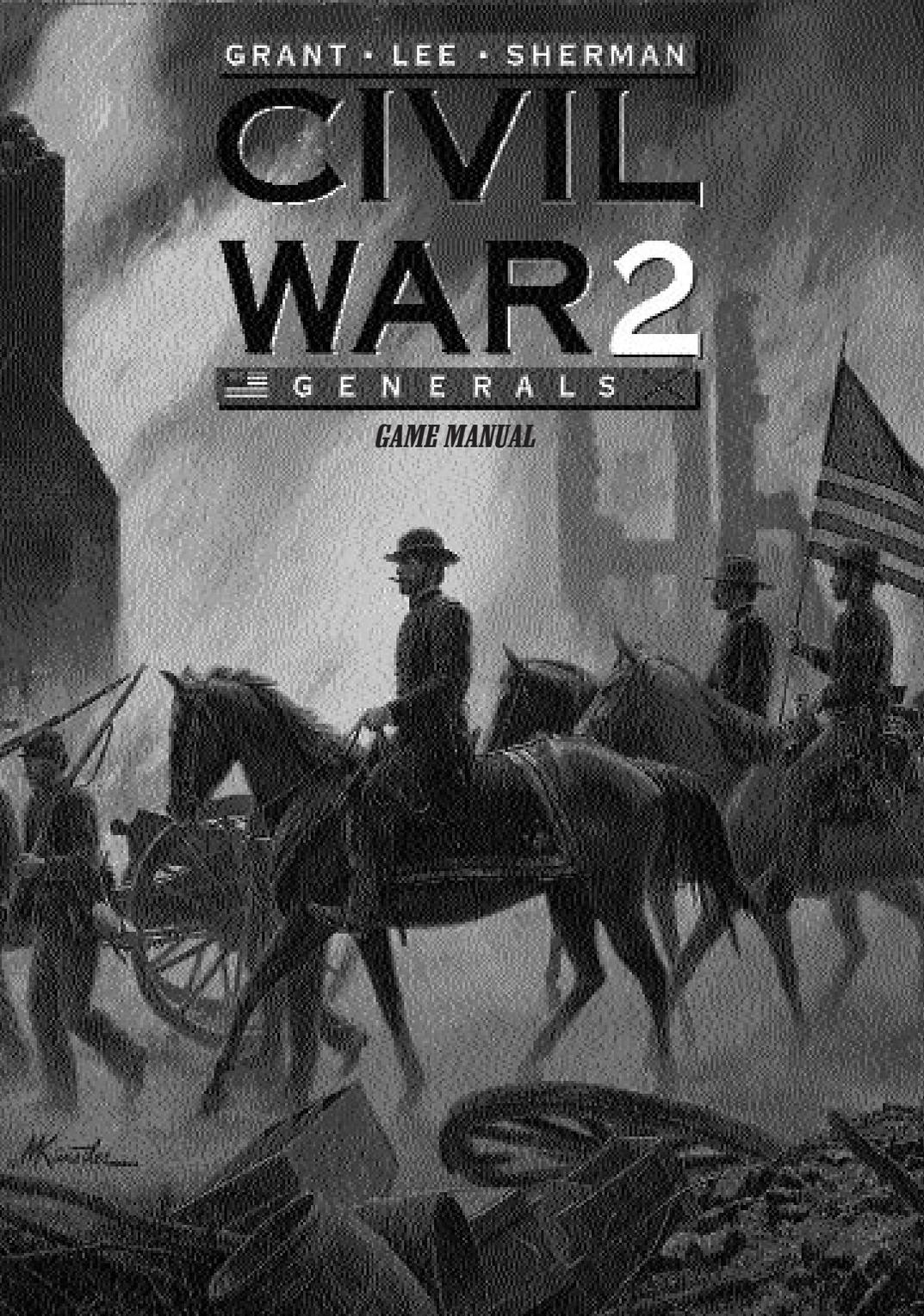


GRANT · LEE · SHERMAN

CIVIL WAR 2

GENERALS

GAME MANUAL



SIERRA®



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Part 1: INTRODUCTION

AN UNOFFICIAL WAR

"Neither party expected for the war the magnitude or the duration which it has already attained...the prayers of both could not be answered."

-Abraham Lincoln, second inaugural address, 1865

The United States never officially declared war on the Confederate states. At first, President Lincoln referred to it as an insurrection. The Confederates did pass an act in 1861 that recognized the existence of war between the two sides, but they too never came out with a declaration of war. Neither side thought the other to be entirely serious, expecting a compromise would soon be reached. When the war began, the typical soldier had little idea of what he was getting into, signing up in pursuit of adventure and prestige. Poorly trained and lacking discipline, it was more than likely that he had never fired a weapon. His main concern at the start of the war was the fear that it would be over before he had a chance to fight.

Hard lessons would be learned as the conflict progressed. New weapons could accurately fire as much as ten times as far as previous weaponry, a factor that combat tactics did not take into account until many lives had been lost. Those unfortunate enough to be wounded in battle were lucky if the doctors rinsed their instruments between surgeries. Hundreds of thousands of lives, more than the total losses on the battlefield, were claimed by typhoid, dysentery, and pneumonia.

What had started as a regional conflict soon transformed into a full scale war. The North and South had not seen eye to eye for some time, but it wasn't until now that they each came to realize just how strongly they felt about the moral and economic issues behind the struggle.



CIVIL WAR GENERALS 2



Compromises no longer sufficed to appease the strife between the states. Fighting to stop the expanding Union from disintegrating, the North was also taking an important stand against slavery. They had larger armies and greater firepower on their side as well as a willingness to throw their economic weight behind the effort. The South was fighting for the independence and freedom they thought America stood for. Their aristocratic way of life was at stake, and thus their men had personal motivation to succeed. Both sides were stubborn, choosing to fight rather than to yield.



Game Overview

You control one of the great generals of the civil war and can choose which side to take. Do you want to try and realize the Southern dream of independence, or would you rather see if you can improve on the North's success? The fate of a nation is in your hands.

'What was civil war combat really like?' you may ask.

CIVIL WAR GENERALS 2: GRANT, LEE, SHERMAN will answer this question. It is the most comprehensive simulation of the civil war ever made. While you have the ability to alter



GRANT, LEE, SHERMAN



history, don't think that it will be easy. The results of every battle impact the way the rest of the game plays, history be damned. If you suffer a demoralizing defeat, your troops might be too disheartened to fight in the next skirmish. Lead the Confederates shrewdly and you could wind up in control of the nation's capitol. Mismanage the North and the United States will fall into rebel hands.

There is a lot to think about. Your army consists of a dozen different types of units, each with its own strengths and weaknesses on the battlefield. As the commander, every unit will look to you for instructions. Decisions cannot be made lightly. Recklessly direct your troops on long marches and you will soon discover the limits of human endurance. Leaving key positions open will run the risk of enemy occupation. With concerns like these, it is easy to forget about the more basic elements of battle such as terrain and weaponry.

Most players will want to start out with one of the individual battles in the game. At the end of the battle, you will be informed which side has emerged victorious, often an ambiguous judgement due to the subtleties of Civil War combat. Simply finishing a conflict with less casualties is not enough if you ignore strategic positions or allow the health of your men to deteriorate.

The more adventurous player might prefer to jump right into a full *campaign* game. A campaign is made up of a series of battles that share the same objective. To win a full campaign, you must successfully guide your men through each of the battles without losing sight of your objectives. Not every battle must be won to achieve overall victory, but losing a battle will certainly make it more of a challenge. Only the most diligent will succeed.



Objectives

CIVIL WAR GENERALS 2: GRANT, LEE, SHERMAN is a game of tactical battles. Each *scenario*, or battle, has specific goals that require strategic considerations. All *scenarios* share some common goals. You always want to inflict as many casualties as possible on your enemy while keeping your casualties to a minimum. Forcing enemy units from their positions is another universal objective that is a benefit in all *scenarios*. Other strategic objectives are specific to individual battles. These are sometimes represented by special victory point positions on the battlefield or by awards and penalties for exiting the map at certain locations.

When playing a series of battles found in a *Campaign* game, different factors determine the overall victory of the campaign. The outcome of one battle will influence the strength and status of your men in subsequent battles. The victory level achieved in a battle determines which battle is to be fought next and what condition your army will be in as the battle commences. Casualties suffered will carry over to the rest of the *campaign*, as will the experience that your men gain. If you destroy enemy units, the captured supplies and ammunition can be traded in to upgrade the weapons that you currently own. Your troops will then start the next *scenario* with improved weapons and, as a result, be better situated to win the battle.

You must keep these concepts in mind when playing **CIVIL WAR GENERALS 2**, particularly in a *campaign*. Forcing the enemy to retreat or surrender can be just as important as inflicting numerous casualties, though killing enemy leaders has an especially devastating effect on enemy morale. A good leader can accomplish these things without forgetting the importance of maintaining the health and fighting spirit of his own men. Through careful planning, the spoils of victory will surely be yours.





Game Options & Multiplayer Features

CIVIL WAR GENERALS 2 allows for several styles of play. If you crave historical accuracy, you can play one of the *Historical Battles* or begin one of the campaigns. Depending on your success, whether or not you repeated or redirected the course of history, the next battle may also be “historically” accurate or it may present you with a scenario based on the outcome of the previous battle. If you have ever wondered what might have happened if a campaign had followed a different course, there are the *Alternate Battles* that take some liberties with the facts to present “what if...” scenarios.

You can play any of five different types of multiplayer games. Play a 'hotseat' game against a friend (or an enemy) on a single computer, or use a modem line or serial cable to connect two computers and battle it out. If your office has an internal network (IPX), you can challenge a co-worker to go to war with you (after business hours, of course). You can also play **CIVIL WAR GENERALS 2** with a connection over the Internet to Sierra's Internet Gaming Service (SIGS) for free. [For details on how to set up multiplayer games, consult page 137 of this manual.](#)

A powerful scenario editor has also been included so that players can create their own personalized battles. You can design a battle based on a real civil war map or you can pretend that your own backyard was a wartime battlefield by recreating your neighborhood. A vast array of terrain types are at your fingertips, from sunken roads and swamps to rocky knolls and pontoon bridges. These creations can be distributed to friends and over the Internet for multiplayer games or they can be played against the computer. [Instructions for using the scenario editor can be found on page 122.](#)



Installation and Loading

The installation program gives you three options: a small installation, which copies the minimum files necessary, a medium installation, and a maximum installation, which copies all the game files to your hard drive. These option you choose will influence how well the game will perform. The small and medium installations will require the game to read files from the CD-ROM during a game. A maximum install will copy all game files to your hard drive, but for copy protection it will still require you to start the game with the disc in your CD-ROM drive. The maximum installation will help to improve performance on most systems.

Windows 95 Installation:

Insert the **CIVIL WAR GENERALS 2** CD into your CD-ROM drive. If the Autoplay option on your computer is enabled, a panel will automatically appear on your screen. Click on the install button and follow the onscreen instructions. If the Autoplay feature on your computer is not activated, open the *My Computer* folder on your desktop and select the drive letter that corresponds to your CD-ROM drive. Double click on the *Setup* icon in the window that appears and follow the onscreen instructions to complete the installation.

Windows 3.1 Installation:

With the game CD in your drive, select Run from the File menu in the Program Manager. Type D:\Setup.exe (D indicates the letter that corresponds to your CD-ROM drive). Follow the onscreen instructions to complete the setup process.

To play the game once it has been installed, you must first insert the game CD. If your computer supports AutoPlay, you will be presented with a screen where you can simply click on a *Play Civil War Generals 2* button. You can also access the directory on your hard drive where you have installed the game and double-click on *CWG2.exe*.





Multimedia History

Take advantage of our extensive research by checking out the complete multimedia history of the Civil War included on the disc. After you have installed the game, double click on the *History* icon in the game directory to launch the supplement. There is also a button on the autoplay screen that launches the history supplement.

The interface for the supplement is so simple that it requires little explanation. The brass buttons at the bottom of the screen allow you to access the main topics as do the images on the main screen. Once you have selected a topic, the right arrow advances you through it, or, when you reach the end of a topic, on to the next topic. Click on the left arrow to go back to the previous screen you were viewing. When you see the *Ear* icon next to the left arrow, it signifies that a sound clip is associated with the current topic. Blue text can be clicked on to link to a more detailed



discussion of the subject at hand. The *Help* button also provides instructions for using the multimedia supplement.

