicap number indicates the percentage of his units' historical strength that player received.

- **Own Force KWM/Total** — In this column, the number in front of the slash is the total number of casualties suffered by the indicated player's subordinate units—killed, wounded, and missing—in a given scenario. The number after the slash is the total number of troops under his command in that scenario.
- **Commander** — This column lists the commander every player played in each scenario.
- **Enemies KWM** — This column shows the number of casualties inflicted on the enemy by every player in each scenario.
- **Score** — This shows every player's score in each scenario.

The Multiplayer Options Screen



These Options affect only Multiplayer games hosted by you. They will not affect the Options screens of other players. Your settings will persist until you change them.

- **Preset Difficulty Levels** — For a discussion of the effects of the Preset Difficulty Levels on play, see “The Preset Difficulty Levels” table in “The Options Screens.” In Multiplayer the Difficulty Level will affect all players.
- **Custom Difficulty Options** — For a discussion of the effects of these three settings on play, see “The Custom Difficulty Settings” in “The Options Screens.” In Multiplayer these settings will affect all players.
- **General** — If the scenario is a large one, the Host may want to select low settings for “Uniform Quality” and “Show Map Objects” in order to maintain good computer performance.

Remember that Multiplayer games only run as fast as the slowest player’s computer.

The “Realism” setting is an attempt to make the battlefield more realistic by limiting the visual and strategic information available to lower level commanders.

Mapping a Router Port

If you would like to Host a Multiplayer game and you got an Error message when you tried to Host a game as described in “How to Host a Multiplayer Game” above, you will have to learn how to map a port from your router. This only has to be done once.

There are many makes and models of routers. Therefore, we cannot give specific directions on how to do this in all circumstances and combinations. However, the following is a routine that will work for most PCs.

1. First, you need to assign yourself a **Static IP Address**. To do this, you must first look on your router to find its manufacturer and model number. Then go to the website <http://portforward.com/>
2. Click on the manufacturer and model number of your router.
3. When you click on your router’s manufacturer and model number, a new page will pop up. On this page, click on “Default Guide,” in the text.
4. When you click on “Default Guide,” a new page will pop up. On this page, click on “Static IP Address” in the text.
5. When you click on “Static IP Address,” a new page will pop up, titled “How to Set Up a Static IP Address.” On this page, click on the sentence which

reads, “Setup a Static IP address on ...” ending with the Operating System your computer uses.

6. When you click on your Operating System, a new page will pop up. After a short discussion of “Dynamic” vs. “Static” IPs, a set of instructions will appear. It will be helpful to print out this set of instructions so that you may refer to it as you set up your Static IP.
7. When you finish this easy set of instructions, you will have given your computer a Static IP Address.

The specific port to be opened is “31791”.

The protocol to be typed is “udp”.

Now that you have assigned yourself a Static IP Address and made exceptions in your Firewall (see “How to Host a Multiplayer Game” above), you will be able to Host a game from the Lobby. If you have also ascertained your External IP Address (see “Connect Directly to an IP Address” under “How to Host a Multiplayer” above), you will also be able to Host a game from the “Connect Directly to an IP Address” pathway.

Multiplayer In-game

When you start a Multiplayer game you will notice red and blue colored stars in the upper right corner of the game screen. Each star represents one human commander in the Multiplayer game. A red star indicates a Confederate player; a blue star means that the player commands a Union unit. Hovering your mouse over a star will show the unit commander’s name and the player’s username as a tool-tip. Clicking on any player’s star pops up a window showing current statistics for all of the human players on both sides. At the bottom of this window are three buttons. For the player who is the ranking commander on each side, there is a “Leave the Field” button on the left. This button allows the ranking commander on either side to end the Multiplayer game. (Surrender points awarded in a single player game are not awarded when this button is used in a Multiplayer game.) Two buttons are available to all players: the left button opens the OOB screen and the right button closes the window.

THE MODIFICATIONS SCREEN



A Modification, or “Mod” for short, is a user-created change to the basic game. It can be very simple or so extensive as to completely change the game. *Scourge of War: Gettysburg* is designed to allow for the creation of a wide variety of Mods that can alter the appearance and dynamics of the game. The instructions for creating a Mod are given in a separate document, the “Mod Guide,” which will be released some time after the initial release of the game.

All Mods will be installed in the Mods directory. The location of this directory will depend on the operating system of your computer, and will be published with the Mod Guide.

The name of each installed Mod will appear on the Modifications Screen. To activate a Mod, click on the name once to select it, and the Mod name will be shown in yellow text. Click again to activate the Mod, and a yellow box will appear next to the name to indicate that it is activated. There is no limit to the number of Mods that can be active at one time.

THE OPTIONS SCREENS



The Options Screens allows you to customize *Scourge of War: Gettysburg* to suit your game play preferences and to adjust the settings to maximize the game’s performance on your computer. The Page 1 options are the following:

Preset Difficulty Levels

These allow you to set the Difficulty of the game to any one of seven levels (plus a “Custom” level that allows you to customize the Difficulty). The seven Preset Difficulty Levels adjust the game’s Difficulty according to four variables, shown in the following table and explained below:

Difficulty Levels	Untrained	Militia	Normal	Seasoned	Veteran	Historical	Grognard
AI Regiment Strength	-20%	-10%	Hist	+10%	+20%	Hist	+30%
Map Display	A	B	B	C	C	D	D
HITS	No	No	No	No	No	Yes	Yes
Orders by Courier at Command Level	None	None	None	Army	Corps +	Division +	Brigade +

AI Regiment Strength

The AI adds or subtracts manpower from enemy regiments at the rate shown for each Difficulty Level. At the “Normal” and “Historical” difficulty levels, enemy regimental strengths are at their historical level.

Map Display

The Map in the Central Island will differ in what it displays according to the difficulty level.

- **A** — The Map will display all units.
- **B** — The Map will display friendly units and enemy units visible to any friendly unit.
- **C** — The Map will display friendly units and enemy units visible to you.
- **D** — The Map will display no units, only Objectives.

HITS

The camera can go anywhere on or above the battlefield, except at the two most difficult levels, “Historical” and “Grogard.”

At those difficulty levels, the camera cannot be moved from the commander you are playing. This is “HITS,” or “Headquarters in the Saddle.” In “HITS,” you will only be able to swivel the camera from right to left and rotate it up and down. It is the closest simulation of battlefield command that *Scourge of War: Gettysburg* offers.

Orders by Courier at Command Level

At the **Untrained**, **Militia**, and **Normal** difficulty levels, all movement and stance orders may be given by click-on methods explained in “How to Move” and will be transmitted instantly.

At greater difficulty levels, however, you may be required to send couriers in order to give your subordinates movement or stance orders. By inducing the delay caused by having to send couriers, you will experience the closest simulation of the tempo of a Civil War battle. How to send couriers is explained in “The Send Courier Screen.”

- At the **Seasoned** difficulty level, if you are an Army commander, you must send your orders by courier. (If you are a Corps commander or below, you may still give your orders by the click-on methods.)
- At the **Veteran** difficulty level, if you are a Corps or Army commander you must send your orders by courier. (If you are a Division commander or below, you may still give your orders by the click-on methods.)
- At the **Historical** difficulty level, if you are a Division, Corps or Army commander you must send your orders by courier. (If you are a Brigade or Battery commander, you may still give your orders by the click-on methods.)
- At the **Grognard** difficulty levels, you must send your orders by courier unless you are a Battery commander or a Brigade commander.
(Grognard—pronounced “gron-YARD”—is French for “grumbler,” and was Napoleon’s affectionate term for the elite soldiers of his army, the men of the Imperial Guard.)

Custom Difficulty Settings

These are enabled by selecting the “Custom” Preset Difficulty Setting. They allow you to adjust the difficulty of the game according to six variables:

- **AI Aggressiveness** — This setting affects the tendency of an AI commander to attack or defend in a given situation. Positive settings make the AI commanders more aggressive than they were historically, negative settings make the AI commanders less aggressive than they were historically.
- **AI Morale Level** — This setting adjusts the morale of AI units. Positive settings give the AI units better morale than they had historically, negative settings give the AI units worse morale than they had historically.
- **AI Regiment Strength** — This setting adjusts the manpower of AI infantry and cavalry units. The setting is to be read as a percentage. Thus, a setting of “100” gives the AI units the same manpower as historically, a setting above “100” gives the AI units greater manpower than they had historically, and a setting under “100” gives the AI units less manpower than they had historically.
- **Map Icons Display Level** — This setting adjusts the amount of information given on the Map in the Central Island.
 - **“All Units”** — The Map will display all units.

- **“All in 1K yds”** — The Map will display all friendly units and enemy units within 1000 yards of any friendly unit.
- **“All in 700 yds”** — The Map will display friendly units and enemy units within 700 yards of the player.
- **“All in sight”** — The Map will display friendly units and enemy units within sight of any friendly unit.
- **“Player sees”** — The Map will display only units visible to you.
- **“Bare map”** — The Map will display no units, only Objectives and the camera icon.
- **Max Camera Distance from You** — This setting adjusts the distance the camera may be moved from the commander you are playing. Set the value to “10,” the lowest setting, to lock the camera to you (called “HITS,” for “Headquarters in the Saddle”).
- **Orders by Courier at this Command Level and Above** — This sets the bottom command level at which you are required to use couriers to send orders to subordinates. If you are a commander below the set level, you may still give your orders by the click-on methods explained in “How to Move” and they will be transmitted instantly.

Display Options

These allow you to adjust the quality and realism of the graphics, which may affect the game’s performance on your computer. They also allow you to add play aids.

(* The Options settings marked with an asterisk below may be changed during game play by means of the Options accessible from the in-game Menu on the Central Island.)

- **Uniform Quality** — This setting affects the graphic quality and variety of the uniforms on the soldiers in the scenario. A high setting, especially in large scenarios, will slow the performance of a low-end computer (that is, one with a CPU slower than 2 GHz and with under 2 GB of RAM).
- ***Show All Dead Bodies** — If this is selected, the battlefield will show all the dead bodies that accumulate during a scenario. In a large scenario, there may be enough dead bodies to slow a low-end computer.

- ***Display Rifle Smoke** — Unselecting this will slightly improve computer performance.
- ***Display Artillery Explosions** — Unselecting this will slightly improve computer performance.
- ***Hide Flag Icons** — The lighted icons above friendly flags are player aids (see “Flag Icons”). If you do not want to see them, they may be unselected. They do not affect computer performance.
- ***Show Road Path Icons** — If selected, small gray icons will show the road path of a selected unit if it has been ordered to Use Roads. This is a player aid, and does not affect computer performance.

Other Options

- ***Display Target List** — If selected, a small screen will appear in the upper left hand corner of the Game Screen, showing the distances to visible enemy units. This is a player aid, and does not affect computer performance. It may be toggled off during play by using the “U” key.
- ***Autosave Interval (mins)** — A saved game is generated at the intervals you specify. This is the number of minutes of game time between one save and the next. To disable it, you may set it to zero. If you set a value above zero, the game will be saved to the “Load Saved Game” screen and may be loaded and replayed from the last “save.”
- **Full Screen** — If unselected, *Scourge of War: Gettysburg* will play “windowed”—that is, on a part of the screen. This allows for multi-tasking while playing the game. The fraction of the screen used by the game varies depending on the selected screen resolution.
If you change this setting, you will need to leave the game by Resigning. When you start the game again, it will be at the new screen size.
- **Screen Resolution** — Most players will opt to use the screen resolution that is currently set on their system. Screen resolution optimum is a monitor-specific item. Some monitors only look good at certain native resolutions. You may play at 1024 x 768 to maximize the size of the toolbar buttons.
- **Autodisplay Courier Messages (in-game option screen only)** — If unselected, courier messages from the AI and captured courier messages will be routed to your message log, but will not be displayed as popup messages.

Once you have chosen from among the above options, you may apply them and go to the additional Page 2 options by selecting the **Apply Options & Go to Page 2 button**, labeled “II,” at the left of the row of buttons at the bottom of the Options Screen. The **Page 2 Options** are the following:

Foliage

- **Percent Trees Showing** — This sets the amount of game foliage that the scenario terrain will show. Reducing this percentage will improve computer performance.
- **Display Off-map Trees** — This displays trees beyond the edge of the playable terrain, giving the impression that the terrain is boundless. Unselecting this option will improve computer performance.
- ***Max Transparent Tree Draw Distance (yds)** — This sets the distance from the camera that trees will be made transparent, to allow you to see and fight better in wooded terrain.

Trees and other foliage may also be toggled on and off during play with the “T” key.

Note: Increasing the transparency setting or toggling off foliage will not make visible any enemy units which may be hiding there (see “Terrain Effects on Visibility”).