Selecting *Options* allows you to view the credits and bibliography, adjust or turn off the sound, or exit the program. If you experience poor sound quality, try turning the sound within the program all the way up and then adjust the volume level on your computer. Turning the sound off completely should permit the program to run more quickly.

Where Do I Start?

We recommend that you begin by watching a short video that will introduce the game's interface. Find the directory where you installed the game and double click on the file called "HowTo.avi." A minute long video will then play that demonstrates the basics of movement within the game.

While most people want to get into the action right away, it will be less confusing if you take at least the first of the two tutorials we have provided. **The tutorials begin on page 24** of the manual and will show you the fundamentals of gameplay. The first tutorial also takes you step by step through your first battle, introducing some of the basic strategies of **CIVIL WAR GENERALS 2**. Part II of the tutorial covers what needs to be done between the battles of a campaign game and thus should be consulted before embarking on your first campaign.

Once you are done with the tutorial, play the game for a while to get a feel for the controls and gameplay. When you have questions about a particular part of the game, refer to this manual for more detailed information and strategy. You can also consult the on-line help by choosing *Help* from the menu bar at the top of the screen.

Finally, there is a *Readme* file on the CD that can be accessed by double clicking on the icon in the game's directory. It contains any late breaking developments that popped up after this book went to press.





Game Time and Interface

Gameplay in *CIVIL WAR GENERALS 2* progresses in turns, each of which usually represents a half hour of battle. The length of night turns will vary, and turns taking place at dusk or dawn last for an hour. If a daytime battle lasted six hours, the game would take twelve turns, and so on. One turn consists of both a Confederate and a Union turn. The side that moves first will depend on which scenario is being played.

The maps in *CIVIL WAR GENERALS 2* are made up of hundreds of hexagons, each of which portrays an area about 200 yards across. With a few exceptions, only one unit may occupy a particular *hex* at a time.

When this manual tells you to "click on" or "select" something, we mean for you to click once with the left mouse button unless the instructions specify otherwise. However, to select a unit (even an enemy unit), right click on that unit. Look at the information panel to see what information is available about that unit. If more than one unit happens to occupy a hex, right click on the unit to toggle between the two.

Confederate information will appear on the left side of the bar while Union information is on the right. You can also simply place the cursor over a battlefield element (without clicking) to see information displayed in the text window.

With a unit selected, click on the desired location to move the unit, provided it has enough movement points. When you move to a hex occupied by your opponent, your troops will receive orders to attack. Understandably, the game will not let you move enemy units around the battlefield.

The *Overview Map* shows an bird's eye view of the entire battlefield with your current main view highlighted with a white frame. If you need to move to the action more quick-



Each unit occupies a single hexagonal position or "hex."



ly than scrolling permits, click on the overview map to change your view.

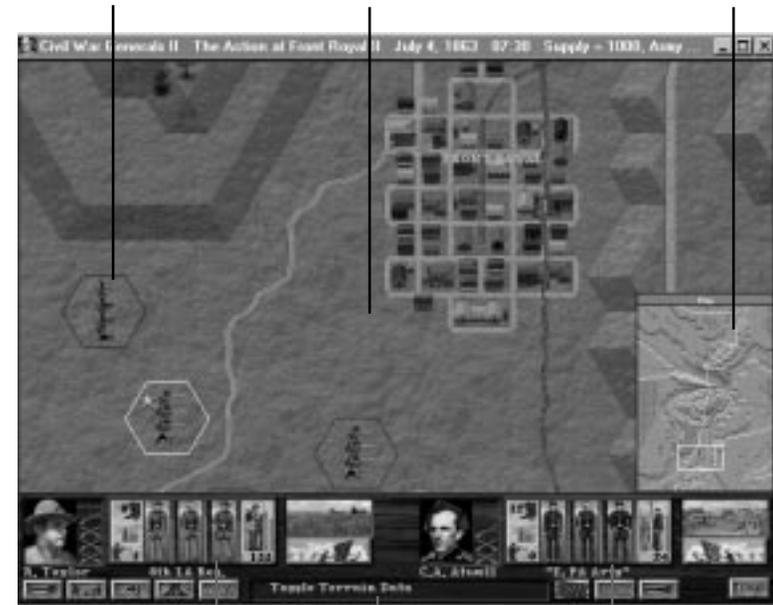
Activating the *Zoom Mode* fits four times as much of the battlefield onto the screen while you play. Press the *Zoom* button on the information panel, choose *Zoom* from the *Display* menu, or press the 'Z' key to enter *Zoom Mode*.

Nearly every function in the game can be accessed either through mouse clicks on buttons and hotspots, through items on the menu bar, or by pressing a certain key on the keyboard. The keyboard shortcuts are listed next to the appropriate menu item. To conserve screen space, the menu can be toggled on and off by pressing either the *Menu* button on the status bar or 'M' on the keyboard.



Zoom button

Unit *Main map* *Overview map*



Confederate information *Text window* *Union information*





MENU ITEMS



The Menu button

The menu bar can be displayed or hidden by pressing the *Menu* button on the control panel or by pressing the ‘M’ key on the keyboard. When a checkmark appears next to an item, it indicates that the option is currently selected and active. Keyboard shortcuts listed on the drop down menus make it easier to access frequently used controls. When a *report* is to be displayed on a hex containing two units, a separate value will be shown for each unit.

FILE MENU

New begins a new game.

Save Game saves the current game. When you select this option, the game will be saved to the last save file selected for loading or saving. If the current battle has not been loaded or saved before, *Save Game* will function like *Save As*. Remember, you can only save a game during your turn.

Save As opens a panel that allows you to either enter a new name for your game to be saved under or select a previously saved game to overwrite.

Load Saved Game will display a list of previously saved games. Select one from the list and choose *Load* to restore that game. Saved Multiplayer games must be loaded after the connection to your opponent is made.

Options opens the *Options Panel* (see next section). You also have access to the *Options Panel* from the *Battle* and *Campaign Selection Screen* since some options can only be set prior to play.

Exit exits **CIVIL WAR GENERALS 2**.



OPTIONS PANEL

Play Level lets you set the level of difficulty by selecting *Beginner*, *Intermediate*, or *Advanced*. See page 106 for more information about difficulty settings.

Full Visibility can be turned on to reveal all enemy units on the map. When *Full Visibility* is turned off, *Line of Sight* will determine which enemy units are visible.

Line of Sight governs whether terrain will obstruct your units’ view. When on, things like hills and forests may block part of a unit’s sighting range and prevent them from seeing enemy units. If *Line of Sight* is turned off, your units can see all enemy units within their spotting range, regardless of obstructions.

Line of Fire only affects units with ranged weapons. With this setting turned on, artillery and naval units cannot fire at an enemy if there is an obstruction in the way. Ranged weapons can fire at any enemy unit when *Line of Fire* is off, provided that the enemy is close enough.

Video Clips activates or deactivates the live action clips that play during combat sequences. While the clips are turned on, you can end an individual clip by clicking the mouse. Turning off the video clips will make the game play more quickly. However, if you turn the video clips off, you will not gain the insight that the clips provide as they illustrate the sequence of events in the battle.

Sound Effects lets you control the ambient sounds that play in the background.

Music lets you select whether you will listen to *Union* music, *Confederate* music, or allow the computer to make *Random* selections. You may also turn off the game music.





Auto Select Next Unit automatically selects a new unit when the current unit has expended all of its movement points.

Show After Combat Report determines whether or not you will see the panel that appears after an encounter. The *After Combat Report* lists the gains and losses experienced by each side.

Set Speed Controls brings up a window that lets you change the scrolling and movement speeds.

Auto Resolution is useful if you normally run your computer at high resolutions. Turn on this setting to have the game automatically change your screen resolution to 640x480 when the game is launched. When you quit the game, *Auto Resolution* will then change your resolution back to what it was before you began playing.

GAME CONTROLS

End Turn ends the current player turn.

Undo Move retracts the most recent move or formation change. This will not be available if the most recent action was an attack or a movement that revealed a previously hidden enemy unit.

Dig In orders the currently selected unit to set up fortifications at their present location. This command is only available if the currently selected unit has the ability to *Dig In* and is on the right sort of terrain. Engineers can be ordered to build and destroy structures with this command.

Rest and Resupply Current Unit directs the currently selected unit to spend the turn resting and lets you decide what quantity of supplies to send them.



End Turn button



Undo button



Dig In button



Rest & Resupply button



Change Formation button



Change Formation lets you switch the formation of the current unit. This is not available if a unit has only one formation, does not have sufficient movement points, or is on terrain that prevents formation changes.

Get Next/Previous Unit selects either the next or previous unit awaiting orders in the current player's army.

Center on Current Unit adjusts the main map view to center on the currently selected unit. This is useful for when you forget which unit you have selected and do not want to search the map.

Skip Unit lets you skip the currently selected unit for the remainder of the turn. You can still select this unit manually, but it will no longer be selected with the *Get Next Unit* and *Get Previous Unit* commands.

Reassign Division Commanders (Next Turn) displays a screen that allows you to assign each of your division commanders to new units at the start of the next turn.

Chat Mode is only available in *Multiplayer Games*. It lets you send messages to and receive messages from your opponent.

DISPLAY

Grid toggles the main map's hexagonal grid overlay on and off.

Overview Map displays and hides the small map.

Show Movement/Line of Fire Range displays the movement range for all units that do not have a ranged attack by greying out the hexes that cannot be moved to during the current turn. *Limbered Artillery* units will first





display movement range, then, with an additional right click on the unit, display the firing range the unit would have if it were *unlimbered*. When an artillery unit is already unlimbered, only the attack range will be displayed. Naval units first show their attack range, displaying their movement range with another right click.

Show LOF displays a *Line of Fire* radius of up to 15 hexes from any empty hex that is right clicked. This is very useful when deciding where to post *artillery* units.

Show LOS Path examines the path between the currently selected unit and any hex that is left clicked. It permits you to see exactly which hexes block the *Line of Sight* or *Line of Fire* between the two positions.

Show Ready Units highlights all units that still have movement points available on the *Overview Map*.

Show Fleeing Units shows the locations of all units that have been routed on the *Overview Map*.

Show Low Supplied Units indicates, on the *Overview Map*, the locations of all units that are running low on supplies. Any unit with less than half of their full supply level will be highlighted.

Show Corps Commander highlights the location of all friendly *Corps* and *Division Commanders* on the *Overview Map*.

Show Reinforcement Areas indicates locations on the *Overview Map* where friendly reinforcements will arrive.

Show Victory Point Hexes highlights, on the *Overview Map*, all locations that can be controlled to gain victory points.



Times Defended when activated will show which enemy units have been attacked during the current turn. A number will be displayed next to the enemy unit indicating how many times it has been attacked.

Zoom when activated, increases the amount of the battlefield that you can view at once.

OFFICER'S REPORTS

Command Tent displays the *Command Tent* screen which gives you access to a number of other useful reports. Move the cursor over the various elements of the *Command Tent* screen to find out what actions can be taken.

Casualty Report displays a screen which details the number of men and leaders that were killed or wounded, deserted or surrendered, as well as how many victory points and supplies each side has captured. This report is automatically displayed at the end of a battle.

Reinforcement Report brings up a screen that tells you when and where you can expect reinforcements to arrive.

Objectives Report displays the letter that you read at the start of the battle in case you need to jog your memory.

Order of Battle lets you view the command structure of your army. This is particularly useful when reassigning a leader.



Zoom button



Command Tent button





REPORTS

Labels displays text that identifies some of the features on the map. This includes things like the names of roads, hills, forts, and towns.

Victory Points shows small numbers and flags on each hex that possesses *Victory Points*. If the number is positive and on top of a Union flag, it means that the North will gain victory points if it controls the position. If on a Confederate flag, the South will gain points. The bottom flag shows which side currently controls and gains points for the hex.

Unit Morale Level displays the morale rating for every visible unit on the battlefield.

Unit Firepower Level displays the *firepower* rating for every visible unit on the battlefield.

Movement Max displays a small number next to every unit that tells you what their maximum range is with a full supply of movement points available.

Movement Left displays a small number next to each unit telling you how much movement each unit has left.

Natural/Prepared Cover displays the amount of *natural* or *prepared cover* that the selected unit in its current formation will receive in every hex on the battlefield. The greater the number, the more cover the position provides.