- **Make Walls Transparent with Trees** — This makes buildings transparent at the same distance as the trees in the previous option.

Terrain

- **Max Terrain Draw Distance** — This sets the distance from the camera that the terrain will be drawn. Reducing this setting can significantly improve computer performance.
- **Show Map Objects** — This determines if the wood fences and buildings are on or off. The sequence is: Best – all are on; High – buildings are off, wood fences are on; Medium – buildings are on, wood fences are off; Low – buildings and wood fences are off. Reducing the objects will somewhat improve computer performance.
- **Show Off-map Terrain** — This toggles on or off the “wrap” function that draws terrain off the edge of the in-game terrain, giving the impression

that the terrain is boundless. Unselecting this option will slightly improve computer performance.

Note: The “wrapped” terrain is generic and not historically accurate.

- **Max Number Arty Hit Decals** — These ‘decals’ are the graphics showing artillery ground hits. The maximum number is set to 50 to avoid degrading game performance. The oldest decals are removed and new ones added once the limit is reached. Reducing this number will slightly improve computer performance.
- ***Max Units Draw Distance (yds)** — This is the maximum distance from the camera at which troops will be drawn on the terrain. It does not affect distances at which units, especially artillery, will open fire.
- ***Max Trees Draw Distance (yds)** — This setting adjusts the maximum distance from the camera at which trees will be drawn on the terrain. Reducing this distance can significantly improve computer performance.
- ***Max Objects Draw Distance (yds)** — This adjusts the maximum distance that fences, walls, buildings and other map objects will be drawn on the terrain. Reducing the distance will slightly improve computer performance.

Sounds

- **Play Map Sounds** — This toggles on and off the ambient sounds that are heard in different terrain for added realism. Deselecting these sounds slightly improves computer performance.
- **Play Marching Music** — When selected, units on road march will sometimes play marching music.

Camera

- ***Camera Stay w/OOB Navigation** Using the Arrow keys allows you to move quickly up and down the chain of command. With this option selected, the camera will stay put while you navigate your chain of command using the Arrow keys.
With this option unselected, the camera moves to each commander or unit selected as you use the Arrow keys to navigate the chain of command. This does not affect computer performance.

Camera Speed Options: These individually change the speed that the camera point of view changes. These are in arbitrary units and can be adjusted to your preference. Lower-end computers may get better performance with lower settings.

- ***Camera Speed Forward/Backward**
- ***Camera speed Right/Left**
- ***Camera Speed Up/Down**
- ***Camera Speed Rotation**

At the bottom of both pages are five buttons which allow you to find on-screen information about the options and apply the options you have chosen.

- **Apply Options & Go to Page 1 (or 2)** — This button (labeled “I” or “II”) applies the options you have chosen on the present screen and allows you to go to the other Options Screen.
- **Apply Options** — This button (labeled with a “check” icon) applies the options you have chosen on the present screen, and exits to the Main Menu.
- **Default Options** — The Default Options are selected by the designers of *Scourge of War: Gettysburg* as middle-ground settings that should be reasonable for the average computer. When you select the Default Options (labeled with a “left arrow” icon) all option settings will return to their default settings.
- **Help** — This button (labeled with a “question mark” icon) allows you to go to the Help Screen, which provides on-screen information about the Options.
- **Return to Main Menu** — This button (labeled with an “X” icon) returns you to the Main Menu. You may use this button to exit the Options Screen without applying the Options you have chosen.

THE GAME SCREEN



Once you have selected “Launch Game” on either the Gettysburg Screen or the Sandbox Screen, the game will load. At the end of the load, the instruction to “Press Space Bar to Begin” will appear on the gold braid at the bottom of the screen. When you press the space bar, the Game Screen will appear and the game will begin.

HOW TO MOVE THE CAMERA

Scourge of War: Gettysburg uses the conventional keystrokes for moving the camera in a 3D environment:

- Hold **W**: This moves the camera straight forward, keeping the same facing.
- Hold **S**: This moves the camera straight backward, keeping the same facing.
- Hold **A**: This moves the camera sideways to the left, keeping the same facing.
- Hold **D**: This moves the camera sideways to the right, keeping the same facing.
- Hold **Q**: This rotates the camera to the left.
- Hold **E**: This rotates the camera to the right.
- **Hold Spacebar or Roll Mouse Wheel Backward**: This raises the altitude of the camera, keeping the same facing.

- Hold **Left Shift or Roll Mouse Wheel Forward**: This lowers the altitude of the camera, keeping the same facing.
- Hold **right-click and Roll Mouse Wheel Forward** (on a touchpad, Hold right-click and Drag Forward): This rotates the camera upward.
- Hold **right-click and Roll Mouse Wheel Backward** (on a touchpad, Hold right-click and Drag Backward): This rotates the camera downward.

You may also move the cursor to a screen edge to move the camera:

- **Top screen edge**: This moves the camera straight forward, keeping the same facing.
- **Bottom screen edge**: This moves the camera straight backward, keeping the same facing.
- **Left screen edge**: This moves the camera sideways to the left, keeping the same facing.
- **Right screen edge**: This moves the camera sideways to the right, keeping the same facing.

On a touchpad, holding down the right-click button allows you to rotate the camera in whatever direction you wish by dragging.

Note: Some scenarios have a limit to the distance you can move the camera from your commander's location on the battlefield, as a way of simulating the "fog of war."

Also, if you have selected the "Grogard" Difficulty option, or have selected the "Custom" Difficulty option and have set "Max Camera Distance from You" to "10," the lowest setting, you will only be able to rotate the camera. You will not be able to move it away from you.

HOW TO MOVE YOUR COMMANDER AND SUBORDINATES

Your success on the Gettysburg battlefield will depend on movement. You will have to move your regiments and batteries to places where they have an advantage over the enemy, either in numbers, position, or terrain. You will also have to move yourself and your subordinate commanders to critical points to support your fighting units.

When your regiments are engaged with the enemy, you may order them to advance or retreat by using the Combat Orders buttons in the Button Rock. However, your regiments might not obey those commands—once engaged, the fighting will be in their hands, and they might stay and fight it out until one side or the other runs away.

Then, when the initial fighting lines crumble, you will have to improvise on two themes, both of which will demand movement. First, you will have to deploy your reserves to plug holes in your own line and exploit holes in the enemy's. Second, you will have to move yourself and your commanders to newly developing critical points in the battle, or send them to the rear to rally retreated regiments.

How to Select a Commander or Fighting Unit

You may move yourself or any commander or fighting unit subordinate to you.

In order to move yourself, a subordinate commander, or a subordinate regiment, gun, or ordnance wagon, you will first have to select it.

To select a commander or unit, left-click on the flag that accompanies each commander and unit on the Game Screen. The flag will rise and show a “glowing” border to indicate that it is selected.

How to Move a Selected Commander

To move a selected commander, double click on the ground where you want the commander to go. To add waypoints to a destination, hold down the Control key and double-click on selected points to create a movement path.

A copy of the commander's flag, called the **Destination Flag**, will appear at the destination, and the commander will immediately start moving toward the destination.

Below the Destination Flag, a yellow **Facing Arrow** will appear on the ground, which will point in the direction he will face when he arrives there. To change direction the selected commander will face when he arrives at his destination, change the direction of the Facing Arrow by using the Wheel Left and Wheel Right buttons in the Button Rock.

Note: If the Facing Arrow is obscured by foliage, you may use the “T” key to remove the foliage, and the Facing Arrow will be visible. When you want to replace the foliage, press the “T” key again.

The commander's Destination Flag and Facing Arrow will reappear at his current destination any time you select him again before he arrives at the destination. You may change a selected commander's destination and facing at any time before he arrives.

How to Use Roads

So that the selected commander may reach a distant destination more quickly, select the “Commander Use Roads” button in the Button Rock immediately after the commander's destination has been double-clicked on. The commander will use available roads to get to the destination.

If “Commander Use Roads” is not selected, the commander will move in a straight line toward his destination.

How to Move a Selected Fighting Unit

You may move an individual selected regiment, gun, or ordnance wagon, exactly as with commanders, above.

It is often desirable, however, to move all the subordinate units of a particular commander together. You may do this by selecting a commander and giving him a destination and facing as above, then clicking on a Formation button in the Button Rock. You will see Destination Flags for his subordinate units appear in the chosen Formation around the commander. The commander's subordinate units will immediately move to their destinations, assemble around their commander in the selected Formation, and adopt his facing.

Note: If you give a movement order to a unit, any intervening commanders in the chain of command may reinterpret or countermand your order, especially in the presence of the enemy. To avoid this, you may Take Charge of the unit. However, there are drawbacks to overuse of the Take Charge option (see the discussion in “Take Charge from AI” in “The Button Rock”). Units that you Take Charge of, as well as units detached from their superior commander (see “Attach/Detach” in “The Button Rock”), will not respond to a Formation order.

If a commander's subordinate units are already in formation around him, you may wheel the entire Formation by selecting the commander, wheeling him using a Wheel button, then selecting the Formation again. The subordinate units will reassemble, adopting the selected commander's new facing.

How to Use Roads

So that the selected fighting unit may reach distant destinations more quickly and with less fatigue, you may use the "Use Roads" button in the Button Rock. Select the "Used Roads" button immediately after the unit's destination and Formation have been assigned by the methods above. The unit will use available roads to get to the destination by the fastest route.

If "Use Roads" is not selected, the unit will move in a straight line toward its destination.

The Command Map

An additional way to give orders to your units is to use the Command Map. You may bring up this map by pressing the letter "N" on your keyboard. You must have the unit you wish to give orders to selected before you bring up the Command Map. Click on the location on the Command Map that you want the selected unit to move to. The unit will move to that location unless distracted by combat. To move a commander and his unit, select the destination and then click a formation on the Button Rock to start the full unit in motion.

Other Ways to Move

The above is the most direct way of giving movement orders to commanders and units. However, there are two other ways to give movement orders besides the above method. Many specialized movement commands may be given using the Button Rock. Movements may also be ordered using couriers. For more information on how to send couriers, see "The Send Courier Screen."

There are four additional movement commands that are mapped to the keyboard:

- **Keypad 4:** The selected commander or unit advances 300 yards in the direction it is currently facing unless halted or engaged.

- **Keypad 5:** The selected commander and all subordinate units advance 300 yards in the direction(s) they are currently facing unless halted or engaged.
- **Keypad 7:** The selected commander or unit advances 300 yards in the direction it is currently facing unless halted, engaged, or good defensive terrain is found.
- **Keypad 8:** The selected commander and all subordinate units advance 300 yards in the direction(s) they are currently facing unless halted, engaged, or good defensive terrain is found.

Terrain Effects on Movement

Since time is always a critical consideration on a battlefield, the following list will help you get an eye for terrain that will speed your own troops and slow the enemy's. Avoiding slow terrain will also help you avoid fatiguing your units. Terrain types are listed from fastest to slowest:

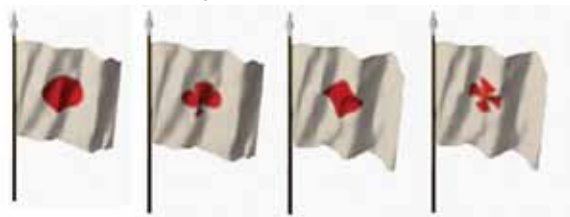
- | | |
|---------------------------------------|----------------------|
| 1. Roads and trails | 9. Breastworks |
| 2. Open terrain | 10. Creeks |
| 3. Fields of rye, oats, wheat and hay | 11. Riverbanks |
| 4. Fields of corn | 12. Heavy woods |
| 5. Orchards | 13. Slopes |
| 6. Woods | 14. Fences and walls |
| 7. Rough | 15. Streams |
| 8. Cemetery | |

COMMANDER FLAGS AND UNIT FLAGS

In *Scourge of War: Gettysburg*, the historical flags of the commanders and units present at the battle have been carefully reproduced.

- The flag of the Union army commander, Major General George Meade, is a rectangular United States flag.
- The flags of Union corps commanders are blue swallow-tailed guidons showing their corps emblems.
- The flags of Union division commanders are rectangular flags showing their identifying colors and corps emblems.

Union Corps Flag Symbols



1st Corps.

2nd Corps.

3rd Corps.

5th Corps.



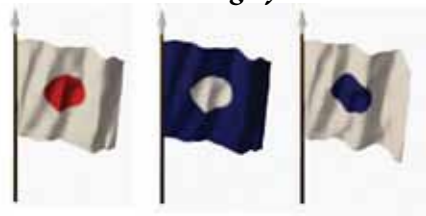
6th Corps.

11th Corps.

12th Corps.

Cavalry Corps.

Union Division Flag System

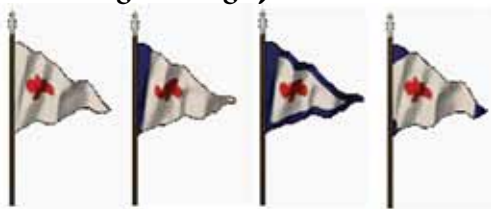


First.

Second.

Third.

Union Brigade Flag System



First.

Second.

Third.

Fourth.

- The flags of Union brigade commanders are pennants showing their identifying colors and corps emblems.
- The flags of Union infantry and cavalry regiments and the flags of battery commanders are their state flags, accompanied by a rectangular United States flag.
- The flags of Union individual guns (cannon) are swallow-tailed guidons patterned after the United States flag.
- The flags for all Confederate commanders and units, from General Lee down to the regiments and guns, are rectangular Confederate battle flags.

Flag Icons

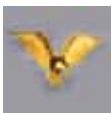
The **blue god's-eye** icon will persist above the flag of the commander you are playing.



When a commander or unit is selected, its flag will rise and appear “glowing.”

Icons above the flags of other friendly units indicate those commanders' or units' status relative to the selected commander or unit:

- A **wreathed gold star** will appear above the flag of the immediate superior of the selected commander or unit.
- A **gold star** (for commanders) or a **gold eagle** (for regiments, guns, and wagons) will appear above the flag of the selected commander's immediate subordinates. A silver star (for commanders) or **silver eagle** (for regiments, guns, and wagons) will show above the flags of commanders and units that are subordinate (but not immediately subordinate) to the selected commander.
- Silver stars and eagles will persist over your subordinate units no matter who is selected. This serves as an indication that they are units you can move and whose morale and fatigue are affected by your presence.



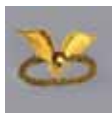
As a visible indication **current morale**, the eagles above the flags of units immediately subordinate to a selected commander will go from **gold** to **bronze** if their morale is beginning to deteriorate, then to **gray** if it worsens, and finally

to black if their morale is poor. A **red lightning bolt** will appear above the flag of a commander whose command is “In Trouble,” indicating that his subordinate regiments are suffering from morale averaging “Uneasy” or lower.



Other flag icons:

- A **bronze ring** will show around the eagle icon of a fighting unit when is within the command radius of a superior commander. This indicates that the commander is inspiring it, raising its morale and lessening its fatigue. If you move a commander close enough to one of his subordinate regiments or guns, the bronze ring will appear around the eagle above its flag.
- A **boxed yellow star** will appear above the commander who is the highest-ranked commander within the radius of a friendly-held Objective (see “Objective Points” in “How to Win”). This is the commander who will win the bonus points if the Objective is held until the Objective Timer runs down to zero.
- A **red crosshairs** icon will appear above the flags of valid targets of selected units.



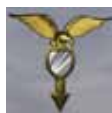
MARKERS

In most scenarios, markers are visible over the battlefield. They allow you to identify, from a distance, locations important to victory. There are four kinds of markers that may appear over the battlefield in any *Scourge of War: Gettysburg* scenario.

Whenever a marker appears over the battlefield, it will also appear on the Map. Thus, if you cannot see a marker from your position on the battlefield, you may consult the Map to locate it.

Major Objective Marker

In the air over every Major Objective there will be a Major Objective marker, a large golden eagle, mounted on a shield, with a large golden arrow pointing down to important terrain directly



beneath. These Major Objectives are crucial to victory in every scenario where they appear. For a detailed discussion, see “How to Win.”

Minor Objective Markers

In some scenarios there are Minor Objectives. In the air over every Minor Objective there will be a large silver eagle, mounted on a shield, with a large silver arrow pointing down to a location directly beneath. These mark locations with much smaller point awards than Major Objectives, but, in battles where the Major Objective remains neutral, possession of Minor Objectives may be the key to victory. Minor Objectives thus lend subtlety to the strategy in the scenarios where they occur.



Waypoint Objective Markers

In some scenarios, there are Waypoint Objectives. In the air over every Waypoint Objective there will be a “rayed sun” marker. Waypoint Objectives disappear as soon as they are won, and are frequently necessary to enable a further, more crucial Objective.



Ordered Destinations

In many scenarios, a courier will bring you instructions from a superior to move your command to a certain destination for strategic reasons. When this happens, a “rayed sun” marker will appear over the Ordered Destination.

THE COURIER MESSAGE SCREEN



Messages will arrive by courier from other commanders giving you instructions for and information about the battle. A courier will ride up to you on the Game Screen, and a Courier Message screen will pop up to show the message. Many times, the message will be from your superior, announcing the Objective you are to take or hold, indicating a position on the battlefield he wishes you to take, or indicating how aggressive you should be (your “stance”). Other messages may arrive by courier from other commanders giving other important information.

When you are done reading a message, you may click on the “Close” button at the top right. All received message are reviewable by selecting the “Read Messages” button in the Button Rock.

THE SEND COURIER MESSAGE SCREEN



If you have selected a high level of difficulty on the Options Screen, you may be required to give orders to your subordinate commanders and units by use of courier messages. Too, you may choose a “Custom” Difficulty setting that requires couriers to get the feel of Civil War command, using the only method of battlefield communication available to the real commanders in the Civil War.

To communicate by courier, press the “C” key or select the “**Send Message**” button on the Button Rock. This will bring up the Send Courier Message Screen.

When you are playing Single Player, you may give orders to any of your subordinate commanders and units, which will be carried out as the AI sees fit.

When you are playing Multiplayer, you may give orders to your AI subordinates, which will be carried out as the AI sees fit, and also to other subordinate players, which will be carried out as they see fit. You may also give information to other

friendly players, both superior and subordinate. This will be necessary for good coordination. Victory usually goes to the better-coordinated commanders.

The five components of a courier message are at the top of the box on the left side of the screen. They appear in two tiers.

The top tier consists of two components—“Message Recipient” and “Time & Date”—both of which must be given for every message:

- **Message Recipient** — When you select “Message Recipient” on the left side of the screen, a list of commanders and units—your immediate superior and all of your subordinate commanders and units—will appear underneath. When you select a recipient from this list, his name will appear in the “To:” line of the message you are writing on the right side, and, when you are finished composing the message, a courier will deliver the message to him.
- **Time & Date** — When you select “Time & Date” on the left side of the screen, a list of execution times will appear underneath. When you select a time from this list, it will appear in the “Execution Time” of the message you are writing on the right side. The first listed choice is always the present time. If selected, it means “Do it immediately.” This is the default choice—if you are giving a request for support or an order, and you do not select a “Time & Date,” it will go out as an order to be executed immediately. The other listed times are in the future at thirty minute intervals. These are available so that you may order a simultaneous movement by many different commanders.

The second tier consists of three categories of messages—“Information,” “Support” and “Orders”—only one of which may be chosen.

- **Information** — When you select “Information” on the left side of the screen, a list of possible informational messages will appear underneath. These are useful in a Multiplayer game, to give other players information about your position, your enemy’s position, where you are moving, and your condition. When giving a Location—either for your position, your enemy’s position, or your destination—a list of locations on the map will be provided to insert in the message.

- **Support** — This section contains the components of support requests. You may make these requests to any listed commander or unit.
- **Orders** — This section contains the components of orders to subordinate units. In the “Orders” section, after you have selected “Move to ..” one of the options is “Move to this Map Point.” Selecting this option pops up the Command Map. You may select the destination of the unit receiving the orders by clicking on the desired point on the Command Map. If you want a complete unit to move to that point, include orders specifying the ending formation for that unit, similar to the sequence using the mouse and buttons.
- **Free Text** — This section allows you to compose a message using free text. This will only be useful in Multiplayer games where the recipient is another human. Free text orders to the AI will not be heeded.

How to Compose a Courier Message

The screen opens with the components of the message in the left box and the format of the message in the right box.

First, select the recipient, time, and category of the message you want to send. Then select the first phrase of your message. This may go into the message as is, or it may open a new list of items needed to complete an order.

As you select the components of your message on the left side of the screen, you will see them appear in the message you are composing on the right.

Continue selecting phrases as needed to compose your message. Select “..” at the top of a list of phrases, if necessary, to return to the previous list. If you make an error, select the **Remove Last** text to erase the last phrase of the message.

To send a free text message to another player, click on the **Free Text** tab on the top left of the message screen. Type the message you want sent to the other player and hit **Enter** to transfer the text to the courier message on the right part of the screen.

When your message is complete, select the **End Message & Signature** text or Send Message button to send the message by courier.

THE TARGET LIST

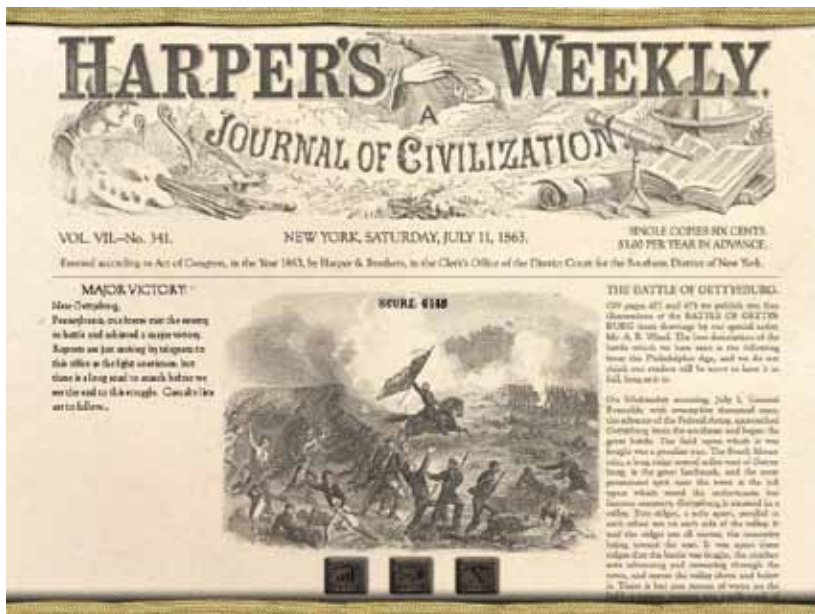
If a fighting unit is selected and enemy units are visible to it, a Target List will appear in the upper left corner of the Game Screen.

VIS: means that the target unit is visible, but not in range of the selected unit's weapons. (You may move the cursor over the Weapons Box to see the range of the selected unit's weapons.)

If **VIS:** does not appear, the listed target unit is within range of the selected unit's weapons, and the selected unit may engage it—if more than one target unit is within range of the selected unit's weapons, the AI will fire at the nearest or most dangerous one.

To toggle the Target List on and off, use the “U” key.

THE END OF GAME SCREEN



At the end of the scenario (triggered either by the Time Limit or the Score Limit), a copy of a Civil War era national newspaper, *Harper's Weekly*, will appear with an announcement of the outcome in the left column while the end music plays. The outcome will be one of the following levels, from best to worst: **Major Victory**, **Minor Victory**, **Draw**, **Minor Defeat**, or **Major Defeat**. The scenario designer has set the points needed for each level of victory.

Your **Score** will appear over the engraved illustration in the middle column, and will reflect the total of your Objective Points and Combat Points (see “How to Win”).

Select the **Battle Details** button at the bottom of the screen to see how each of the units in the scenario performed, both yours and others'. Included in the report will be the score for each commander and unit, and the number of casualties suffered by each friendly unit vs. the number it inflicted on the enemy.

THE BATTLE DETAILS SCREEN

ORDER OF BATTLE

Commanded by: Maj Gen George Sykes Commander's Score: 43.0

BRIG GEN JAMES BARNES SCORE: 6283.0

First Division / Fifth Corps

Our Casualties: 414 Enemy Casualties: 512 Strength: 5224 of 5767 men

ATTRIBUTES					
Personnel	Supply	Command	Control	Leadership	Skills
(1) Casualty	Average	Command	Command	Average	Balance
SUBORDINATE UNITS					
Col William S. Thayer	First Brigade	5.0	104	Fighting	
Col Francis B. Sully	First Brigade	8.0	1512	Fighting	
Col Jacob B. Switzer	Second Brigade	8.0	1422	Fighting	
Col Strong Vincent	Third Brigade	96.1	1148	Fighting	
Col John B. Anderson	First Brigade	111.4	201	Heaving	
Lt Asa P. Walcott	Battery C - Massachusetts Artillery	14.4	30	Fighting	
Capt Samuel Barnes	Battery C - 1st New York Artillery	8.0	70	Heaving	
PEER UNITS					

66

This screen shows the numerical results and status of each unit in the battle at the time that the battle ended. The screen opens with the player's character as the selected officer. Clicking on superiors or subordinates displays the appropriate information for each level. Information about the opposition may be viewed by clicking the flag button for that side at the bottom of the screen. Clicking on the **Dump Game Database** button writes out a database file with all of the battle details for both sides.