Terrain Morale Boost displays which hexes carry an automatic bonus when occupied. A unit receives the morale bonus as long as they remain in the hex. Rocky knolls, walls, and forts possess the biggest boosts to morale since they provide the most cover.



Terrain Height shows the level of elevation for each hex on the map.

Toggle Hex Numbers displays the consecutive numbers that are assigned to each hex, starting at zero and counting up. This can be useful when you are using the editor to design a level or if you are trying to keep track of exactly where you have moved your units.

EDITOR (This menu only appears while in the editor.)

Scenario Dialog displays a window that lets you load, save, or create a new *scenario* and define the global parameters for it.

Unit Organization Dialog displays a panel that explains your army's structure and allows it to be modified.

Random Woods adds trees and forests to your map at random locations.

Clear All Terrain Mods will remove any *Terrain Modifiers* (things like fords, morale boosts, and hindrances to movement) that have been placed on the current map while using the editor.

HELP

Contents displays a window with all the various topics addressed in the *on-line help* file.

Search lets you enter a particular topic to search for.

About provides version and copyright information for **CIVIL WAR GENERALS 2**.





TUTORIAL: PART I

Taking a few minutes to complete this tutorial will introduce you to the most basic elements of gameplay. Though only a few minutes, the time you spend now will save you a lot more time later on in the game. Moving step by step through a small battle, the tutorial demonstrates several different kinds of attacks, familiarizes you with the various unit types, and teaches you a few of the elements that make up combat.

Launching the tutorial is as easy as loading a saved game. When you get to the main screen, you will have a handful of options at your fingertips. Here, you can start a brand new campaign, begin an individual battle, enter the editor, or load a previously saved game. Choose *Load Saved Game* and, from the setup screen, select "tutor1." This will launch a game that one of our dedicated testers created for demonstration purposes. Your men are fully equipped and ready for combat.

The computer player may not behave as suggested in this tutorial. This is because the artificial intelligence created by our programmers makes the computer an unpredictable opponent. You may get attacked at times when you do not expect an encounter. While this makes the gameplay more exciting, it also makes it impossible to write a tutorial that precisely documents the computer player's actions. Expect the unexpected, for it is all part of the learning experience.

You will play the Confederates and take the first turn of the encounter. A message will appear when the game begins telling you to prepare to issue orders. Click on the *OK* button to close this message and your map will center on one of your units. The unit that is selected will have a white border around its hex while the rest of your units will have a blue border. Below the main map at the bottom of the screen is the information panel. This allows you to access information about each unit on the battlefield and to issue

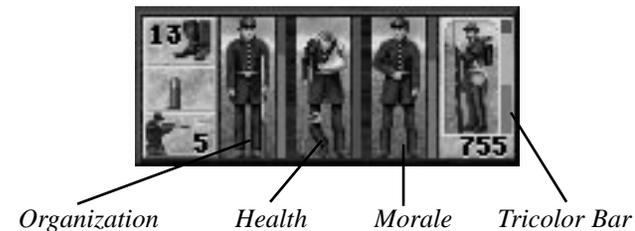


orders to your units. You can scroll around the map by moving the cursor just over the edge of the screen. Take a moment to survey the rest of the map to see the terrain features and the enemy units that you will be fighting against.

You can see the names of some of the key locations on the map. Labels can be turned on and off with the *Labels* option from the *Reports* menu. Before you can access the menu items, you need to activate the menu bar by pressing the *Menu* button found at the bottom of the information panel. The menu bar can be turned on and off in this way so that you can conserve space for the map when you are not using the menu. Once you have activated the labels, you will discover that the city the Union has occupied is Kernstown.

Information about the currently selected unit, outlined in white, is always displayed on the information panel. Confederate information is shown on the left, Union on the right. Move the mouse over the *graphical unit information display* and watch the text window at the bottom of the panel. Each feature that the pointer passes over will be identified. Notice the pictures of the unit's organization, health, and morale. These pictures show you, at a glance, the condition of the selected unit. Consult the *Quick Reference Card* that was included with the game package to see all the pictures that will show the various degrees of a unit's organization, health, and morale.

Graphical Unit information display



The Menu button





The *Corps HQ* is the unit currently selected. The first thing you need to do is to get the *Corps HQ established*, which will allow it to better aid your other troops. First, you will want to move the unit to a more advantageous location. Notice that hexes appearing a certain distance away from the *Corps HQ* unit are shaded. This indicates that they are out of the range that the unit can move to in one turn. Left click on one of the clear hexes at the edge of the hill, found to the unit's right, to move it.

After the *Corps HQ* has moved, all of their movement points will have been expended. You will *establish* them next turn when their movement points are replenished. At this time, there will no longer be a border around the *Corps HQ's* position since they cannot perform any more activities until the next turn. When a unit has used all of its movement points, or cannot perform any actions with the movement points it has left, the next unit will be selected for you automatically. Therefore, if you follow this tutorial correctly, the unit that is being described should always be the one selected on your screen. You can also manually select a different unit by right clicking on them or by using the *Get Next Unit* command from the *Game Controls* menu.

Your *Artillery* unit will be selected once the *Corps HQ* has finished moving. The *Artillery* is in a good position where it is, but it cannot fire while in its current formation. With the *Artillery* unit selected, press the *Change Formations* button, found on the information panel. This will *unlimber* the *Artillery* and prepare them for combat. The *Artillery* will still have some movement points left, but not enough to attack. You will need to wait for the next turn to attack. Press the 'S' key on the keyboard to skip the artillery unit for the remainder of the turn.

The unit that will be selected next is a *Specialist* unit, sharpshooters who snipe at an enemy from a safe distance. Move them into a position that will leave them ready to attack during the second turn by left clicking on the hex



Change Formations button



northeast of the clump of trees near where the unit began the turn. This will move the *Specialists* close enough to the enemy in Kernstown to attack next turn.

The *Cavalry* unit will now be selected. You should move them so that they can also attack the enemy on the next turn. Move the *Cavalry* to the hex just north of the grey building. They should now be to the right of the *Specialists* with one hex inbetween them.

The *Infantry* is the last unit that you will direct this turn. Move them to the position just south of the city, adjacent to the enemy. Press the *Change Formations* button once they are there to get them ready for combat.

You have now issued orders to every one of your units on the battlefield. Virtually all of your men are ready to launch attacks against the enemy unit in Kernstown. Press the *End Turn* button in the lower right of the information panel. This will end your current turn and you will see the enemy taking a turn. It is possible that the enemy will attack you at this point, either with their *Artillery* unit or their *Infantry*. You may even get attacked by both units in the same turn. Do not let this discourage you, for you still have the manpower advantage over the Union forces.

Once the enemy turn is completed, you will get a message telling you to prepare to issue orders for turn number two. Click the *OK* button to clear this message and begin your second turn.

Again, the *Corps HQ* will be the selected unit to start off. Click the *Change Formations* button to have them *establish* themselves. They will now appear as two leaders discussing battle plans over a map. Once *established*, all of your units will receive a leadership boost.

Use the *Get Next Unit* command to select the *Artillery* unit. When planning to attack an enemy unit, it is often a good idea to weaken them with an *artillery* or other ranged



End Turn button





attack before sending in *Infantry* or *Cavalry* units. To order the *Artillery* unit to attack the enemy *Infantry* in Kernstown (if they have not moved), simply left click on the enemy hex while your *Artillery* is selected. You will see an explosion over the enemy unit, indicating that you have attacked it. Video clips will play to illustrate the sequence of activities in the encounter. The video clips are followed by a *Casualty* report that breaks down the gains and losses for each side during the fighting. You will notice that all of the numbers in the attacker column are zero except for the *Morale* rating. This is because the defending unit cannot return the *Artillery's* fire as it does



not have a ranged attack. Your army, on the other hand, receives a boost in morale since you successfully damaged the enemy and took no losses.

Click OK to close this report. Your *Specialists* should now be selected since *Artillery* units use all of their movement points when attacking an enemy. The *Specialists* have the ability to move close to an enemy, snipe at them, and then retreat to safer ground. As with the *artillery* attack, the defender cannot return fire. Left click on the enemy in Kernstown while the *Specialists* are selected. They will move to a hex adjacent to the enemy and you will see



another battle represented with video clips. The *Casualty* report will then appear to let you know how successful the *Specialists* were at damaging the enemy. The *Specialists* should still have a few movement points left, enough to move them to safer ground. Left click on the hex south of their current position. This should expend the remainder of their movement points and the *Cavalry* unit will automatically be selected.

With the *Cavalry* unit selected, left click on the enemy *Infantry* in or near Kernstown. The *Cavalry* will ride into the city and attack the Union forces. If the *Cavalry* has enough movement points left over at the end of the encounter, move them away from the enemy. It is often a good policy to move your units away from the enemy after an attack if there are movement points remaining. Doing so makes it more difficult for the enemy to attack the unit when your turn is finished.

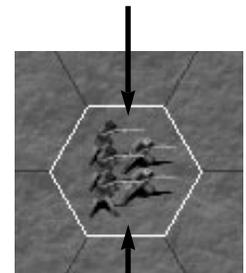
There is still one unit left with which you can attack, the *Infantry*. Select the *Infantry* unit and click on the enemy's hex. Your men will enter the enemy's position and attempt to drive them away. By now you have surely done a fair amount of damage to the enemy unit. You too may have received some damage from the skirmish. Notice the changes in health, morale, organization, and firepower to each side.

Press the *End Turn* button when you have finished observing the statistics. The computer will now move, quite possibly attacking your units. When it is your turn again, see if you can position your men so that one unit is in front of the enemy unit and another is on the opposite side. Attack with either one first, then order the other unit to attack. A message will appear that alerts the defender to expect severe casualties. This is because you have launched a *rear attack*. These are far more devastating to a unit than a single attack or even multiple attacks from different sides. When a *rear attack* occurs, it catches the defender off guard as they have only just been attacked from the other



NOTE:
After especially fierce engagements, dead soldiers may remain on the battlefield where the fight took place.

Rear attack



First attack





side and are still turned around. Remember that a single daytime turn in the game only represents a half hour, so to be attacked from two opposite positions in the same turn can be devastating.

If you successfully continue to attack the same unit, eventually they will be forced to retreat, vacating the hex that they occupied. You have already won a small victory when this occurs, but you should exploit the enemy's weakened state. Continue attacking the unit even if it means pursuing the enemy around the map. You can also use a *Charge* to attack an enemy that you have an advantage over. To do this, simply press the *Charge* button before ordering your unit to attack. If your men are confident enough, they will *Charge*. Otherwise, they will inform you that they will not undertake such a risky maneuver. You have the option to pay a personal visit to a unit to try to convince them to charge if they are reluctant. *Charges* are only wise if you have a significant combat advantage (better morale, firepower, etc.) or if your unit outnumbers the enemy by a significant margin.

Continue to experiment and familiarize yourself with the game. When you have completed the sixth and final turn of the tutorial, you will be shown the results of the battle on the *Victory Screen*. The relative changes to both armies are displayed as well as an overall battle resolution. This will not simply be which side won since the ambiguities of Civil War combat made this kind of distinction difficult. Rather, there are levels of victory, major victories, minor victories, and even draws.

You have now experienced a number of different varieties of attack and are prepared to begin your first real battle. Part II of this tutorial only relates to *campaign* games. It will begin in a *campaign* game that is already in progress, just after the end of a battle. Part II takes you step by step through the process of purchasing new weapons for your units. We recommend that you play several individual games before tackling a full *campaign* game.



The Charge button



TUTORIAL: PART II

This tutorial illustrates what happens between battles during *campaign* games. Abort any games in progress and choose *New* from the *File* menu. From the *Options* that appear, select *Load Saved Game* and double click on "tutor2" from the list that appears.

This save begins just after the first battle of a *campaign* game. A brief animation will play, followed by the appearance of the *Casualty Report*, which lists the dead, wounded, and other vital factors of the recent battle. The outcome of the battle is displayed at the bottom of the screen. When you have finished viewing this screen, click on the *done* button on the bottom right-hand side of the screen.

The *Field Hospital Recovery Report* will now appear. Unit leaders and *Corps Commanders* may have been wounded in battle. Depending on their injuries, some leaders may be able to rejoin their troops, while others will become disabled veterans. This report displays which leaders have been wounded in the previous battle, along with their updated status. Again, select the *done* button to move on to the next screen when you are finished with the report.

Following this, you will be taken to the *Weapons Purchase* screen. Here you are able to review your units, dismiss leaders, and purchase some new weapons for your men.

Unit information is displayed at the bottom of the screen. You can find out the structure of your army by observing the leader portraits at the lower left of the screen. The first portrait shows the leader of the corps you are looking at, the second shows the leader of the current division, and the third portrait is the leader of the currently selected unit. Click on the up and down arrows next to each portrait to move through the various branches of your army. To narrow the scope of which unit information is displayed, click on one of the four *Unit type* buttons above the portraits.





The *Unit type* buttons limit the display to show only infantry, cavalry, artillery, or specialist units. Corps HQ, engineers, scouts, heavy artillery, and naval units cannot receive weapon upgrades.

Let's pretend that you are unhappy with a leader's performance. First, select an *Infantry* unit. While you may now dismiss this leader, there is no way of knowing whether or not his replacement will be an improvement. To dismiss the leader of the selected unit, click the *Dismiss* button found just below the unit leader's portrait., and confirm your dismissal. A new leader will then appear in the portrait window.

You will now want to outfit the selected *Infantry* unit with some new weapons. Between battles, new weapons may be purchased for any unit, provided that you have enough army supply points.

The main part of the *Weapons Purchase* screen displays a variety of weapons that can be purchased for your units. The weapon highlighted with a red frame is the one currently being used by the selected unit. A white frame indicates which weapon is selected. Each weapon box contains the name of the weapon, the price per individual weapon, the full supply cost, and the *Weapon Power* and *Hand-to-Hand* ratings. The bullet icons in each weapon box show the number of rounds of ammunition that make up a full supply. A large bullet denotes 5 rounds, while small bullets each represent 1 round.



Labels pointing to the close-up image:
- *Weapon Power* (points to WP 67)
- *Hand-to-Hand rating* (points to H-H 90)
- *Price per weapon* (points to \$37)
- *Price per man for full supply* (points to \$3)
- *Full supply (8 rounds)* (points to the 8 bullet icons)



To the right side of the information panel is the *Purchase Selected Weapon* button. The number beneath it tells the cost of equipping the selected unit with the selected weapon. Army Supply points provide the currency with which you will purchase weapons. Click on a few weapon boxes to compare their army supply costs.

Whenever you purchase new weapons, the selected unit's previous weapons are sold back to the armory. If the selected weapon is more expensive than the unit's current weapon, the cost number beneath the *Purchase Selected Weapon* button will be red, indicating that a purchase will

Weapons Purchase screen

Available weapons



Labels pointing to the screenshot:
- *Unit type buttons* (points to buttons at the bottom left)
- *Leader portraits* (points to portraits of M.S. Ward and others)
- *Unit information* (points to unit names and numbers like '1 Corps', '2 Division', 'Ward's En', '1910', '26067 Pts', '18540', '4002')





Purchase Selected Weapon button



Your army supply

Full supply cost for selected weapon, selected unit

reduce your Army Supply. When this number is green, it indicates that the selected weapon is cheaper than the current weapon, thus the purchase will add to your Army Supply.

The number beneath the wagon displays your current Army Supply. It is important to know how much a weapon will cost you each time you need to resupply your men. The cost for fully supplying all of the men in the current unit with ammunition for the selected weapon is shown beneath the soldier's ammunition pack. Each weapon comes with a full supply of ammunition, consisting of a certain number of rounds. A round is the amount the unit uses to fire once in battle.

Choose a new improved weapon for your selected unit. The new weapon should have at least one rating that is higher than the rating of the unit's current weapon, but keep in mind how many army supply points you have available. To make the purchase, select the weapon and click on the *Purchase Selected Weapon* button. You may purchase new weapons for as many units as you like.



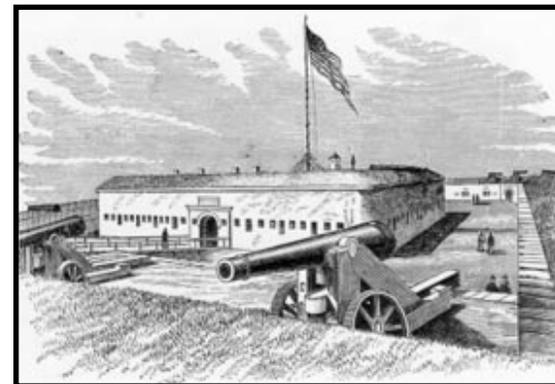
There are two ways to switch units on the *Weapon Purchase Screen*.

1) Use the *Unit type* buttons above the leader portrait. There are four Unit type buttons and each one limits the units that you can view to the specified variety of unit. Infantry, Cavalry, Artillery, and Specialists each have their own button. All the other units in the game have weapons that cannot be upgraded.

2) You can use the up and down arrows next to each individual portrait to move through the different branches of your army. The portrait on the far left displays your Corps leaders. The middle portrait shows the Division leaders, and the last portrait displays the leaders of the individual units. Therefore, when a particular Corps leader is shown, only those leaders and units that fall under his command will be shown.

Some weapons may only be used by a particular type of unit, so not all weapons will be available for each unit.

Your weapon purchases do not take effect until you click on the *done* button. Once you are finished dismissing leaders and purchasing weapons, click on *Done* to continue the game. At this point, the next battle of the campaign will begin.

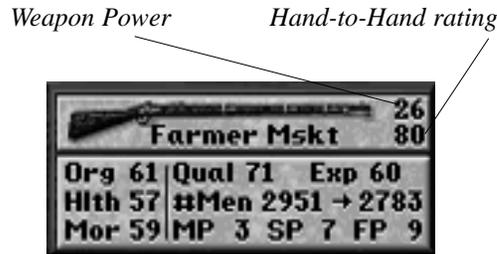




FOR ADVANCED PLAYERS

The graphic unit information display, with its pictures and bars, should provide adequate information for any game situation. Some players, however, may wish to view unit information in greater detail.

For these players, *CIVIL WAR GENERALS 2* includes a detailed information display. To view the detailed information display for any unit, click directly on the graphic information display, or left-click on a selected unit on the battlefield.



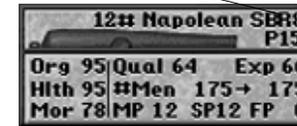
Detailed unit information display

The detailed display shows ratings specific to the selected unit: organization, health, morale, quality, experience, number of men (original and current), movement points, supply, and firepower, as well as the unit's weapon ratings. *For more information about unit ratings, see The Information Panel, beginning on page 62.*

For an *Artillery* unit, the detailed information display is identical to the other unit types, except that the weapon portion will show the cannon's maximum range and power rating (which influence the unit's firepower).



Maximum range Power rating



Detailed unit information display (for Artillery)

Advanced players may also click directly on any leader portrait to access detailed information about that leader. The leader information display will show the leader's influence, organization, loyalty, and health ratings. The numbers to the right of the black numbers indicate what kind of benefits, if any, the leader is receiving from his nearby superior officers. *For more information about all of these ratings, see Division Commanders and Unit Leaders on page 78.*



Leader information display





THE EASTERN THEATER

The Bull Run Campaign

The Civil War started with the Confederate attack on Fort Sumter on April 12, 1861, yet three months later there had still been no major battles fought. In July the North learned that Southern forces, under General Beauregard, were encamped only 25 miles from Washington at Manassas Junction. In order to clear away this threat to the Northern capital, the poorly armed and trained forces under General McDowell were ordered to carry out an attack.

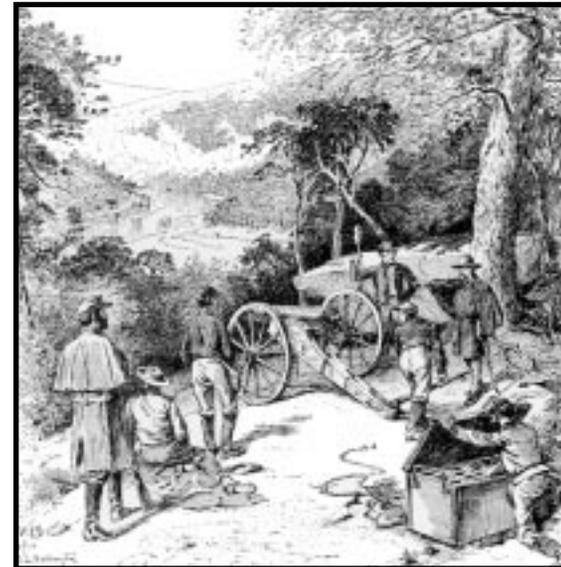
Thanks to spies in Washington, the South found out about the move and rushed General J.E. Johnston's 11,000 men to help repulse the attack. After a brief skirmish at Blackburn's Ford on July 18th, both sides knew the first big battle was near. Both sides also thought that this one battle might decide the war and bring it to a quick end.

The First Battle of Bull Run opened up with a Union artillery bombardment in the early hours of July 21st. The battle did not go well for either side, but by the end of the day the Union forces had been clearly defeated, with many of them running from the battlefield. The first major battle of the Civil War gave the South a taste of victory, while the North was made painfully aware that it was ill prepared for large scale military action. Both sides were wrong about one thing, however, the war was not to be decided by a single battle.

The Valley Campaign

Major General 'Stonewall' Jackson took over command of the southern forces in the Shenandoah Valley at the end of 1861. His main concern was to prevent the Union from overrunning the valley, an ideal passage that would allow the enemy to move south into the heart of Confederate territory. By posing a potential threat to the northern capital he might also succeed in diverting northern attention away from southern targets.

The Shenandoah Valley was the breadbasket of the South. Without it her soldiers and citizens would have a tough time feeding themselves. Both sides knew this, so the North sent a force under General Banks in the Spring of 1862 to seize control of this fertile area.





Southern General Lee relied upon General Jackson and his Stonewall Brigade to keep the valley in Confederate hands. With his small force, never numbering more than 17,000, he managed to do just that. In a brilliant campaign of tactics, maneuver, and concentration of force, Jackson managed to best the Union forces.

Although the Northern forces numbered some 33,000 troops, Jackson always seemed to be where the Union least expected him, and in greater numbers than they. He utilized the cover of the Massanutten mountains to his advantage and kept on the move, sometimes marching his men as far as thirty five miles in a single day. His victories at McDowell, Port Republic, Cross Keyes, and Winchester elevated Jackson to legendary status. Jackson's stature is well deserved, since his efforts kept the vital Shenandoah in Confederate hands for another two years.



The Peninsula Campaign

On February 22, 1862 President Lincoln issued General War Order No. 1. It ordered the North's Army of the Potomac, under its creator General McClellan, to march on Confederate forces located less than 30 miles from Washington. Although Lincoln wanted to march on this concentration at Centerville, McClellan convinced him to instead allow a drive on Richmond.

The campaign started with McClellan's 100,000 man army travelling by ship to a point 70 miles from Richmond. After finding his reinforcements were tied up by Jackson in the Shenandoah valley, McClellan lost confidence and stalled for time. Eventually he marched forward, but an overly cautious attitude led him to sit opposite a mere 13,000 Confederates at Yorktown, which he believed were many times that number. In short, a huge Union army went far to go nowhere, while only the thinnest of defenses were inbetween it and Richmond.

McClellan's hesitancy allowed Confederate General Lee to amass an additional 60,000 men to oppose the Union force. Finally, on May 3rd McClellan went on the offensive only to find that Yorktown had been abandoned by the South in favor of better positions further to the rear. The next four months would see McClellan hesitate more and more as his troops got closer and closer to Richmond. The delays provided the South with too much freedom of action, which General Lee exploited to begin a counter offensive at the end of June. In this way Richmond was saved and Lee was in an excellent position to exert pressure on the North.





Lee's First Invasion

After the debacle at the gates of Richmond, the North decided to combine General McClellan's 90,000 men with the 50,000 troops of General Pope near Washington. Southern General Lee knew that once this command was created, he would have a tough time dealing with it since it was nearly three times as large as his own. Therefore, he ordered his army to seek out and intercept Pope before McClellan could join him.

The main engagement was fought at Manassas (also known as Second Bull Run) and Pope's army was massively defeated. Although the North still managed to consolidate its troops, they did so only after Pope lost 16,000 men and retreated to Washington. Lee sensed the time was right for a march into Maryland, but was forced to abandon the push after narrowly avoiding destruction in the bloody battle of Antietam.