THE TOOLBARS



ID Display.

Center Island.

Button Rock.

When you select a commander or fighting unit on the Game Screen by clicking on its flag, information about that commander or unit will be available in the Toolbars at the bottom of the screen.

The Toolbars—the ID Display, the Center Island, and the Button Rock—are described in detail below.

If the selected commander or unit is subordinate to you, you will see all its information in the ID Display and Central Island, and you may give it orders by means of the Button Rock. If the selected commander or unit is friendly but not under your command, you will see some of their information displayed, but you may not give it orders. If the selected commander or unit is the enemy you will see very little information displayed. To toggle the Toolbars on and off, use the “U” key.

THE ID DISPLAY

In the bottom left portion of the Game Screen, the ID Display identifies and gives basic information about the selected commander or unit.

If you select a **commander**, in the ID Display you will see the commander's name, his command and his parent commands, and his portrait on the far right. If the commander is you or one of your subordinates, the ID Display will also show the number of men in his command, and his score. If you move the cursor over the commander's portrait, the tooltip will display his Attribute ratings (see "Attributes" in "The Central Island").

If you select a **fighting unit**, in the ID Display you will see its name, where it fits in the army structure, the number of men currently in the unit, and its score.

The ID Display is purely informational, and may not be used to manipulate a commander or fighting unit.

THE CENTER ISLAND

In the bottom center section of the Game Screen, the Center Island makes available important information about the scenario being played and the friendly commanders and fighting units in the scenario.

Like the ID Display, the Central Island is purely informational, and may not be used to manipulate a commander or fighting unit.

The Status Box

If you select a subordinate fighting unit, status icons for that unit are displayed in the Status Box in the left section of the Center Island. These inform you of several important current battle conditions for the selected unit. There are six favorable status icons, and three unfavorable icons.

The favorable icons:

- **Commander Bonus** — The "yellow star" icon indicates the presence of a superior commander near the selected unit that is supporting the selected unit's morale.



- **Support Bonus** — This icon indicates the presence of a friendly unit near the selected unit that is supporting the selected unit's morale.



- **Defensive Terrain Bonus** — This icon indicates that the selected unit is deployed on good defensive terrain.



For a full discussion of which terrain types provide the best defensive advantage, see “How to Use Terrain” in “How to Fight.”

- **High Ground Bonus** — This icon indicates that the selected unit is initiating fire from a higher elevation than the enemy, and will receive a bonus when firing. The shorter the range, the more the bonus is increased.



- **Unit Resting** — The “stacked muskets” icon indicates that the selected unit is not moving, nor engaged in combat. Resting relieves a unit's fatigue and improves its morale.



- **Unit Rallying** — The “waving flag” icon indicates that the selected unit 1) has a morale level of Uneasy or worse (the morale levels are listed from best to worst in “Order of Battle”), 2) is not engaged with the enemy, and 3) is within the command radius of a commander.



The unfavorable icons:

- **Unit Sighted by Enemy** — The “binoculars” icon indicates that the selected unit has been sighted by at least one enemy unit.



- **Unit Flanked** — This icon indicates that the selected unit is being fired on from the flank and/or rear.



- **Target Blocked** — This icon indicates that the selected unit can't fire because a friendly unit is blocking the line of fire between the selected unit and the enemy unit it is engaging. One of the two friendly units will have to be moved in order to allow the selected unit to fire.



Note: You can tell that a unit's target is blocked without selecting it by watching to see if the unit's weapons are firing and creating smoke. If there is no smoke, the unit is either blocked or out of ammunition.

The Compass Box

The middle section of the Center Island is the Compass Box.

There is a **Timer** at the top of the Compass Box. This will tell the time of day. Pressing the “P” key Pauses the game, and stops the timer. Pressing “P” again restarts the game and the timer. The pause function is not available in multiplayer games.

Directly beneath the timer, the pictured **Sky** indicates the time of day and the weather in the current scenario. Rest your cursor on the sky and the tooltip will tell you what the weather conditions and visibility currently are.

The large **Compass** in the Compass Box indicates which direction the camera is pointing.

Directly beneath the pictured Sky, the pictured **Ground** indicates the kind of terrain on which the selected unit is deployed. Rest your cursor on the pictured Ground and the tooltip will tell you what kind of terrain is indicated. The type of terrain a unit is deployed on can be advantageous for defense, and can also affect its ability to be seen by other troops.

Visibility

Since the weather in the three days at Gettysburg varied only in the amount of cloud cover, inclement weather will have no effect on play in *Scourge of War: Gettysburg*. However, the time of day and cloudiness will have effects on visibility. Visibility is important because it limits the distance at which enemy units can be spotted on the Game Screen. Thus, it may also affect which units appear on the Map Display. For this reason, it is a good idea to place your cursor on the “Sky” display when you first see the Game Screen. The tooltip will tell you what the visibility is in the scenario, which will tell you how close enemy units must be before they appear to you and to your units, and how close your units must be to the enemy before the enemy will see your units.

- **Maximum Visibility** — Under the best conditions, visibility is limited to 1,000 yards. This is the maximum distance at which commanders and units can have line-of-sight to enemy units—troops over 1,000 yards away were indistinguishable from walls or fences. (The flag bearers are used to determine the exact distance from one unit to another.)

- **Terrain Effects on Visibility** — Some types of terrain reduce visibility—that is, commanders and fighting units can see only so far into them. This is helpful when you want to hide out of sight of the enemy. The visibility into (or out of) woods will be limited according how heavy the woods are, somewhere between 50 and 200 yards. When attempting to hide troops, a good rule of thumb is that if you can see any enemy troops, they can see you.

The Information Boxes

Directly to the right of the Compass Box are the many information boxes. They include the following:

The Menu

In the top tier of information boxes, the far left box is the Menu box. Clicking on the Menu box causes the game to Pause until you return to the game.



The items in the Menu include the following:

- **Battle Info** — When playing a Single-Player Sandbox game, it is vital that you go to Battle Info at the beginning of play—it will tell you what you need to do to win the scenario.

When playing a Single-Player Gettysburg Scenario, the Battle Info will contain the Scenario Description that was displayed on the screen at the beginning of the scenario. It is in Battle Info for in-game referral.

- **Save Battle** — This saves the current battle. To save a game, either type a new name in the list or select a previously saved game to overwrite. Then select “Save” to save the game or “Cancel” to leave the screen without saving.
- **Load Battle** — This loads a game from the Saved Games list. Select the game you want to load from the list. If you select the game ‘Restart Current Level.sav’ this will restart the current scenario or sandbox game from the beginning. If you select the game ‘_autosave.sav’ this will reload the current scenario from the most recent autosave file.

The name of the selected game will appear below the list. Select “Load” to load the game or “Cancel” to leave the screen without loading.

- **End Battle** — When you want to end a game, click on “End Battle.” You will see a Harper’s Weekly headline and a paragraph giving the results of the game, whether a defeat or a victory. Also on the End Battle information screen will be a point score and a button to view detailed battle details for both sides.
- **Help** — Clicking on this item makes available information on many in-game subjects, such as Navigation, Unit Selection, Winning Objectives, and more.
- **Options** — The Options shown on this screen are the ones that may be changed during game play.
- **Quit Game** — Click on this item to exit the game.

The Map

The second box from the left in the top tier of information boxes is the Map box.



It is vital when playing a game to go quickly to the Map to orient yourself on the battlefield. When you click on the Map box, the game will not Pause, but will continue to run. You may also access the Map by pressing the “M” key.

At the highest Map Display setting on the Options Screen, the Map displays a live update of the location of all commanders and units. By moving the cursor over a unit or commander, you can read its name.

A yellow border around a unit indicates that it is subordinate to you.

Vital items on the Map are Objectives that have been achieved or are currently assigned to you. It is a good idea when receiving new orders to go immediately to the Map to find the location of any new Objective. When you move the cursor over the Objective, the tooltip will reveal important information about it (see “How to Win”).

The Map also acts as a “jump map”—that is, by clicking on a location the camera is immediately moved there.

Note: The Map you are viewing is a reproduction of the 1858 Adams County map, the only map available to commanders at the Battle of Gettysburg when it was fought in July of 1863. There were no maps of the region prepared by the army or the

government. Instead, as they rode toward the battle, commanders were forced to run into farmhouses in the area and snatch the framed county maps, which were favorite living room decorations in that era, off the walls. The county maps showed only towns, major roads and streams, prominent buildings and farms with their owners' names.

Go to Me

The second box from the right in the top tier of information boxes is the “Go to Me” box. By clicking on that box, you move the camera back to your position on the battlefield.



Order of Battle

The box farthest to the right in the top tier of information boxes is the Order of Battle box. (“Order of Battle” is a military phrase for the listing of an army’s personnel according to the command structure of its units, and the strength of those units.) When you click on this box, an Order of Battle screen will appear, displaying important information about the selected commander or unit—its immediate superior officer, its immediate subordinate commanders and units, and the commanders or units at the same level of command.



By selecting commanders or units in the **Subordinate Units** box, you may toggle down through each level of command. Each time you select any commander or unit in the Subordinate Units box you will see information about that commander or unit.

You may toggle back up through the chain of command by selecting the white-lettered commander in the **Commanded by** line at the top of the Order of Battle screen.

By selecting a commander or unit in the **Peer Units** box, you may move laterally through the command structure.

When you select the **Close and Go to Unit** button (labeled with a “crossed swords” icon), the camera on the Game Screen will go to the selected commander or unit. When you select the **Close** box in the far bottom right, the

camera on the Game Screen will return to its position before you selected the Order of Battle box.

When you select a **commander**, the information in the top box will include the following:

- **Commanded by** — This identifies the immediate superior officer of the selected commander.
- **Commander's Score** — This shows the superior officer's current score in the scenario.
- **The Selected Commander's Name** — This main item will appear in large red capital letters.
- **Score** — This shows the current score of the selected commander in the scenario. This will be the combined score of all the selected commander's subordinates, plus any points he has earned by holding an Objective.
- **Command and Parent Commands** — These will indicate, in white letters, the selected commander's command, and, beneath that, the selected commander's parent commands.
- **Strength** — This indicates the number of men currently under the selected commander's command, and the number he started with at the beginning of the scenario.

When you select a commander, the middle box will show his **Attributes**.

A commander's attributes affect how fighting units will respond to him. The attributes are as follows:

- **Experience** — This very important rating affects the performance of his units in a number of ways. The less experienced a commander, the less likely your orders are to be performed by the units under his command. If possible, Take Charge of a commander with low experience (the "Take Charge from AI" button is in the Button Rock)—you will have to micro-manage his operations, but your close oversight will minimize errors on his front. The Experience ratings are, from best to worst: **Elite Veteran, Elite, Veteran, Regular, Seasoned, Volunteer, Militia, Irregulars, and Untrained.**

The next four attributes are rated, from best to worst: **Excellent, Very Good, Good, Competent, Average, Mediocre**, and **Poor**. They are the following:

- **Command** — The higher a commander's Command rating, the larger his command radius—that is, the farther he can be from his subordinate unit and still support its morale.
- **Ability** — The higher a commander's Ability rating, the quicker a retreated subordinate unit in his command radius will recover morale.
- **Control** — The higher a commander's Control rating, the fewer soldiers will desert routed subordinate units in his command radius.
- **Leadership** — The higher a commander's Leadership rating, the higher the amount of morale bonus he gives to a subordinate unit in his command radius.
- **Style** — A commander's Style affects how likely he is to attack a nearby enemy. In order of increasing aggressiveness, the Style ratings are **Frozen, Cautious, Defensive, Balanced, Bold, Daring**, and **Audacious**.

When you select a **corps commander, division commander**, or **artillery brigade commander**, the **Subordinate Units** box will display the following current information about his immediate subordinates:

- **Name** — This shows the name of each immediate subordinate.
- **Commanding** — This shows the command of each immediate subordinate.
- **Score** — This shows the accumulated Combat Points of each immediate subordinate, plus any Objective Points.
- **Strength** — This shows the number of men currently under each immediate subordinate's command.
- **Status** — This shows whether each of his immediate subordinates is **Resting, Moving, Engaged, Retreating, Routed**, or **Rallying**.

When you select an **infantry brigade commander** or a **battery commander**, the **Subordinate Units** box will display the following current information about his subordinate units:

- **Score** — This shows the accumulated Combat Points of his subordinate units.
- **Strength** — This shows the number of men currently in each of his subordinate units.