Lincoln, seeing that Lee was badly mauled and on the run, relieved McClellan of command and replaced him with General Burnside (considered the most incompetent general of the North after the war), who was instructed to once again march on Richmond. Burnside bungled his advance into Virginia by walking right into Lee's carefully constructed defenses at Fredericksburg. After suffering horrendous casualties, the Union army retreated from Fredericksburg, received a new commander, and spent the winter licking its wounds.



Lee's Second Invasion

After yet another change in command, the Union's Army of the Potomac was again ready for offensive action in the Spring of 1863. The new commander, General "Fighting Joe" Hooker, left a holding force to keep General Lee occupied at Fredericksburg while his main force went around to take Lee in the rear.

At the last moment, Lee reacted to the move, swung his forces around, and soundly defeated Hooker at Chancellorsville. Although a brilliant and huge success for Lee, he paid a high price when he lost one of his best commanders, General "Stonewall" Jackson, to friendly fire.

While the main part of the Army of the Potomac was being defeated at Chancellorsville, the holding force in front of Fredericksburg, under General Sedgwick, launched a relief attack upon Lee's thin defenses. The initial attack was a success, but it was quickly beaten back after Lee wheeled his main force north again to face the new threat. In the end, the Army of the Potomac was again totally defeated.

Lee decided to go on the offensive for a second time. However, the Army of the Potomac had reformed, with yet another commander at its head; General Meade. After a lengthy parallel march into Pennsylvania, the two armies finally came together to fight the largest battle ever fought on US soil. In the small town of Gettysburg the 165,000 troops of North and South fought for three days losing a total of 50,000 men combined. With the loss of almost a third of his army, and facing a foe of growing strength, Lee had no choice but to retreat and give up his attempts to invade the North.





The Wilderness Campaign

On May 4, 1864 General Grant, now in command of all Union armed forces, set out to take Richmond Virginia. His plan was to march his 115,000 well equipped men through the Virginia Wilderness and do battle with Confederate General Lee on open ground on the other side of the large wooded area. Since his army was in no shape for an open battle, Lee decided his exhausted 66,000 man army's only chance of survival was to ambush the Federals while they advanced through the forest.

All through the day of May 5th, a confused and bloody battle was waged amongst the trees, with neither side gaining much ground. The next day the Confederates launched a counter attack which was gradually beaten back, eventually turning into a general retreat. The Southern forces rallied when General Longstreet's corps arrived and went on the attack. This attack too faded when the exhausted southerners saw their beloved General Longstreet carried wounded from the battlefield.

A second full day of fighting was much the same as before, with large casualties for both sides, yet neither one gained much ground. Grant thought the time was right to bypass Lee and resume the march to Richmond. Although Lee was smart enough to anticipate this move, thus getting back into Grant's path at Spotsylvania, he had lost a good part of his army in the Wilderness. Though the North had lost about 14,000 men to Lee's 7,750, Lee could ill afford the losses as Grant closed in on Richmond.



The Western Theater

Shiloh

The North realized that to beat the South, they had to occupy it. One of the best ways to do this was to split the South in half by controlling the Mississippi. In March of 1862 General Grant's Army of the Mississippi established itself on the western bank of the Tennessee River in order to prepare for a major push into the South.

While Grant was waiting for reinforcements, the South saw an opportunity to attack and, hopefully, push Grant back across the Tennessee River. Confederate General A.S. Johnston assembled an army of 40,000 strong to wipe out Grant's 33,000 troops before they could be reinforced. Early on the morning of April 6, Johnston drove his army into the sleeping camps of the Union force. Confused and initially outnumbered, the Union troops routed and streamed back towards their main camp at Pittsburgh Landing. Northern General Sherman, however, rallied his troops and greatly slowed the progress of the Southern forces. The Confederates still continued their advance during the day until, in the early evening, Union reinforcements, gunboats, and artillery ground them to a halt.

Throughout the night Union forces were brought over the Tennessee River, reinforcing Grant's command with General Buell's 25,000 fresh troops. The next morning Grant mounted a counter offensive which swept the Confederate troops all the way back to Corinth. The battle was a disaster for both sides, with total losses of nearly 50,000 troops. The South was in worse shape due to its higher percentage of loss and the fact that Grant was now firmly established in Southern territory, a position that would allow him to start his campaign to seize the Mississippi and split the Confederacy.





The Vicksburg Campaign

After the success of Shiloh, General Grant was in position to start his assault into the heart of the South. His main objective was the city of Vicksburg, which commanded the heights above the Mississippi and linked the western and eastern halves of the Confederacy together. However, Grant had to halt his attack for the winter after suffering supply problems and losses during in the Fall of 1862.

In the Spring of 1863 Grant was again frustrated when he unsuccessfully tried to take Vicksburg by a direct attack from the north. Instead of trying the same thing twice, Grant hatched a brilliant plan that had his forces sweep west, then south, east again, and come at Vicksburg from the southeast. To do this he needed to get his troops across the Mississippi using Admiral Porter's fleet. For this to happen, Porter had to make his famous dash under the guns of Vicksburg in order to meet Grant south of the city.

The Union army then fought a brilliant campaign against the ill prepared Confederate forces. Grant abandoned his supply lines, cutting across Mississippi and seizing its capital, Jackson, thereby blocking Vicksburg from reinforcement. Grant then turned west to set about taking Vicksburg. Although the Southern forces under Pemberton numbered only 30,000 to Grant's 50,000, Vicksburg's defenses were well prepared with forts all around the city.

After two quick, unsuccessful assaults, Grant's forces commenced a lengthy 43 day siege. The siege ended with the surrender of the tired, starving Confederate forces on July 4th. Thus the South became two halves of a whole, split by the North's control of the Mississippi River.



The Tennessee Valley Campaign

In the summer of 1863 the Union decided that it was time to take Tennessee from the Confederate States of America. To do this they dispatched General Rosecrans' Army of the Cumberland to push Confederate General Bragg's Army of Tennessee out of the state. The seizure of Tennessee would give the North the ability to invade the heart of the South.

The campaign started to produce results for the North with the brilliant seizure of Chattanooga, an important rail hub. But the North quickly had its fortunes reversed when it was badly beaten in the battle of Chickamauga. In this battle the North lost nearly half of its entire force and retreated in disorder, back into Chattanooga, where it remained besieged by General Bragg for months.

In October General Grant was put in charge of the Union forces. While still in the process of a lengthy reorganization, Grant was compelled to attack Bragg before he was fully ready. Although the Confederate ring around the city was tight, Grant now had the numerical edge. Through a series of brilliant moves, bravery, and Confederate blundering, the Northern forces seized the high ground at Missionary Ridge and broke the siege. Although casualties were relatively light for both sides (about 6,000 each), the Union forces were now free to resume offensive action in Tennessee.



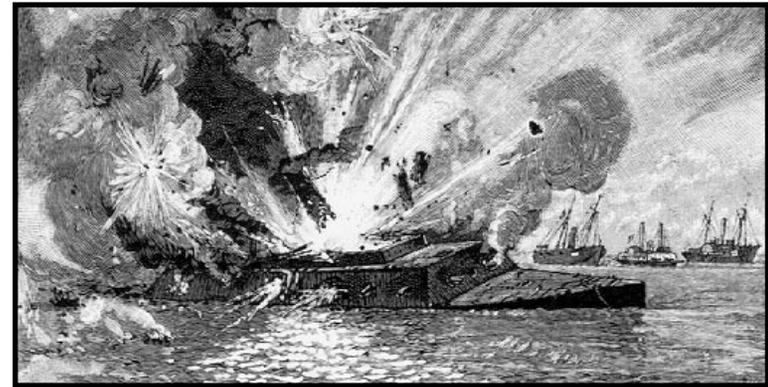


The Atlanta Campaign

Three Union Armies, numbering 100,000 men under the command of General Sherman, were dispatched by General Grant to take one of the Confederacy's last major industrial centers: Atlanta. Opposing Sherman's drive was Confederate General J.E. Johnston with a smaller, but capable, army of 62,000 men.

Johnston knew he could not win a pitched battle against Sherman, so he played for time by conducting a skillful fighting withdrawal towards Atlanta. The battles of Resaca and Kennesaw Mountain served their purpose by slowing down the Northern forces, while keeping the Confederate forces intact.

A change in plan came when Confederate President Davis, rejecting Johnston's policy of gradual retreat, replaced him with General Hood. The new commander immediately went on the offensive at Peachtree Creek, which started out well enough, but ended with huge losses of men and material and an eventual retreat into Atlanta itself. After a last ditched Confederate attack on Jonesboro, Hood had no option other than to surrender. Thus Atlanta fell to Sherman on August 31st, 1864, finishing off the South's ability to defend its interior. The stage was set for Sherman's famous March to the Sea.



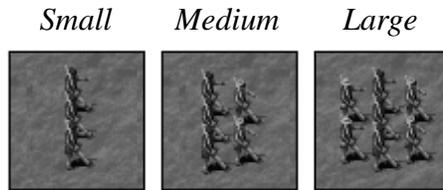
INFANTRY



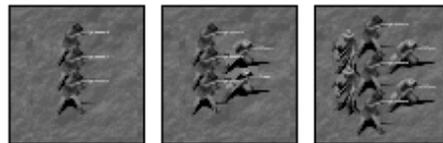
The most basic and common of all soldiers during the Civil War was the infantryman. Each member of the infantry carried a rifle and a supply of ammunition along with food and other personal supplies. They spent a lot of their time marching from place to place, sometimes more than 30 miles a day.

The way *Infantry* units will look on the screen varies depending on their size. Small units are shown as three men, medium as five, and large as seven.

Marching formation



Combat formation



Infantry in **CIVIL WAR GENERALS 2** have one formation for *marching* and another for *combat*. It is important to move the infantry while they are in *marching* formation to avoid the unnecessary loss of organization and health that occurs when trying to move in *combat* formation. Improper formation also limits the range of movement available to the unit since they are more efficient when in the right grouping for marching.

When not in motion, the defensive abilities of the *Infantry* are better served when in *combat* formation. Changing for-

mations costs movement points and, when done excessively, can hurt the unit's organization. Still, when a unit is close to the enemy, it is best to have them ready for combat as they will be less vulnerable if attacked and more prepared for offensive measures. If you give the order to attack when an *Infantry* unit is in *marching* formation, they will automatically get into *combat* formation before attacking the enemy. *Infantry* units must also be in *combat* formation before they can *Dig In* (see page 83 for more information on *Digging In*).

An *Infantry* unit can see a range of four hexes in any direction from its position. When *Line of Sight* is turned on, obstructions will block what the units can see around them. Their firepower depends on what type of weapons are carried. *Weapon Power* is a measure of how effective a weapon is when fired, and the *Hand-to-Hand* rating measures how effective it is in a melee attack. See page 110 for more information on weapons and their ratings.

Infantry can be ordered to *Charge* an enemy from either formation, but, as with a normal attack, they have to use movement points to change into *combat* formation if given the order from a *marching* formation. The *charge* will only occur if morale is high within the unit, its leader has a high loyalty rating, and the unit has enough of a combat advantage. See page 101 for more information on *Charges*.

ENGINEERS



A very useful addition to any army, *Engineer* units can be used to build pontoon bridges and abatis. They can also be ordered to destroy the same enemy structures as well as enemy forts. Additionally, *engineers* are the only units that can cross a river at any point.

Engineers have two formations, but, they only come in one size. When *Engineers* are in *marching* formation, they can move freely around the map. They must change to *work-*





ing formation, however, before building or destroying any structures. *Engineers* are unable to move while in *working* formation.



Engineers in marching formation



Engineers in working formation

Engineers will defend themselves but may not initiate an attack. Their talents lie elsewhere, so it is advisable to keep them away from combat and hold them in reserve for future tasks.

To have your *Engineers* build or destroy a structure, you simply issue the *Dig In* command. If the *Engineers* are on terrain that can be built on or has structures that can be destroyed, they will automatically change the terrain. When an *Engineer* is on any kind of terrain except for trees, cities, forts, rivers, and swamps, an abatis will be built (or removed if an abatis already occupies the space). If you tell them to *Dig In* while they are on a hex with a fort, they will ruin the fort. When on a river, they will build a pontoon bridge or, if a bridge already exists, destroy it. Building a pontoon bridge expends all of the equipment carried by the *Engineer*. Therefore, to build a pontoon bridge, you must first march an *Engineer* unit to the point on a river where you want to build the bridge. On the next turn you give the order to change formations, and on the turn after that you instruct them to *Dig In*. After building the bridge, an *Engineer* unit is worn out and no longer useful to the army and is removed from the battlefield. Unlike bridge construction, there is no limit to the number of abatis or forts that an *Engineer* can build or destroy.