- **Morale** — This may be, from highest to lowest: High, Confident, Good, Willing, Uneasy, Shaken, Wavering, Panicked, Broken, or Routed.
- **Fatigue** — This may be, from highest to lowest: Rested, Okay, Capable, Winded, Tired, Weary, or Exhausted.
- **Ammo** — This shows the unit's rounds remaining per man.
- **Status** — This shows whether each of his regiments is **Resting, Moving, Engaged, Retreating, Routed, or Rallying**. Artillery may additionally be **Limbered or Unlimbered**.

When you select a commander, the box in the lower right will show his Peer Units. These are the commanders that are at the same level as the selected commander in the chain of command. If a commander is selected from that box, his information will appear on the Order of Battle screen.

When you select a **fighting unit**, the information in the top box will include the following:

- **Commanded by** — This identifies the commander of the selected unit.
- **Commander's Score** — This shows the commander's current score in the scenario.
- **The Selected Unit's Name** — This main item appears in large red capital letters.
- **Parent Command** — This identifies, in white letters, the selected unit's parent command.
- **Score** — This shows the current score of the selected unit in the scenario.
- **Weapon** — This identifies the weapon the men of the selected unit have been issued.
- **Ammunition** — This shows the rounds remaining per man.
- **Range** — This shows the range of the selected unit's weapons.
- **Strength** — This shows the number of men currently in the selected unit, and the number the unit started with at the beginning of the scenario.

When you select a fighting unit, the middle box will show its **Skills Display**. A unit's skills include the following:

- **Experience** — The higher a unit's Experience rating, the better it performs in a variety of ways, including its fire accuracy, its rate of fire, its ability to melee and wheel, and its ability to maintain both its own morale and the morale of units close to it. The Experience ratings are, from best to worst: **Elite Veteran, Elite, Veteran, Regular, Seasoned, Volunteer, Militia, Irregulars**, and **Untrained**.

The next five skills are rated, from best to worst: **Elite, Specialist, Expert, Good, Average, Competent, Trained**, and **Untrained**.

- **Close Order** — The higher a unit's Close Order rating, the faster it can wheel and change formation.
- **Open Order** — The higher a unit's Open Order rating, the better it performs in skirmish formation.
- **Edged Weapons** — The higher an infantry unit's Edged Weapons rating, the better its ability to melee, due to its skill with the bayonet and small arms.
- **Firearms** — The higher a unit's Firearms rating, the faster its rate of fire.
- **Marksmanship** — The higher a unit's Marksmanship rating, the more accurate its fire.
- **Horsemanship** — The higher a cavalry or artillery unit's Horsemanship rating, the faster it can wheel and change formation.
- **Surgeon Ability** — The higher a fighting unit's Surgeon Ability rating, the more wounded troops it returns to active duty after the battle.

When you select a fighting unit, the large box in the lower left will display important information about that unit, including: its current **Status, Morale, Fatigue**, and the **Terrain** it is deployed on; whether it is **Visible to Enemy**, whether it is receiving a **Commander Bonus** or a **Support Bonus** (which are also displayed as icons in the Status Box in the Central Island); a count of the unit's **Killed, Wounded, Missing**, and the **Enemy Casualties** it has inflicted; and, if engaged, the identities of the enemy units it is **Engaged With**.

When you select a fighting unit, the box in the lower right will show its **Peer Units**. These are the units that are at the same level as the selected unit in the chain of command. A unit may be selected from that box, and its information will appear on the Order of Battle screen.

The Weapons Box

The long box in the second tier of information boxes is the Weapons Box.

If a fighting unit is selected, the left side of the Weapons Box will show a leather cartridge box and round shot and Minie bullet for infantry, cavalry, and artillery, and an ammo box for ordnance wagons.

On the right side, the number in white letters indicates the number of rounds remaining per man if the selected unit is a regiment, or per gun if artillery. (Sixty rounds was the standard issue to each infantryman at Gettysburg.) If you place the cursor on the Weapons Box, the tooltip will show the weapon type of the selected regiment or gun, and the weapon's range. If the selected unit is a gun, the tooltip will also show a breakdown of the rounds remaining of each type of ammunition.

The Morale Bar

The long box in the third tier of information boxes is the Morale Bar. It is a bar graph that indicates the current morale of the selected unit. Engaged units with low morale must be withdrawn from the fighting line or they will soon retreat or rout. (To learn how to withdraw a unit, see "Fallback" and "Retreat" in "The Button Rock"). If the selected unit retreats without orders, it will be unavailable for fighting for an extended period. If it routs, it will run off the battlefield and be unavailable for the rest of the scenario.

The Fatigue Bar

The long box in the bottom tier of information boxes is the Fatigue Bar. It is a bar graph that indicates the current fatigue of the selected unit—the longer the bar, the better rested the unit is. As with units with low morale on the Morale Bar, engaged units with a short Fatigue Bar must be withdrawn from the fighting line to rest or they will not be able to run or charge the enemy.

THE BUTTON ROCK

In the bottom right section of the Game Screen, the Button Rock contains the buttons you will use to give orders to your subordinate commanders and units.

Note: Buttons are not the main method for moving commanders or units across the battlefield to destinations. For that, see “How to Move.”

The Bank Switches

In the center of the Button Rock are three sepia boxes, vertically arranged. The **Combat** switch is on top, since combat is the most time-critical function, and it is the default switch when a new commander or unit is selected; the **Move** switch is in the middle; and the **Orders** switch is on the bottom. Clicking on the Bank Switches causes them to turn yellow, and causes the appropriate bank of buttons to appear in the Button Rock.



It is a good idea acquaint yourself with the buttons in the Button Rock by toggling through the Bank Switches at all levels of command (army, corps, division, brigade, regiment, battery and single gun). You may do this most easily by means of the Arrow keys on your keyboard. By toggling through your chain of command, you will see which buttons each Bank Switch makes available to you at each level. A discussion of all the buttons is given below.

The Combat Maneuver Buttons

The Combat Maneuver buttons are dark red, and are in the top left of the Button Rock. They appear on the Button Rock when either the “Combat” or “Move” Bank Switches are selected. They include:

- **Wheel Left/Wheel Right** — These buttons are used

to change the facing of the selected commander or unit to the left or to the right. Also, a commander’s entire command can be pivoted by selecting the Wheel Left or Wheel Right button, then clicking on a blue Formation button—when this is done, the



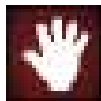
selected commander's entire command will pivot to assume his new facing, using the selected Formation. In addition, when you have double-clicked on a destination for a commander or unit, a Destination Flag will appear with a Facing Arrow on the ground underneath it indicating which direction that commander or unit will face when it reaches the destination. To change that facing, select the Wheel Left or Wheel Right button. The Facing Arrow will pivot to indicate the new facing order.

Note: If there is foliage obscuring the facing arrow, you may remove the foliage by pressing the "T" key. Pressing the "T" key again will replace the foliage.

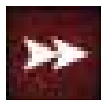
- **Use Roads** — On longer marches, use this button to order the selected unit to use available roads, so that it will reach its destination more quickly and with less fatigue. If selected, this button will turn bright red, and will persist until the selected unit reaches its destination.



- **Halt** — Use this button to stop the selected unit at its current location. At start, this button will be bright red, and will persist until the selected unit is given a movement order. If the "Halt" button is again selected, or when the unit reaches its destination, it will again turn bright red.



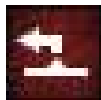
- **Double Quick (Run)** — Use this button to order the selected unit to run (or, in the case of cavalry or artillery, gallop) toward its destination. This will double the speed of the unit, but will also double the fatigue it suffers. If a Formation has been selected, the entire formation will run or gallop to its destination. If selected, this button will turn bright red, and persist until the selected unit has reached its destination.



There are five Combat Maneuver buttons specific to **infantry** and **cavalry**:

- **Left Flank/Right Flank** — Use these two buttons to order the selected regiment to slide to its left or right.

This is a very useful maneuver in unblocking another friendly unit's line of fire to an enemy unit, or in moving quickly to flank an enemy unit.



- **Oblique Left/Oblique Right** — Use these two buttons to order the selected regiment to move forward at an angle without wheeling, and thus avoid presenting its flank to enemy fire.

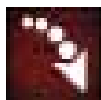


- **About Face** — Use this button to order the selected unit to face the opposite direction. The men in the regiment will simply turn around, and the rear rank will become the new front rank.



There are two Combat Maneuver buttons specific to **infantry regiments**:

- **Lie Down/Rise Up** — Use the Lie Down button to order a non-engaged infantry regiment to lie down in order to reduce the damage from enemy artillery fire.



Use the Rise Up button to order an infantry regiment to get to their feet again, ready to fire or move. At start, the “Rise Up” button will be selected and turn bright red, and it will persist until the “Lie Down” button is selected, whereupon that button will turn bright red, and persist until “Rise Up” is selected.

There are two Combat Maneuver buttons specific to **cavalry regiments**:

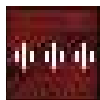
- **Mount/Dismount** — Civil War cavalry fought best using dragoon tactics; that is, moving mounted and fighting dismounted. A cavalry unit can only melee while Mounted, and can only fire while Dismounted.



Use the Dismount button to order a cavalry regiment to dismount and prepare to fire. Use the Mount button to order a cavalry regiment to mount up and prepare to move or melee. At start, and when the “Mount” button is selected, it will be bright red, and will persist until the “Dismount” button is selected, whereupon that button will turn red, and persist until the “Mount” button is selected. In some Cavalry Field scenarios, cavalry regiments are permanently dismounted for the entire scenario. For these units the mount/dismount buttons are not present.

There are two Combat Maneuver buttons specific to **artillery batteries**:

- **Unlimber the Battery/Limber the Battery** — Use the Unlimber the Battery button to ready the battery to fire—it will unhook from its limber and horses. It takes a battery about 30 seconds to prepare to unlimber, so expect a delay before the order is executed. Use the Limber the Battery button to ready the battery to move—it will hook up to its limber and horses. It takes a battery about 30 seconds to prepare to limber, so expect a delay before the order is executed. Crossed cannon barrels are shown in the Status Box in the Central Island to show that a gun is limbering or unlimbering.



There are two Combat Maneuver buttons specific to **single guns** (cannon):

- **Unlimber the Gun/Limber the Gun** — Use the Unlimber the Gun button to ready the gun to fire—it will unhook from its limber and horses. It takes a gun about 30 seconds to prepare to unlimber, so expect a delay before the order is executed. Use the Limber the Gun button to ready the gun to move—it will hook up to its limber and horses. It takes a gun about 30 seconds to prepare to limber, so expect a delay before the order is executed.



The Formation Buttons

The Formation buttons are dark blue, and are in the top right of the Button Rock. They appear on the Button Rock of all division, brigade, and battery commanders and fighting units when their “Combat” or “Move” Bank Switches are selected. When a Formation button is selected, it will turn bright blue, and will persist until another Formation button is selected for that commander or unit.

Infantry and cavalry Formations include the following:

- **Column** — This is the best Formation for movement, but poor for fighting. Units in Column formation move faster and with less fatigue than in any other formation, but are vulnerable to musket and artillery fire, and are unable to return fire. Any unit in Column will deploy into Line if the enemy approaches.



- **Line** — This is the best Formation for fighting, but poor for moving. It is the Formation that brings maximum firepower to bear on the enemy. However, movement in Line formation is slower and more fatiguing than in Column formation. A brigade or division in Line formation covers the maximum frontage, but has no reserves.



- **Line with Reserves** — This Formation provides a second line of reserves behind the front line, at the cost of reducing the frontage of the brigade or division. It is useful when the brigade or division has a limited amount of room to deploy, or when defense in depth is needed. The second line units are placed at the edges of the Formation, which maximizes the flexibility for the deployment the second line—they can move to reinforce the center or extend the flank.



- **Double Line** — This Formation, like Line with Reserves, provides reserves at the cost of reducing the frontage of the brigade or division. However, with Double Line, the second line is more centered behind the front line than Line with Reserves, and closer to the front line, so that the Formation is more compact and easier to move around the battlefield.



There are two Formations specific to **cavalry** and **infantry brigades and regiments**:

- **Column by Divisions** — This Formation is an “in-between” Formation—it allows a brigade or regiment to move faster than a unit in Line, and can be deployed into Line faster than a unit in Column. However, it also has the drawbacks of both those Formations—it is not as fast as Column, nor can it develop the firepower of Line.



- **Skirmish** — Brigades or regiments in Skirmish formation spread out to minimize the amount of damage they take from enemy fire. Units in this Formation can be used to slow down the advance of enemy forces by causing them to deploy from Column into Line. Skirmishing units will fall back steadily under pressure from an enemy unit deployed in Line.