CORPS HQ



The *Corps HQ* has one size and two formations, *mounted* and *established*. When *mounted*, they can be seen on the map riding a horse and wearing a distinctive blue or red shirt. Once the *Corps HQ* *establishes* itself, they confer over a map table. Headquarters prefers directing their men to actual fighting and thus only carry pistols and swords. They have a good spotting range (six hexes) which makes them good at



scouting enemy positions. Though they can defend themselves, *Corps HQ* may not initiate an attack and always retreat from an enemy if attacked. You can have *Corps HQ* units *Dig In* which improves their defenses.

Subordinate leaders in the same corps that fall within a three hex radius of the *Corps HQ* will receive benefits depending on what formation the *HQ* is in. The subordinate leader's unit will also be influenced as a result of the benefits he receives. Leaders within an eight hex radius of their *corps commander* receive half of the normal benefit. When the *HQ* is *established*, nearby units belonging to subordinate leaders will experience an improvement in organization, firepower, and loyalty to the cause. When *HQ* is *mounted*, units only receive the boost to their organization ratings. To see the amount of benefits that a unit's leader is receiving due to the proximity to a superior officer, toggle the leader display on the information panel. This can be accomplished by clicking directly on the leader display. Bonuses appear as a green number next to the statistics, and detrimental influences are shown in red. [See page 62 for more information about the leader display.](#)

Another important feature of the *Corps HQ* is their ability to rally a routed unit. When a unit is routed, it will move towards its nearest *Corps HQ* to recuperate. If the contact with a leader does not successfully rally the group, the unit moves to a nearby Supply Source to flee the battlefield.

CAVALRY



An agricultural way of life gave the South one of their few wartime advantages; greater experience on horseback. *Cavalry* units are fast and have a sizeable range of movement which makes them an ideal candidate for scouting and creating diversions. They carry better shoulder arms than the *Infantry*, but generally have fewer men and thus cannot inflict the same amount of damage in a single encounter.



Mounted Corps HQ



Established Corps HQ

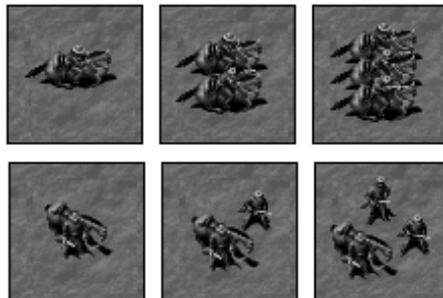




Cavalry units can see up to six hexes around their position, except when *Line of Sight* is on and their view is obstructed. They have different appearances on the battlefield depending on their size and formation.

Mounted and *dismounted* are the two formations that a *Cavalry* unit can assume, and they are the only type of unit that can attack in both formations. Movies often show the cavalry swooping across the battlefield on their horses with great success, but the reality of the situation was quite the opposite. They obviously could move a lot farther when on horseback, but in combat this formation only served to make them bigger targets for the enemy. Therefore you should have your *Cavalry* units *dismount* when involved with an attack unless they outnumber the enemy by a significant margin.

Small Medium Large



Mounted

Dismounted

Cavalry functions much like the *infantry* when *dismounted*, having the ability to *Dig In*, but they can *Charge* and attack from either formation. A *mounted* charge will cause much more damage to the enemy than a *dismounted* charge, but the *Cavalry* unit itself will take more damage when *mounted* unless it is a surprise or rear attack or the enemy unit is routed. When resting or defending, *Cavalry* units should always *dismount* first and, if threatened, *Dig In*.



SCOUTS



Scouts are small units that play an important role in locating your enemy. They move quickly around the map on horseback and can see greater distances than any other kind of unit. While they have a lot of movement points available to them, they cannot initiate an attack. They can defend themselves against an attack, but combat is not what they were trained for and they will prove to be poor fighters. Scouts carry shoulder arms and have only one formation.

SPECIALISTS



Specialists are the most proficient sharpshooters around, as well as being efficient scouts. Thanks to their exceptional skills, they have been hand picked from the rest of the army and grouped together in small units. *Specialist* units, like *Engineers*, only have one formation and are all approximately the same size. As a result, their appearance on the battlefield does not change.

Outstanding scouting abilities allow *Specialists* to see enemies that fall within a five hex range. When attacking, a *Specialist* unit does not enter the same hex as the enemy, instead 'sniping' from an adjacent hex with long range rifles. If the enemy retreats, the attacking *Specialist* group will not advance into the position, unlike *infantry* and *cavalry*.

One of the most beneficial things about using *Specialists* is the fact that an enemy unit cannot return fire when attacked. This is because the *Specialists* are so good at hiding their location from the enemy that it is unclear where the shots originated. They are also more likely to kill or wound an enemy leader than any other type of unit. *Specialists* cannot be ordered to *Charge* as it would not utilize their unique talents.



Scout unit



Specialist unit





ARTILLERY



Invaluable assets due to their ability to attack from afar, *Artillery* units can prime an enemy for an attack, or even win an encounter singlehandedly. Power and effectiveness will vary with their distance from the enemy and the variety of cannon used.

Artillery units move while they are *limbered* and attack while *unlimbered*. These units cannot travel while *unlimbered* since the preparations that get a cannon ready to attack involve unhitching it from the horses that move it. Likewise, when on wheels, an *Artillery* unit is incapable of firing as it lacks the proper stability and would certainly spook the horses. As with other units, the appearance of the *Artillery* will reflect its size and formation.

Small Medium Large

Limbered



Unlimbered



Changing *artillery* formation cannot take place in the same turn as an attack. Attacks require all of a cannon's movement points, so if some have already been spent to change formation, the attack must wait for the next round.

Artillery units can only see an area of four hexes from their position. Their attack range is greater, depending on the type of cannon being used. Each of the different cannons in the game has its own individual range and destructive power. Additionally, there are four different kinds of



ammunition that can be utilized, chosen by the unit based on the the type of cannon and the distance from the target.

Since the crew selects the ammunition best suited for the task at hand, all you need to worry about is choosing which enemy units to attack. The closer the target, the greater the damage a selected *Artillery* unit can inflict. To find out what the firepower of an *Artillery* unit will be against different enemies, simply right click on the enemy you are thinking of targeting and check their firepower rating.

The *range* of a selected *Artillery* unit is displayed visually on the map when the *movement range* setting is chosen from the *display* menu. If the unit is *unlimbered*, the hexes that cannot be seen or are out of range will be greyed out. When an *Artillery* unit is *limbered*, selecting it will grey out the hexes that it cannot move to. Right click on the same *limbered* unit to see what its attack range would be were it *unlimbered* at the same location.

A single cannon requires a crew of nine men to operate it. Each man has been specially trained so that they can move, load, aim, and fire the cannon. Though only one cannon is displayed on the map, an artillery unit can contain many cannons. Since there are nine men to each cannon, an artillery unit that has 90 men has 10 cannons. A cannon will cease to function after half of its crew is killed or wounded.





Attacks usually cannot be launched if the *Artillery* unit does not have a clear *Line of Fire*. As a general rule, an enemy shielded by an obstruction like a ridge cannot be attacked (see page 94 for more information on *Line of Fire*). The exception to this rule is when *Artillery* units are equipped with howitzers or mortars; then they may use *indirect fire* to shoot at their targets. For more information about *indirect fire*, see page 99.

Stacking an *Infantry* unit in the same hex as an *Artillery* unit is a good defensive measure. Men in *Artillery* units do not carry any additional weapons and, as a result, are more vulnerable to an attack. The men are so loyal to their guns that most would prefer being killed to retreating. Since these units are amongst the most expensive to outfit and replace, it is wise to protect them well. To *stack Infantry* and *Artillery* units, simply move one unit into the hex occupied by the other. It is far more difficult to successfully attack or capture a position with this kind of extra defense than when the *Artillery* is on its own. See also *Stacking Units* on page 93.

HEAVY ARTILLERY



Only found in forts, these massive artillery units are equipped with extremely large siege cannons and are capable of firing very long distances.

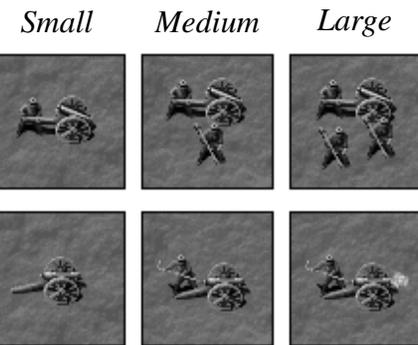
Their size allows them to dominate any area that falls within their field of fire. Heavy Artillery units are immobile due to their weight and bulk, and as a result can never retreat or rout. Heavy Artillery only has one formation since they cannot move, but they do come in three different sizes.



HORSE ARTILLERY



Horse Artillery units function just like regular artillery except that their range of movement is greater. This is because the cannons used by the *Horse Artillery* are lighter than those used by the *Artillery*. Everyone in a *Horse Artillery* unit is mounted while a regular *Artillery* unit only has enough horses to pull the cannon. They use the same kinds of ammunition as a regular artillery unit.



Limbered

Unlimbered

There are three different sizes of *Horse Artillery* and two formations, *limbered* and *unlimbered*, depending on whether they are moving or firing. Formation change and attack costs for a *Horse Artillery* unit are only half those for a normal *Artillery* unit. This gives the *Horse Artillery* the distinct advantage of being able to move, change formation, and attack in the same turn.

SIEGE MORTARS



Another type of *artillery* unit, *Siege Mortars* use short barreled cannons that fire shells at high trajectories. The velocity that the shells are fired at is low, but the angle of the shot gives *Mortar* units very good range. These weapons can therefore inflict a lot of damage on a distant enemy but are virtually useless at close range.





Siege Mortars have a *limbered* and an *unlimbered* formation, moving while *limbered* and attacking while *unlimbered*. These units need all of their movement points to fire, and their weight makes them difficult to move. As a result, *Siege Mortars* cannot retreat or rout, and will instead be captured or destroyed if attacked.

Small Medium Large

Limbered



Unlimbered



Siege Mortar units come in three sizes and they always fire *indirectly* (see page 99). This makes it possible to accidentally strike a friendly unit when firing at an enemy. Their accuracy is greatly improved when they can see their target, even though they cannot aim directly at it.

FRIGATES



Frigate



Only available to the Union, these square rigged ships are what people usually think of when it comes to nautical battles in the Civil War period. They are very fast (by 19th century standards) and are mainly used to escort other ships and to patrol an area. Due to their size, a *Frigate* can only enter or occupy a hex that is entirely water.

Frigates are like other naval units in that they have one formation and one size. Each *Frigate* unit represents a single vessel on the map. They can attack other naval units and land units that fall within their range, using immense



artillery pieces that dwarf those used by *Artillery* and even *Heavy Artillery* units.

GUNBOATS



Used in shallow waters, these ships are smaller and less heavily armed than the impressive *Frigates*. They are, however, more agile and can be maneuvered closer to shore. *Gunboats* can occupy a coastal hex if it is predominantly water.

Since *Gunboats* use large artillery pieces, they have a *ranged attack* and can strike a land based unit from the water if they are near enough to shore. If the *Gunboat* is equipped with howitzers, it will make *indirect fire* attacks. Naval units may only be attacked by units with ranged attack abilities, therefore they only get attacked by other naval units and certain land units.

Gunboats only come in one size and formation and they can move and attack in the same turn. This is an advantage that most land based units do not have and it keeps *Gunboats* and other naval units primed to make an attack.

MORTAR GUNBOATS



These vessels are similar to the regular *Gunboats* except for the fact that they are armed with mortars rather than cannons. Like *Gunboats*, *Mortar Gunboats* can be positioned in a coastal hex provided it is mainly water and unoccupied.

Mortar Gunboats may only be hit with a ranged attack and can only shell land units that fall within their range. Since they are only equipped with mortars, they will always use *indirect fire*. They have just one size and formation and can therefore move and attack in the same turn.



Gunboat



Mortar gunboat





THE INFORMATION PANEL

The Information Panel displays data about virtually every detail in a battle, from the middle initial of a leader's name to the number of bullets an enemy unit has remaining. This is the interface you will use to monitor and control much of the action in the game. The information for the Confederates will be displayed on the left of the panel, the Union's information on the right. Brass buttons that issue specific commands reside at the bottom of the information panel.

Leader Display

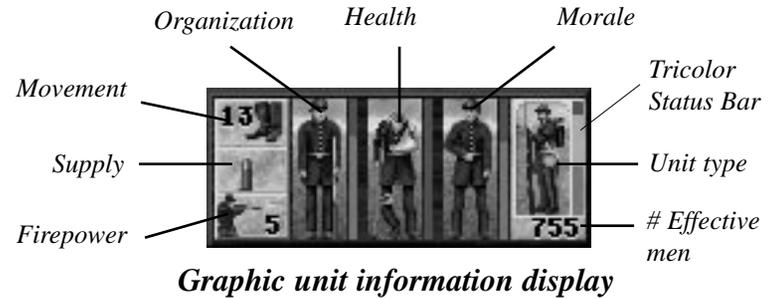
To the left of each side's information display is a portrait. This is the leader of the unit that is selected. The number of crossed swords next to the portrait represents a rating of his overall quality. This rating is broken down into four categories, *Influence*, *Organization*, *Loyalty*, and *Health*. Click directly on the portrait to view the detailed Leader Display (see page 81 for more information about these categories). A graphical representation of how many engagements have been fought during the course of a battle, provided that any have been fought at all, is also displayed. A small bullet hole signifies that one engagement has been fought, and a large bullet hole represents five engagements. The more engagements fought in a battle, the greater the chance that the leader's abilities and the unit's experience will improve between battles in a campaign.



The Leader Display toggled to show details

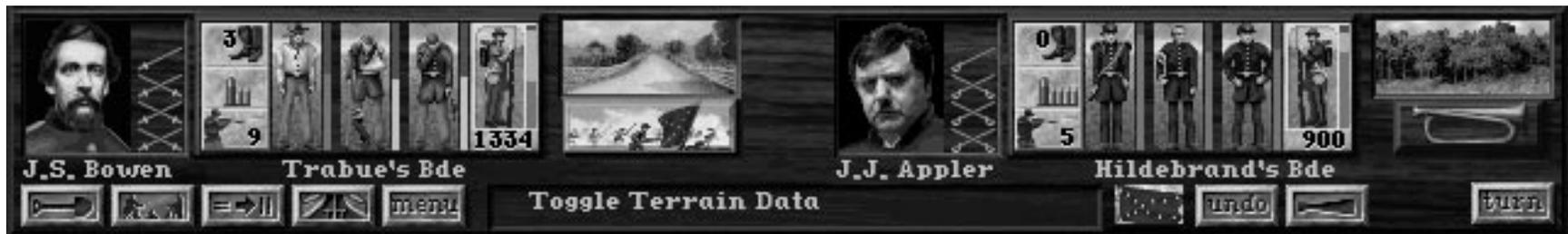


The leader's abilities are also found on the toggled leader display. The numbers to the left, displayed in black, are the leader's current levels of ability, including all benefits from nearby superiors. The numbers to the right show the exact value of the benefits the leader is receiving, displayed in green if positive and red if negative.



Unit Display

The unit window, found to the right of the leader portrait, gives information about the soldiers in a particular unit. It can display this information either with text or graphics that illustrate the organization, health, and morale ratings. Toggle between these two displays by left clicking on the unit window or on a particular unit on the battlefield. The pictures on the graphical display change as the ratings fluctuate. For example, if the unit's morale drops from full to medium, and then to low, the soldier in the picture begins

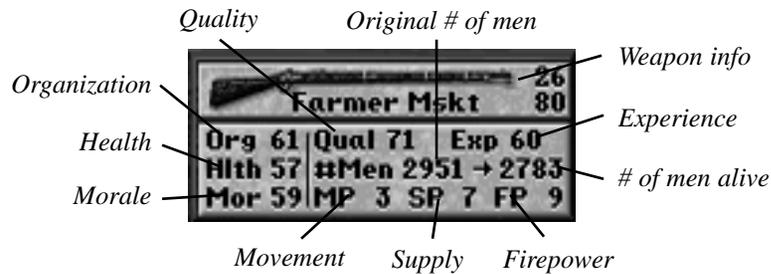




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with his hands on his hips, looking eager to fight, then puts a hand up to his brow with a dejected appearance, and finally can be seen running away. For a guide to all the pictures and what they represent, see the Quick Reference Card included with the game package.

The unit window also tells you what movement points, firepower, and supplies are left to the unit, as well as what type of unit it is and how many able bodied men remain. Look at the detailed information display to find out the precise value of each rating. The following section explains the ratings in greater detail.



Detailed unit information display

Number of Men

There are three different statistics by which you can gauge the size of a unit. With the graphic unit information display visible, you will see the number of *effective* fighting men in the unit. This number appears below the picture on the far right of the window and represents how many healthy, organized men you have on the firing line.

A tricolored bar on the graphical unit display gives you a quick breakdown of the condition of a unit. The total height of the bar represents the size of the unit when it began the battle. The top section of the bar is the percent



of the original men who are now dead. For example, if a unit started out with 1,000 men and 100 have been killed, then the top ten percent of the bar would be darkened. The middle section represents the percentage difference between living and effective men. The larger the shaded part in the middle section of the bar, the more stragglers, sick, and wounded are in the unit. By allowing the unit to rest, the men will recover and be able to fight effectively. The bottom part of the bar shows what percent of the original men are currently effective. These are the only soldiers who actually fight with the unit and add to its firepower.

If you look at the detailed unit information display (simply click on the graphical display to toggle between the two), next to the label "#MEN," you will see two numbers with a right facing arrow between them. The first is the total number of men the unit started the current battle with, the second is how many are still alive. When there is a big gap between the two numbers, it indicates that you have taken substantial losses during battle, and, as a result, the morale of the men who are still alive will suffer.

The second number, how many men are still alive, is not the same as the number of effective fighting men found on the graphical display. Just because your men are clinging to life does not mean that they will join in the fighting. You might have a lot of men too badly wounded, sick, straggling far behind, or too fearful to participate in an encounter. When the unit's health and organization are low, you will notice a large discrepancy between the number of living versus effective men.



Tricolor bar

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Tip:

To change the name of any unit or leader (even an enemy), click directly on the name and type in a new name in the window that appears.





Movement Points



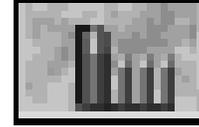
At the start of every turn, all the units under your command receive a fresh supply of movement points. The type of unit will determine how far it can move. For example, a *Cavalry* unit is able to travel much farther on horseback than an *Artillery* unit can while lugging a heavy cannon. Movement points are not only expended when a unit moves, they also measure the amount of activity that a unit can participate in during a single turn. When a unit attacks, *digs in*, changes formation, and even when it rests, movement points are used.

Terrain types affect the range of movement your men have since some terrain uses up more movement points than others. In general, roads provide the most effective way to move troops around. The cost in movement points for travelling on a road remains the same regardless of what type of terrain the road passes through, assuming the unit is in movement formation. The only exception to this is when travelling up a hill. For every height change, there is an added cost of one movement point. The maximum height change that can occur between two adjacent hexes is two, which would result in a cost of two movement points. When in combat formation, a road provides no benefits for movement, allowing the underlying terrain to exact the movement cost on the unit.

Fewer movement points are expended if units assume the formation appropriate to the task at hand. Greater distances can be covered if, for example, the *cavalry* is *mounted* and the *infantry* is in *marching* formation. *Artillery* units cannot move while *unlimbered* or fire while *limbered*.



Unit Supply



A unit's supply is the cache of ammunition it carries. The information panel informs you how many rounds the selected unit is equipped with. On the graphical display, the bullets to the left side of the unit window represent the number of rounds remaining; a large bullet equals five rounds and a small bullet equals one. The image above shows that the unit is carrying eight rounds of ammunition. The text display gives this number next to the "SP" label. A *round* is not a fixed number of shells, but instead the amount of ammunition that a unit's weapons can fire during a half hour period. Some weapons are capable of a greater firing rate and will thus discharge more shots per volley. For example, an Enfield rifle cannot fire as rapidly as the more advanced Henry Repeater. Therefore, the Enfield will cause less damage, but, on the plus side, it is cheaper to resupply than the Henry since it uses less ammunition per round.

Each time a unit attacks or defends a position, it uses one round of ammunition. When attacked repeatedly during the same turn, a unit will fire a round every time it has to defend itself until it runs out of supplies, at which time it will lose its ability to defend or attack. If a *charge* is involved, two rounds are expended by each side.

A retreating unit leaves behind two rounds of ammunition in the haste of their departure. The winning player gains the equivalent amount of *Army Supply* points (described in the next section) when moving into the position. In the case of a rout, the victor claims all the ammunition carried by the routed unit, again in the form of *Army Supply* points (see page 103 for information on routs). A unit that is destroyed, either through combat or by routing off the map, gives the weapons carried by the casualties to the enemy. Additionally, some of the weapons of the survivors also go to the enemy since the men flung down their guns in order



TIP:

Causing an enemy unit to retreat, rout, or surrender will ensure a high Army Supply.





Rest & Resupply
button



Dig In button

to run faster. Units who surrender lose not only their weapons, but also the supplies that they carry. Captured weapons are not converted into *Army Supply* points for the victor until the end of the battle since this is when they are deposited at the headquarters. The value of all captured weapons is displayed on the *Casualty Report* screen.

Units that are running low on supplies should be ordered to *Rest & Resupply* before they find themselves in a skirmish. The *Dig In* command also gives you the opportunity to resupply a unit.

Army Supply

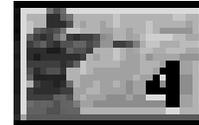
As the general of an entire army, you have access to a great deal of "petty cash" in the form of *Army Supply* points. Not only do you start out with a lump sum of these points at the start of each battle, you may also earn more points during the course of the fighting. You inherit all of an enemy unit's supply points whenever you win an engagement by routing the enemy or by causing the enemy to surrender. If an enemy is forced to retreat, two supply points will be captured. *Army supply* points are the currency that you use to buy new weapons for your men or to simply resupply them with ammunition.

When a turn ends, you will automatically be asked if you would like to *resupply* the units that did not use any of their movement points. The values listed next to the various supply amounts correspond to how many *army supply* points the transaction will cost you. Simply choose the amount that you think your men require and click on *OK*. These same supply choices will pop up when you give a unit the individual order to *Rest and Resupply* during a turn. The order to *Dig In* also allows you the opportunity to send more supplies while a particular unit is in the process of fortifying their location. [See the Special Orders section on page 83 for more details.](#)



Any remaining *Army Supply* points at the end of a battle are added to the value of the weapons captured. This total is what a player will get to spend on new weapons between the battles of a Full Campaign game. Enemy supplies that are captured during a battle are converted into *Army Supply* points. The total value of the captured supplies is equal to the gain in your *Army Supply*. The exact value of ammunition will vary depending on what weapon it is used for and the amount of supplies captured will depend on the size of the enemy unit. [See page 117 for more information about upgrading weapons.](#)

Firepower



The effectiveness of a unit during combat is given a measurable value known as *firepower*, found under the *Unit Supply* icon on the Unit information display. When looking at the detailed display, the *firepower* rating is located next to the label "FP." This is the best way to quickly judge your men and see how they stack up against another unit on the battlefield. The greater the *firepower*, the more casualties a unit will be able to inflict during an engagement. *Firepower* ratings are determined by combining the various factors affecting combat performance, such as health, morale, organization, number of effective men, leader influence, weapon type, and the terrain on which the unit is found.

Because *firepower* is made up of so many elements, its value will fluctuate throughout the game. For instance, *cavalry* *firepower* is changed by dismounting, while *artillery* *firepower* depends on how far away its target lies.





Unit Organization



Organization is also rated on a scale from 0 to 99. It is listed after the abbreviation “ORG” on the detailed display and is represented by the first soldier on the graphic display. In some ways, organization measures the success of a unit’s leadership; the better organized a unit is, the more effective it will be at carrying out orders. This rating should not be confused with the *leader organization* rating (discussed on page 81), which is an entirely independent measurement. A unit’s current level of organization fluctuates with every action it takes. A leader’s organization rating is a measure of his personal ability. Although leader ratings may be modified during a battle by the presence of nearby superior officers, they only change permanently between battles in a campaign game.