When a brigade deploys into Skirmish formation, one regiment of the brigade deploys into Skirmish formation in advance of the rest of the brigade, which remains in Line.

There are two Formations specific to **cavalry** and **infantry brigades**:

- **Column of Regiments in Line** — This is a deep attack Formation, made up of regiments in Line formation, one lined up behind the other. A brigade in this Formation will be able to hit a section of the enemy line with wave after wave of regiments—when one regiment falters and retreats, the next regiment can hit the enemy line. 
- **Road Column** — When a brigade is given a movement destination and “Use Roads” is selected, the Road Column button appears. If Road Column is selected, the brigade will halt at the destination in its long Road Column rather than in the more compact Column formation. 

Artillery Formations include the following:

- **Column by Sections** — Deploy an artillery brigade or battery in this Formation when you need it to be ready to move. A section of artillery is two guns. A standard four gun CSA battery had two sections and the standard six gun US battery had three sections. 
- **Line** — Deploy an artillery brigade or battery in this Formation when you need it to be ready to fire. 

There is one Formation specific to **artillery brigades**:

- **Column of Batteries in Line** — Deploy an artillery brigade in this Formation when it is in reserve. The batteries may be peeled off one by one as needed, and may move quickly in any forward direction. 

The Orders Buttons

The Orders buttons are dark green, and are in the bottom left of the Button Rock. When an Orders button is selected, it will turn bright green, and will persist until another Orders button is selected for that commander or unit.

Combat Orders Buttons

The “Combat” Bank Switch makes available the following Combat Orders buttons for brigade commanders and fighting units.

Note: A unit must be engaged with an enemy unit to use these Orders.

Infantry and cavalry Combat Orders buttons include the following:

- **Charge** — This button orders the selected unit to attack the closest enemy unit and engage it in melee.



Note: An Exhausted unit will not charge. A cavalry unit can only charge while Mounted and if its fatigue level is “Winded” or higher. Permanently dismounted cavalry will not charge.

- **Advance** — This button orders the selected unit to move 25 yards forward while firing. The unit will advance at a much slower rate than marching in Line formation.



- **Fallback** — This button orders the selected unit to slowly withdraw 50 yards.



This is the order to use when you want to pull a regiment off the firing line and substitute a fresh unit. March the fresh unit to a position in the immediate rear of the depleted or wavering front-line unit. Then order the front-line regiment to Fallback. It will fall back in good order to the rear of the reserve regiment. A unit given a Fallback order does not trigger a point award to the enemy. When a unit falls back as a result of combat, however, points are awarded to the enemy unit causing the fallback, and subtracted from the unit falling back.

- **Retreat** — This button orders the selected unit to withdraw 300 yards to the rear. Once begun, the unit cannot be Halted. It will always complete its retreat.



A unit given a Retreat order does not trigger a point award to the enemy as does a unit that retreats as a result of combat. Also, it does not suffer as much fatigue or loss of morale as a unit that retreats as a result of combat.

Artillery Combat Orders buttons include the following:

- **AI Chooses Target** — This button orders the AI to select the best target for the selected artillery unit.



- **Target Infantry** — This button orders the selected artillery unit to fire only at enemy infantry and cavalry units and to ignore enemy artillery.
- **Target Artillery** — This button orders the selected artillery unit to fire only at enemy artillery units and to ignore enemy infantry and cavalry unless they approach within 250 yards.
- **Hold Fire** — This button orders the selected unit not to fire. It is helpful when ammunition levels are getting low. It prevents the selected artillery unit from spending dwindling ammunition firing at distant targets.
The selected artillery unit will switch to canister and protect itself if threatened by enemy infantry or cavalry.
- **Retreat** — This orders the selected artillery unit to limber up and withdraw 300 yards to the rear.



There is one Artillery Combat Order button specific to **artillery brigades**:

- **Choose Brigade Specific Target** — This button allows the player to choose one target for the entire selected artillery brigade. This method concentrates fire on one enemy unit, and is especially helpful in eliminating isolated enemy batteries. When this button is selected, a “crosshairs” icon will appear on the cursor. Place the cursor on an enemy unit and click on it to select that unit as the target.



There are seven Artillery Combat Orders buttons specific to **artillery batteries** and **single guns**:

- **Choose Specific Target** — This button allows the player to choose the target for the selected battery or gun, rather than the AI. When this button is selected, a “crosshairs” icon will appear on the cursor. Place the cursor on an enemy unit and click on it to select that unit as the target.
- **Use Solid Shot** — This button orders the selected battery or gun to fire solid shot. This is a solid iron ball that is more accurate in long distance fire than the other ammunition types, but does



less damage, being a single projectile. It is especially useful against massed formations such as units in Column.

- **Use Shell** — This button orders the selected battery or gun to fire shell. This is a hollow shell filled with gunpowder that exploded by means of a timed fuse that is lit by the flash of the gun's discharge. The exploding shell sends fragments into enemy troop formations. 
- **Use Shrapnel** — This button orders the selected battery or gun to fire shrapnel. This is a hollow iron ball filled with iron balls, exploded by means of a timed fuse. It sent dozens of balls into enemy troop formations. 
- **Use Canister** — This button orders the selected battery or gun to fire canister. Canister is a close-range weapon—a hollow metal cylinder filled with iron balls. When the gun discharges, the metal cylinder disintegrates, sending the iron balls into the enemy like a large shotgun charge. Canister was the most lethal weapon on the Civil War battlefield, deadly against enemy infantry or cavalry within 350 yards or less. If enemy troops approach within 75 yards, the gun will automatically fire double canister. If a gun runs out of canister, it will retreat if approached by enemy infantry or cavalry. 
- **Withdraw by Recoil** — This button orders the selected battery or gun to withdraw 25 yards while continuing to fire, using the recoil of each gun to move it back, rather than limbering. 

Stance Orders Buttons

The “Orders” Bank Switch makes available the following Stance Orders buttons. These buttons dictate how aggressively you want the selected commander to behave toward any visible enemy.

Note: Only your subordinate commanders may be given Stance Orders. Keep in mind that the attributes of your subordinate commanders, and the increasing fatigue and dwindling strength and morale of their units may result in your Stance Orders being ignored.

Stance Orders include:

- **All out Attack** — This button orders the selected commander to advance toward the enemy and maintain the attack until one side or the other retreats. 
- **Attack** — This button orders the selected commander to advance toward the enemy to improve his units' weapons' effectiveness. He is free to attack an enemy that is larger in strength and at a greater distance than when given any of the below stances. 
- **Probe** — This button orders the selected commander to advance to the outer ranges of his units' weapons' effectiveness. He is free to attack an enemy of roughly the same strength, but not as far away as the Attack stance. This order is useful for “demonstrating”—that is, keeping the enemy occupied without trying to inflict, or risk, heavy losses. 
- **None** — This button allows the selected AI commander to do what he thinks best. His Style will determine what stance he will take (see “Style,” in the “Order of Battle” section of “The Central Island”). 
- **Defend** — This button orders the selected commander to adopt a defensive stance. He is free to attack a command that is weaker than his own, but may not go far from his present position. 
- **Hold** — This button orders the selected commander to hold his present position, and not venture beyond a 50-yard radius. 
- **Hold to the Last** — This button orders the selected commander to hold his present position until his units are routed. 

There are four additional Stance Orders specific to **cavalry brigade commanders** and **cavalry regiments** (for permanently dismounted cavalry regiments, only the “Guard” order is available):

- **Send to Scout Enemy** — This button orders the selected cavalry unit to detach from its parent command and go on a mission (under AI control) to find and follow the enemy while staying out of rifle range. When the scouting cavalry unit sees an enemy unit, it will appear on the Map. 

- **Select Unit to Guard** — This button orders the selected cavalry unit to attach to a selected friendly unit (e.g., a wagon, artillery unit, or commander). When this Stance Order button is selected, a cursor will appear. Use the cursor to click on the flag of the unit you want to guard. The selected cavalry unit will immediately move to guard that unit. If the guarded unit moves, the cavalry unit will move with it. 
- **Send to Screen Enemy** — This button orders the selected cavalry unit to detach from its parent command and go on a mission (under AI control) to find the enemy and engage it in long-range skirmishing. 
- **Send to Raid Enemy Target** — This button orders the selected cavalry unit to detach from its parent command and go on a mission (under AI control) to find and attack or capture weak or unprotected enemy targets. 

The Commander Function Buttons

The Commander Function buttons are brown, and are in the bottom right of the Button Rock.

Commander Functions include:

- **Take Charge from AI** — This button gives you total command over the selected commander or fighting unit.  Its advantage is that the selected commander or unit will do exactly as you order. Its disadvantage is that, in micromanaging the selected commander or unit, you may miss important developments in other parts of the field. Also, if you take your eye off the selected commander or unit, it will no longer move or protect itself by any means other than to wheel. To unselect “Take Charge” and return the commander or unit to the AI, select “Take Charge” again. When this button is selected, it will turn yellow, and will persist until it is unselected for that commander or unit.

Note: Selecting and unselecting the “Take Charge from AI” function for commanders and units may also be done by using the “1” and “2” keys.

- **Go to the Selected Unit** — This button moves the camera to the selected commander or unit at field level.

Note: Moving the camera to the selected commander or unit may also be done by pressing the “G” key.



- **Commander Double Quick (Gallop)** — This button causes the selected commander to gallop to his destination. When this button is selected, it will turn yellow, and will persist until the commander has reached his destination.



- **Commander Halt** — This button causes the selected commander to halt. When a commander has reached his destination, or when this button is selected, it will turn yellow, and will persist until the commander is given a movement order.



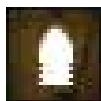
- **Commander Use Roads** — For distant destinations, this button causes the selected commander to use available roads to move to his destination by the fastest route. When this button is selected, it will turn yellow, and will persist until the commander has reached his destination.



- **Attach/Detach** — This button causes the selected commander or unit to be attached to or detached from its superior commander. If the Detach button is selected, the selected commander or unit will no longer respond to orders from the previous superior commander, but will still be under AI control, and as such will still wheel and otherwise respond to nearby enemy units to protect itself or fulfill its Stance Order. It may be reattached to its original superior commander (but no other commander) by using the Attach button. At start, the “Attach” button will be yellow, and will persist until the “Detach” button is selected. The “Detach” button will then turn yellow, and will persist until the “Attach” button is reselected.



- **Re-Supply** — This button causes the selected unit to move to find its division ordnance wagon. After replenishing its ammunition, the unit will move back to its commander.

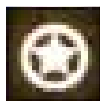


- **Send Message** — This button brings up the Send Courier Message screen. This will enable you to send a courier message or order to another commander or unit in your chain of command.



Note: You may also bring up the Send Courier Message screen by using the “C” key.

- **Read Messages** — This button brings up the “Dispatches Received” box. It allows you to see all the messages that have been sent to you by other commanders during the present scenario.
- **Objectives** — This button brings up the “Objectives” box. It allows you to see the Objectives that have been assigned to you. Objectives’ names will appear on the right, and your Completed Objectives on the left.



KEYBOARD COMMANDS

Most commands in *Scourge of War: Gettysburg* are given by using the buttons in the Button Rock. These commands are set in the file /work/keyboard.csv. This is installed by copying from /work/defaultkeys.csv on installation. If you have an earlier version or have modified your keyboard.csv file, your key assignments may be different.

The following commands, however, are given by keystrokes:

Camera Movement

- **Q, W, E, A, S, and D** — These six upper-left keys, as well as the Spacebar and the Left Shift key, are dedicated to camera movement. For a discussion of their use, see “How to Move the Camera,” in “The Game Screen,” above.
- **F** — Use this as a “Follow” key to make the camera move with the selected leader or unit. Press “F” again to be able to use the “Q” and “E” keys to swivel the camera while it moves. Pressing the “F” key again unselects the “Follow” command. When the “Follow” command is selected, an “F Arrow” icon will appear in the Status Box.



Note: Due to its proximity to the camera keys, this key may be inadvertently pressed while moving the camera. If the camera becomes suddenly immobile, look in the Status Box for the “F Arrow” icon. If it is present, press the “F” key until the “Follow” command is unselected and the icon disappears.

- **G** — Use this as a “Go To” key to move the camera to the selected commander or unit. Note: You may also do this by selecting the “Go to the Selected Unit” button in the Button Rock.

Chain of Command Navigation

The following Arrow keys navigate the chain of command from the Game Screen. When you use the Arrow keys, the commander or unit you seek will be displayed in the ID Display, and become the newly selected commander or unit.

To make the camera go to the newly selected commander or unit, unselect “Camera Stay w/OOB Navigation” in either the Options screen accessible from the Main Menu or the in-game Options screen accessible from the Game Menu.

If the “Camera Stay w/OOB Navigation” option is selected, you may make the camera go to the newly selected commander or unit by pressing the “G” key or using the “Go to Selected Unit” button in the Button Rock.

- **Up Arrow** — Use this key to seek the immediate superior of the selected commander or unit.
- **Left and Right Arrows** — Use these keys to seek the other commanders or units who are at the same level of command as the selected commander or unit.
- **Down Arrow** — Use this key to seek commanders or units who are immediately subordinate to the selected commander.

Note: You may also navigate the chain of command on the Order of Battle screen in the Central Island. The Order of Battle screen also provides vital current information about each commander and unit in your chain of command.

Game Speed

- **Equals (=)** — Use this key to speed the game up. Press it up to five times for greater effect.
- **Minus (-)** — Use this key to slow the game down. Press it up to five times to bring the speed back to normal.

Note: These are only active when playing Single Player; they are disabled for Multiplayer.

Unit Movement

- **Comma** — Use this key to wheel the selected commander or unit to the left.
- **Dot** — Use this key to wheel the selected commander or unit to the right.
Note: The following commands are useful when playing “HITS” (“Headquarters in the Saddle”), when the camera is anchored on your commander and you cannot see the desired destination to double-click on it.
- **R** — This key orders the selected unit and all subordinates to run.
Note: The following commands are useful when playing “HITS” (“Headquarters in the Saddle”), when the camera is anchored on your commander and you cannot see the desired destination to double-click on it.
- **Keypad 4** — Use this key to advance the selected commander or unit 300 yards.
- **Keypad 5** — Use this key to advance the selected commander and his entire command 300 yards in the direction each unit is facing.
- **Keypad 7** — Use this key to advance the selected commander or unit 300 yards, or until it reaches a good defensive position.
- **Keypad 8** — Use this key to advance the selected commander and his entire command 300 yards in the direction each unit is facing, or until a unit reaches a good defensive position.
- **CTRL** — Hold down this key and double-click to add a waypoint to the movement path of any commander or unit.

Player Aids

- **Esc** — Use this key to bring up the Menu.
- **H** — Use this key to bring up the Help screen.
- **M** — Use this key to bring up the Map.
Note: The Menu and Map are also accessible by clicking on their buttons in the Central Island. The Help screen is also accessible from the in-game Menu in the Central Island.
- **N** — This key brings up the Command Map.
- **C** — Use this key to bring up the Send Courier Message screen.
- **P** — Use this key to Pause the game. Press it again to return to the game.

- **T** — Use this key to toggle trees and other battlefield foliage on and off.
Note: If foliage is toggled off, any units hidden in the foliage will still remain unseen.
- **U** — Use this key to toggle the Toolbars on and off.
- **X** — Use this key as an onscreen “Chat” key to communicate with other players in a Multiplayer game. After you press the “X” key, use the keyboard to type a message. Your message will appear in the Target List box, in the top left corner of the Game Screen. When you press “Enter,” all players playing the game will see your message in their Target List boxes.
Note: Due to its proximity to the camera keys, this key may be inadvertently pressed while moving the camera. If the camera becomes suddenly immobile, press the “Esc” key to escape Chat, and the camera will become responsive again.
- **I** — This key is used for Team Chat during Multiplayer. When this key is pressed, messages will appear in the same box as general chat, but will only be seen by players on your side.
- **Z** — Use this “Zoom” key as you would a pair of binoculars. Click once for magnification, twice for double magnification, and once more to return to the normal view.
- **Keypad 0** — Use the “0” key to Take Charge of all subordinates of the selected commander.
- **Keypad 1** — Use the “1” key to Take Charge of the selected commander or fighting unit. This will detach the selected commander or unit from the AI command of its superior, and give you total command over it (see “Take Charge from AI” in “The Button Rock”).
- **Keypad 2** — Use the “2” key to unselect the Take Charge command and return the selected commander or unit to the AI command of its superior.
Note: Due to their proximity to the camera keys, these keys may be inadvertently pressed while moving the camera. When moving the camera, occasionally monitor the “Take Charge from AI” button in the Button Rock—if it has changed color, you have pressed “1” or “2” and selected or unselected Take Charge for the selected commander or unit.
- **Greyplus** — Use this key (on the numeric keypad) to bring up the Save Game screen.

- **Greyslash** — Use this key (on the numeric keypad) to bring up the Load Game screen.
- **Keypad 9** — This key selects the Combat button bank. It has no effect if that is already selected.
- **Keypad 6** — This key selects the Movement button bank. It has no effect if that is already selected.
- **Keypad 3** — This key selects the Orders button bank. It has no effect if that is already selected.
- **Control + Keyboard Number Key (1-9)** — This combination will assign one of the designated keys on the keypad to select a specific commander or unit. To set a combination, select the commander and hit the Control key and any number from 1 to 9 on the numeric keypad. After a key is mapped, hitting just the number key will select the previously identified commander or unit.
- **F1** — This key brings up the Help Screen.
- **F2** — This displays the message log and chat log.
- **F3** — This displays the Highlights screen, which shows significant events in the battle.
- **F4** — This key takes a screenshot which is stored in C:\NorbSoftDev\Scourge of War - Gettysburg\Work\ScreenShots if the game is installed in its default location.

Modding

- **K** — This key dumps the contents of the game database at that moment in time. The resulting file will be in the /Work directory.
- **L** — Modders will use this key to write the file “unitlocs.csv” in the work directory. This will set map locations for units in new scenarios or mods.
- **O** — Modders will use this key to generate the file “deadbods.csv”. This file records the location of all dead bodies on the battlefield at a given time. It is used to populate a battlefield with dead bodies from previous days’ battles.

HOW TO FIGHT

When your fighting units are within range of the enemy, they will fire on their own. Once engaged, your units may not obey an order to move, since the overwhelming tendency of a regiment is to stay and fight it out once it is face to face with an enemy regiment. Keep these limitations in mind when you approach the enemy. Once the men start fighting, it will be hard to disengage before one side or the other runs away. It is better to keep your distance if you're not confident of winning a firefight.

Muskets in the Civil War era were single-shot weapons, and soldiers had to follow a complicated routine to reload after each shot. When under fire, and amid the awful carnage of a firefight, the routine often became confused, and weapons failed to fire. Too, once the muskets were fired a few times, they became so fouled that using the ramrod to ram the bullet down the barrel became exhausting, and a soldier's rate of fire quickly dropped to about once a minute. As black powder created eddies of blinding smoke that smarted in a soldier's eyes, hitting an approaching enemy became even harder. Thus, massed musketry was needed to stop any determined enemy charge.

The best way to mass musketry was to create a firing line two ranks deep, where the men in each rank were close enough to touch elbows. Such a tight formation produced enough firepower to stop an advancing enemy in its long front, but the two-rank firing line was vulnerable on its ends, called "flanks"—a regiment's firing line could present hundreds of muskets on its front, but just two on its flank.

HOW TO FLANK

The goal of an approach to the enemy line, then, is to strike it on the flank, where all your own firepower can be brought to devastating effect. This is called "flanking" the enemy. With the disparity in firepower in your favor, the enemy will quickly retreat rather than stay at such a killing disadvantage.

This will only be possible, however, if the enemy is pinned in its front by another friendly force. If it is not, the enemy line will simply wheel to face your new

threat on its flank. Remember that both elements—the “pinning” force and the “flanking” force—are necessary to give the best chance of success to any attack.

One defense against flanking is to anchor the ends of your line on difficult terrain (see “Terrain Effects on Movement”). This will delay the enemy access to your flank. While his flanking force is moving, it is out of the fight—you may be able to destroy the force in your front before his flanking force arrives. Another defense is to keep a reserve, either to extend your line or to pounce on the vulnerable flank of an enemy flanking force.

HOW TO USE TERRAIN

A good eye for defensive terrain is an important trait of every good commander. The first consideration is the high ground—elevation always gives an advantage to the units that hold it. If a selected unit is firing from high ground, a “High Ground Bonus” icon will indicate that advantage in the Status Box in the Central Island.

Certain types of terrain give another defensive advantage—they stop bullets. The following chart shows the types of terrain that decrease the effect of enemy fire against the troops occupying them. If a selected unit is occupying good defensive terrain, a “Defensive Terrain Bonus” icon will indicate that advantage in the Status Box.

The following is a list of the types of good defensive terrain, listed in order of effectiveness in reducing enemy fire, from high to low:

- | | |
|---------------------|---------------------|
| 1. Breastworks | 7. The Sunken Road |
| 2. Walls and fences | 8. The Railroad Cut |
| 3. Heavy woods | 9. The Town |
| 4. Slope | 10. Orchard |
| 5. Woods | 11. Cornfield |
| 6. Rough | 12. The Cemetery |

HOW TO MELEE

Melee is hand-to-hand combat. It is useful for forcing the enemy to retreat from a crucial position or for capturing enemy artillery. However, melee is very exhausting and will limit a unit's usefulness while it recovers. Also, if a unit loses a melee and routs or has to retreat, it may be out of action for the remainder of the scenario. Thus, it should only be attempted in extreme situations.

Only infantry regiments and Mounted cavalry regiments may melee. Neither will do so if Exhausted.

To melee, move your regiment close to the enemy unit and select the "Charge" button. Be aware that, for many reasons, your regiment may not obey your order.

HOW TO RALLY

When your units' morale decreases as a result of combat, they are more and more likely to Retreat. When they Retreat, they will run 300 yards to the rear, where they will form up again in Line formation.

After a retreated unit has re-formed, it will Rally—that is, its morale will increase and its fatigue will decrease—very slowly by itself. If the unit is within the command radius of a superior commander, especially one with high "Ability" and "Leadership" ratings (see "Attributes" in "Order of Battle"), it will Rally much more quickly.

Thus, your placement and the placement of your subordinate commanders is one of the most crucial decisions you will have to make—do your commanders stay to support front-line troops, or do they go to rally troops in the rear?

General Tactical Tips

- Use the Map to orient yourself to the Objectives and known enemy positions.
- Move commanders to support subordinate units at critical points. This is essential to both attack and defense. To see if a commander is close enough to a unit to support it, select the unit and check its Status Box for the "Commander Bonus" icon.

- Maneuver to bring greater numbers to bear at the critical point.
- Be aggressive. The attacker has the advantage of being able to dictate the critical point.
- Use inexperienced troops in the center for pinning the enemy. They are undependable without support on their flanks from nearby friendly units.
- Watch to make sure your engaged regiments are smoking—that means they are firing. If not, they may be unable to fire because a friendly unit is blocking their line-of-sight to an enemy unit. If this happens, you may use the “Left Flank/Right Flank” buttons to slide one or both of those regiments to unblock the line-of-sight. If a regiment is not smoking but is not blocked, it may be out of ammunition, and need to be resupplied.
- “Take Charge” of key units in critical positions, especially inexperienced commanders and units and engaged units who are ignoring your orders.
- Keep a fresh reserve available. Fight the temptation to put all available regiments on the firing line. Keeping a reserve allows you to rotate exhausted and failing units out of the fight and increases your units’ staying power. It also aids your ability to improvise—to counter flanking attacks, to plug holes in your line, and to exploit holes in your enemy’s line.
- Be aware of the road network to facilitate movement. The side that controls key roads will be able to move its units more quickly to where they are needed. Superior mobility wins battles.
- Deploy units on good defensive terrain—breastworks, walls and fences, and woods, for example. Select your units and check the Status Box for the “Defensive Terrain Bonus” icon to make sure your units are currently benefitting from defensive terrain.
- Fight from the high ground. Your units will fire with greater effect. Select your units and check the Status Box for the “High Ground Bonus” icon to make sure your units are currently benefitting from high ground.
- Keep your units close enough together to support each other’s flanks. Select your units and check the Status Box for the “Support Bonus” icon to make sure your units are currently benefitting from each other’s support.

Cavalry Tactical Tips

- Use “Double Quick” to chase down exposed enemy ordnance wagons, commanders, and retreating units (though be careful of this last—retreating infantry can sometimes turn around and deliver an unexpected blow).
- If you are racing the enemy to an Objective, use “Double Quick” to put a selected cavalry unit between the enemy and the Objective, then put them in Skirmish formation with “Fallback” orders. The skirmishing cavalry will force the enemy to deploy into line and slow their advance, allowing your units to be the first to reach the Objective.
- “Take Charge” of cavalry units to keep them from charging enemy infantry. Mounted cavalry will not last long against infantry fire. If they become involved in a firefight with infantry, give cavalry “Fallback” orders to keep them from routing.
- “Take Charge” of cavalry units to charge and capture enemy batteries; otherwise, they will stop and trade fire, and will be quickly routed. Use rested cavalry, and order them to “Double Quick” at the enemy guns. As they reach each gun, select “Charge,” and your cavalry will capture the gun. Repeat the routine until the entire battery is captured.
- Keep a commander within support range of active cavalry. This is even more important with cavalry than with infantry, as cavalry rout more easily.
- Conceal cavalry units—they are big targets and thus vulnerable to both infantry and artillery fire. They may be hidden behind high ground or in woods.
- Use cavalry to protect Objectives in your rear areas while your infantry and artillery do the hard fighting in the front.
- You may use your cavalry to flank enemy infantry, but use the “Fallback” order to protect your cavalry after they are in position, before they receive enemy fire.

Artillery Tactical Tips

- The key to a good artillery position is a wide-open field of fire, preferably one that dominates large stretches of open ground over which the enemy must advance.
- Take Charge” of artillery to micro-manage their placement. The careful positioning of artillery is worth your time and attention, especially at the beginning of a scenario.
- At long range, using shrapnel, shot and shell, artillery can disrupt enemy formations and reduce their morale. Remember, too, that enemy regiments that are lying down to avoid long-range artillery fire are no threat to you, since they are neither moving nor firing.
- At short range, using canister, artillery is a deadly defensive weapon against approaching enemy infantry and cavalry.
- Artillery needs to be protected at all times by supporting infantry or cavalry regiments. Detach a regiment from its brigade, if necessary, to stick with the guns. Place the support regiment on the flank and slightly in advance of the artillery. This keeps clear the artillery’s field of fire, but obliges an approaching enemy regiment to engage the supporting regiment first. While the enemy is engaged with the regiment, the artillery will have an excellent opportunity to blast it with canister.
- Place your artillery batteries in groups, if terrain permits, rather than scattering them piecemeal around the battlefield. Massed “grand batteries” can concentrate on single targets—especially isolated enemy batteries—and knock them out before they can do any harm.

HOW TO WIN

Objective Points

In most scenarios, Objective markers are visible over the battlefield. They allow you to see, from a distance, locations critical to victory. Seizing and holding these Objectives are important to winning every scenario in which they appear.

Points are awarded to the highest-ranking commander present when the conditions for holding the Objective (see below) are met. In addition, all his subordinate units are awarded points, and their morale and fatigue improves.

Over every **Major Objective** there will be a marker: a large golden eagle, mounted on a shield, with a large arrow pointing down to the critical terrain—the summit of Little Round Top, for example. On the ground beneath the Major Objective marker there will be a red circle. The shield in the Major Objective marker will show the flag of the army that currently holds the objective.

When you select the highest-ranking commander within the Objective Radius, and his side has fulfilled the conditions for starting the Objective Timer (see below), information will appear in red letters and numbers just above the Central Island. These are the **Objective Name**, **Objective Timer**, and, in parentheses, two numbers representing the selected commander's **distance from the Objective** and the size of the **Objective Radius** (both in yards). The Objective Timer will count down the time needed to hold the Objective and win the Objective Points. When the Objective Timer reaches zero, the points and other bonuses will be awarded.

The conditions for holding an Objective are given on the Map. Press “M” to open the Map and place the cursor on the Objective symbol. The tooltip will display the information, in the following order:

- The name of the Objective—for example, “McPherson’s Farm.”
- The side to whom the Objective is assigned. “**Plyr**” means the Objective is assigned to you only. “**All**” means it is assigned to both sides.
- The Objective’s type. **Waypoint** Objectives disappear from the map when won. A **Hold** Objective can be won many times, until Time Limit for the scenario (set by the scenario designer in Gettysburg Scenarios, or by the player in Sandbox scenarios) is reached, or the Score Limit (set by the player in Sandbox scenarios) is reached, triggering the end of the scenario.
- The number of friendly troops within the Objective Radius (see “RAD”) required to “hold” the Objective—for example, “597 men.” Units with morale of “Uneasy” or less are not stable enough to be counted toward this total.

- **RAD:** The only units that are counted in determining who is holding the Objective are those who are within this radius, given in yards.
- If enemy units are also present within this radius, the Objective will be neutral until one side outnumbers the other side two-to-one inside the radius. Only then will the Objective Timer begin.
- The highest-ranking leader inside this radius will win the bonus points when the Objective Timer reaches zero.
- **HOLD:** This is the number of minutes required to hold the Objective to obtain its awards, as follows:
- **P:** This is the number of points added to the score of the commander who holds the Objective for the number of minutes required in "HOLD."
- **M:** This is the number of morale points added to all the units subordinate to the commander who won the Objective.
- **F:** This is the number of fatigue points added to all the infantry and cavalry units subordinate to the commander who won the Objective.
- **A:** This the number of round per man (ammunition points) added to all the infantry and cavalry units subordinate to the commander who won the Objective.

Note: When playing Multiplayer, it is best to move a high-ranking commander into the RAD to hold the objective, to maximize the number of subordinate units that will receive the morale and fatigue bonuses when the objective is won.

Combat Points

To reflect the fact that a commander must balance the taking and holding of Objectives with flesh-and-blood concerns, another point system for combat will be in play in every scenario. A fighting unit will earn Combat Points every time it accomplishes any of the following:

- Causing an enemy casualty
- Causing an enemy unit to fallback (without orders), retreat (without orders), break, or rout
- Capturing an enemy gun, infantry or cavalry regiment, or ordnance wagon
- Killing an enemy commander

These Combat Points are added to a unit's score. A fighting unit will also lose points for suffering each of the above, and those Combat Points are subtracted from its score.

A commander's score is the current total of all of his subordinate units.

At the end of most scenarios, your Combat Points will be added to your Objective Points to get your final score. This total will be compared to the Scenario Designer's schedule to arrive at the Victory Level—Major or Minor Victory, Draw, or Major or Minor Defeat.

There are some Sandbox scenarios, however, which are decided solely by possession of the Objective for the required amount of time—if neither side wins the Objective, the battle is decided by Combat Points. In other Sandbox scenarios there are no specific Objectives, and Combat Points alone will decide the battle.

HISTORICAL BACKGROUND

In June of 1863, General Robert E. Lee and his Army of Northern Virginia, 75,000 strong, struck out on a bold raid onto Northern soil. He and his army's hopes had never been higher, nor their confidence greater. They were on the crest of a wave of startling victories stretching back six months.

In December of 1862 at Fredericksburg, Virginia, Lee had watched from the hills south of town as his army humiliated the Federal Army of the Potomac, which smashed itself against the stone wall at the base of Marye's Heights in a series of doomed attempts to break the Confederate lines. The Union army suffered huge, lopsided casualties in a stunning defeat.

Afterward, as the winter weather forced both armies to hunker down in their camps on either side of the Rappahannock River, President Lincoln replaced the Union commanding general Ambrose Burnside with "Fighting Joe" Hooker. Confederate pickets, jubilant in victory, taunted the Federals across the river, and the defenders of the Union fell deeper into misery and depression. Desertions in the Union army averaged 5,000 per month in the hope-starved days of early 1863, and war-weariness in the North reached a new height. Recriminations against Lincoln's failed war policy were ocean-loud all across the land.

Then, in early May, at the outset of the spring campaign season, the armies met again a few miles west of Fredericksburg at a country crossroads known as Chancellorsville. General Hooker, with an army almost twice the size of the Confederates, had made a masterly opening move, and had successfully crossed the Rappahannock with the bulk of his army upriver from Fredericksburg. In response, General Lee and General "Stonewall" Jackson devised a plan that flew in the face of all military doctrine. Lee divided his army, leaving a skeleton corps with General Longstreet at Fredericksburg to oppose a crossing there

and to keep up the appearance that the Army of Northern Virginia remained unmoved. Meanwhile, he sped the bulk of his forces west under Jackson to meet General Hooker's main force.

When the crackle of his pickets' muskets told him Lee had moved to meet him upriver, Hooker made a fatal hesitation: he withdrew to a defensive position. With the initiative again theirs, Lee and Jackson now devised the most daring and brilliant battle plan of their storied careers. Lee, in the face of a superior force, now divided his army a second time, sending Jackson with his entire corps on a daring fourteen-mile march around the Army of the Potomac, which had left its right flank dangling in the air.

When Jackson's men smashed into the undefended Federal right, they rolled up the Union line and pushed it a full three miles to the rear, driving it all the way back to the Chancellorsville crossroads. Although Jackson's daring attack was not a mortal blow to the Union army, it was deadly to Joe Hooker's confidence. After more bloody fighting the next day, he drew his entire army back across the Rappahannock, and the entire Confederacy leaped up to celebrate another sensational victory by Lee's Army of Northern Virginia.

In the North war-weariness deepened—and grew menacing. A movement grew up in Illinois, Indiana, and Ohio to form a Northwest Confederacy and secede from the Union, just as the South had done two years earlier. As Federal enrollers spread out across the North to enroll males in first national draft in United States history, the rolling thunder of resistance to national authority rumbled all across the free states.

The Army of the Potomac, the "Sword of the Union," dwindled. In May and June 40,000 men left the army. About half were casualties at Chancellorsville, and the other half were two-year recruits who went home after their enlistments were up. Army leadership, too, was in upheaval. None of the Army of the Potomac's seven corps commanders and only two of its nineteen division commanders had been in place at Antietam just nine months before; one third of these men had been assigned to their commands in the last eight weeks. On

June 28, Maj. Gen. George Meade became the latest reassignment, elevated to replace Joe Hooker at the head of the army only three days before the Battle of Gettysburg.

Although victorious, Lee's Confederate army had problems just as profound. At Chancellorsville, scouting ahead in the dark on the evening of his greatest victory, Jackson had been mistaken for the enemy and shot by his own men. His arm was amputated five days later, and Lee remarked, "He has lost his left arm, but I have lost my right." Jackson died soon afterward. His irreplaceable loss compelled Lee to reorganize his army from two corps to three, with two commanders new to corps command—A.P. Hill and Richard S. Ewell—at the head of each. Five of Lee's nine division commanders had little or no experience at that level, and recently promoted generals commanded six of Lee's thirty-seven brigades, with another half dozen under colonels who had yet to show they deserved a general's wreath. They led an army that had lost many of its bravest soldiers in the horrendous losses of Chancellorsville.

The promise of a general Northern collapse and sky-high confidence after the miracle of Chancellorsville, however, prompted Lee to lead his army into the North despite its recent losses. The Army of Northern Virginia crossed over the Potomac River and marched through Maryland into Pennsylvania, farther north than Lee had ever moved before. He split his three corps up to disguise his objectives. Pennsylvanian General George G. Meade, newly installed in command of the Army of the Potomac, pursued, pushing his army north to find and strike Lee. His seven corps, with their 90,000 men, began moving into Pennsylvania with the cavalry arm scouting in advance.

Here Meade exploited an advantage. Lee was without his cavalry, who had ridden off with General J.E.B. Stuart to ride around and embarrass the Federal army as they had done twice before. In doing so, Stuart lost contact with Lee and the Army of Northern Virginia, leaving them blind to the whereabouts of the Army of the Potomac.

Wednesday, July 1, 1863, dawned muggy and threatening rain. General Harry Heth, Lee's most inexperienced division commander, received orders from his corps commander General A.P. Hill to scout south down the Chambersburg Pike into the crossroads town of Gettysburg, which had earlier been reported to be defended by nothing more than local militia. Heth's orders were to reconnoiter only and not bring on a general engagement. Interestingly, Heth employed two of his three brigades—a force too large to be an agile scouting force and too small to sustain an engagement if they did run into Federals in division strength or larger.



Harry Heth.



John Buford.

To the surprise of Heth and his men, Federal cavalry commander General John Buford had moved his division of troopers into Gettysburg the previous day. Buford, a veteran of Indian fighting in the west, had recognized the inherent value of the terrain his men occupied along the ridges west of town, as well as the strong defensive potential of the hills south of Gettysburg to their rear. Buford wisely decided he must hold and delay the Confederates to give time for General Reynolds and his First Corps to come up, so that the infantry and artillery could deploy and make their fight on strong defensive terrain.

The savvy General Buford moved his cavalry out to Herr's Ridge as vedettes, giving them orders to delay the advancing Confederate army by hitting and withdrawing in small groups to make the Rebel columns slow down and deploy into line. Only by skillful use of this tactic could the outnumbered troopers give the Federal army the time it needed to come up and occupy the "good ground."

Buford is in a race against time—it takes Heth ninety minutes to get his two brigades deployed and ready to move forward, and Union reinforcements still have not arrived. It is mid-morning, and now **you** are in command.

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