An organized unit is far more effective in combat and will have a higher morale than a poorly organized one. The lower this rating gets, the smaller the percentage of men who will actually participate in an engagement. Excessive marching will leave many men straggling behind on the road. Combat will also separate men from their unit, but there is less of an organizational cost than for movement.

The amount that unit organization suffers during combat depends on the severity of the situation. An entrenched unit is less vulnerable than one that has not been ordered to *Dig In*. When involved in a rear attack or a charge, organization will be reduced more than in a normal attack from the front.

At the *Intermediate* and *Advanced* difficulty settings, movement has a noticeable affect on organization. Avoid marching your troops around without a clear objective, and whenever possible, get the unit into the proper formation for movement. Of course, even formation changes, when done too frequently, can have a negative impact on unit organization.

Terrain contributes to the organization of your men. Troops prefer to march on roads or at least on grassy areas. Avoiding travel across forests, swamps, or rocky patches will help to keep your men organized. Nighttime is another period when you should refrain from movement. Your men will become cranky and poorly organized if they do not get the sleep that they deserve.

When a unit’s organization drops below a certain point, it will not accept any movement orders. If this occurs you will no longer be able to get the unit to do much of anything and can only order them to rest or to make a voluntary retreat. This option will appear automatically when the disorganized unit is issued a command and can prevent the unit from becoming completely immobilized. You cannot choose where the unit retreats to as a clear destination would be far too organized for such a confused unit. Generally they start out moving towards their headquarters and then on to the nearest friendly Supply Source. **For more information on voluntary retreats, see page 102.**

The only way to regain lost organization within a unit is to let it rest. When a unit rests, the commanding officer tries to gather up all the stragglers. As more men return to their posts, the overall organization of the unit increases. Entrenching a unit through the *Dig In* command also helps to increase organization, but not to the extent of merely resting. A routed unit regains its organization very slowly, which explains why they usually require a visit from the general to be rallied.



Tip:

Moving a unit on rugged terrain, or while in combat formation can seriously reduce its organization rating.





Unit Health



Over half of all deaths in the civil war were not even related to combat. Most were due to the diseases and infections that ran rampant amongst the soldiers, often caused by medieval medical practices or a lack of treatment at all. Fortunately, these concerns will not be yours in *Civil War Generals 2*. This does not mean that you will suffer half as many casualties for there are still plenty of things that can ruin your men's health.

The health rating, designated by "HLTH" on the detailed information display, is displayed graphically on the unit information window. The soldier second from the left will keep you updated as to the health of the unit, growing more and more decrepit looking as the health level decreases.

The health of your men will be impacted the most when they are involved in combat, regardless of whether they attack or defend. After almost any engagement, your unit will have some dead and wounded, resulting in a reduction of its health relative to the strength of the enemy and the number of men on each side. When a unit has a high health rating, the difference between the *actual* and *effective* number of men will be small as most of the men are still ready and able to fight. Low health will lead to a big difference between the two numbers since many soldiers will be too sick or injured to fight. Like organization, health has a serious effect on the firepower and morale of your men.

Movement has a negative influence on health unless you are playing at the *Beginner* difficulty level, so you should avoid needlessly maneuvering your men. Changing formations often lowers your health as well, and it is always advisable to travel on roads or grass and keep nighttime activity to a minimum.

The only way to improve a unit's deteriorating health is to allow it to rest. For every turn a unit rests, it will regain



some of the health it has lost. Resting near its *Corps HQ* increases the benefits of rest. Ordering a unit to *Dig In* also improves health, but to a lesser degree than pure rest.

Unit Morale



Keeping your men in good spirits is one of the most demanding jobs asked of a general. A great many outside influences can change a unit's morale, so maintaining a high level of morale can be quite a tricky undertaking. It cannot be stressed enough how important morale is since it is the primary influence on the ability of your troops to move and fight.

All units receive a morale rating that ranges from 0 to 99. The detailed unit information display lists the morale rating next to the abbreviation "MOR." On the graphical display, morale is represented by the third soldier on the window. When this soldier is standing at attention, the unit's morale is high. If the soldier clutches his belt or hangs his head, morale is slipping and the unit will be at greater risk in an engagement. A soldier that can be seen running away indicates that the morale of the unit is dangerously low and steps should be taken to make it improve.

High morale makes men forget about the risks they are taking and thus increases their firepower and effectiveness. A charge, for example, cannot be ordered unless the unit has a very good morale rating. Your men do not want to run blindly at the enemy unless they have a lot of confidence in their ability to win. The lower the morale, the more likely it will be that the unit will surrender, retreat, or even refuse to fight in the first place.

In general, any movement, attacks, charges, or defensive measures are only carried out after morale has been checked to confirm that the unit can perform the desired action. When this check fails, you will learn of a stubborn refusal to carry out your orders. In this situation, if the unit



Tip:

Experience, leader influence, quality, unit health, organization, weapons, terrain height, and casualties all have an impact on a unit's morale.





is attacked, it will be likely to retreat, flee, or surrender.

The factors below are used in determining a unit's morale:

- * *health* (better health, higher morale).
- * *organization* (better organization, higher morale).
- * *experience* (more experience, higher morale).
- * *leader influence* (more influence, higher morale).
- * *quality* (higher quality, higher morale).
- * *weapon used* (better weapon, higher morale).
- * *terrain* (elevation and good cover, higher morale).
- * *casualties* (large losses, lower morale).
- * *movement* (excessive or at night, lower morale)

When a unit makes a successful attack, it will experience a corresponding increase in its morale. An even greater morale boost is gained when an enemy leader is killed or if an enemy is routed or forced to surrender. Likewise, when a unit suffers these losses, its morale will drop.

There are morale boosts and penalties for nearly every action in the game. These affect other units in the army based on command structure. For instance, if a division leader is killed or his unit is routed, all brigades within that division will be disheartened. Other units in the same corps will also be upset, but to a lesser extent.

Army Morale

In addition to the individual measures of morale, there is an overall rating that encompasses an entire army. Army Morale is affected both positively and negatively by casualties and capturing positions.

While Army Morale does not play a direct role in determining the victor of a battle, it can be a benefit during battle in two ways:

Charge: Charges are special attacks that can devastate an opponent. Only *Infantry* units in *combat* formation and *Cavalry* units may charge. Units that cannot charge will

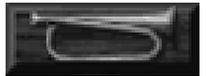
not have a charge button on the information panel. To order a charge, all you have to do is click on the *Charge* button before launching an attack. To use this attack, a unit must have a sufficiently high morale rating. Sometimes, when the morale level is just below the amount required for a charge, Army Morale points can be "spent" to make up the difference. This usually means that you, the general, will pay the unit in question a special visit in order to unify and inspire them.

Rally: If you do not pay close attention to a unit's morale and it gets too low, the unit will be routed when it is attacked. The soldiers will panic and run to a safer position, ignoring any orders you give them. Occasionally a unit will compose itself with no outside help and rejoin the fight. Other times you will need to use some of your Army Morale points to rally a unit to the cause. This means another visit from you to lift their spirits and to stop their flight. To attempt to rally a unit, select it and press the *Rally* button. Sometimes a unit will be so badly shaken that it will require more than one visit from the general before it regains the ability to fight. If you fail to rally a routed unit, and it does not recover on its own, the unit will eventually leave the battlefield at a Supply Source location. It will then be lost for the remainder of the current battle and detract from the number of victory points you receive.

Unit Quality

The quality of a single soldier is constant throughout a game. He will display the same calibre of performance come what may. The quality of an entire unit also remains constant throughout each individual battle, but will change between battles in a Campaign game. Unit quality can only be found on the detailed information display.

When playing a Full Campaign game, new soldiers fill the vacancies created by those who were killed during battles. This replenishment of your units takes place between bat-



The Rally button

Tip:

The quality of Confederate reinforcements is likely to drop as the war progresses.



The Charge button





ties, thus the unit quality rating is likely to change when you start a new battle. If high quality soldiers were killed in one battle, their replacements are usually less experienced and will receive lower ratings. The South will be more greatly affected by this factor since they had fewer men at the beginning of the war and therefore had to rely on less competent recruits as the war dragged on.

Morale and firepower are affected by the quality of a unit. When playing on one of the advanced levels, quality plays a role in determining the effect that movement and combat will have on health and organization.

Experience

Performance and experience go hand in hand. The more combat experience a unit gathers, the better it will fight in the next battle. Soldiers do not necessarily improve a certain amount per engagement, so the number of times a unit enters into combat will not correspond directly with the experience level.

As with quality, experience only changes between the battles of a Campaign game. If a unit does well over the course of one battle, they will get a higher experience rating at the start of the next. You can see how much experience a group has on the detailed information display.

The more experience a unit has, the better its morale and firepower. At the *Intermediate* and *Advanced* levels, the more experience a unit has accumulated, the less movement and combat will detract from its health and organization.



Weapon Type

At the start of the game, all of your men have some sort of weapon appropriate to their unit type. You can find out what weapon a unit is carrying and its specific attributes on the detailed unit information display. Each weapon has specific strengths and weaknesses that vary according to battle conditions. The attributes of every weapon are measured through *Weapon Power* and *Hand-to-Hand* ratings (see page 110). For example, the shoulder arms carried by the *infantry*, *cavalry*, *engineers*, *scouts*, and *specialists* have good *Hand-to-Hand* ratings at close range, but are no match for the weapon power of the *artillery*. Between battles in a Full Campaign game you may use the value of captured weapons and remaining army supply points to purchase new weapons for your units.





DIVISION COMMANDERS

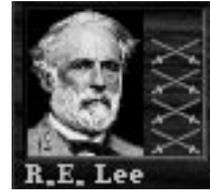
& UNIT LEADERS



U.S. Grant

Everyone in the game, except for the enemy, answers to you, the commanding general of either the northern or southern army. There are two different levels of combat you can engage in; *brigade* and *regimental*. A typical brigade is made up of four regiments, each of which theoretically contains 1,000 men. Three brigades then form a division, and three divisions form a corps. As a result, the *brigade* level of combat involves larger units and requires more leaders.

In brigade level combat, your next in command is the *corps commander*. He is in charge of a large part of your army and can be seen on the map as a *Corps HQ* unit. A *corps commander* has a lot of power and modifies the ratings of both the men under his charge and subordinate leaders. Units receive greater benefits from resting within three hexes of a *corps commander* and have a better chance of rallying when one is near. Leaders who come under a *corps commander's* jurisdiction and are within three hexes of the commander will have their ratings modified by the commander. If the *Corps HQ* unit is in *movement* formation, only the organization of his subordinate leaders will be modified. When the HQ unit is in *established* formation, influence and loyalty are affected in addition to organization. When the subordinate leader's unit is between three and eight hexes away from the corps commander, the effect of the modifications will be reduced by half.



R.E. Lee

You can find out just how much impact a *corps commander* has on another leader by looking at the detail side of the leader's information panel. The statistics are followed by a number that indicates the amount each statistic changed due to the presence of the corps commander. If the number is red, the *corps commander* has a negative impact. A green number means that his modifications are beneficial.



W. Sherman



Division commanders are the next in command. They are not an independent unit on the map like *corps commanders*, rather they can be assigned to a brigade within their division. *Division commanders* boost the morale and firepower of the group being accompanied and have the ability to rally a routed unit with a great deal of success. When a *division commander* is overseeing a unit, his presence will be indicated by a gold star next to the unit. The *division commander's* ratings replace the ratings of the *brigade commander* (described below) and his portrait will be the one to appear on the leader information panel. *Division commanders* may be reassigned to another unit during the game as long as the unit is part of their division and within ten hexes of their current location. A *division commander* affects the statistics of all the leaders within their division provided that they are within a three hex radius. This modification occurs regardless of the formation of the unit the *division commander* is accompanying and is cumulative with the *corps commander's* modifications. Due to the value of these leaders, it is advisable to protect the commander by avoiding unnecessary engagements with his unit.

Finally, there are *brigade commanders* and *regiment commanders*. They are part of the unit under their control and cannot be reassigned. When a higher authority is accompanying their unit, control is assumed by the visiting leader for the duration of his stay. If a *brigade commander* is killed in battle, the highest ranking leader of a regiment in the brigade will be promoted and take over his job.

Since *regimental* games are made up of smaller units, the player essentially takes on the role of *corps commander*, though you will not appear as a unit on the map. This, in turn, 'bumps' the function of other units down a level. Therefore, in a *regimental* level battle, *division commanders* appear as *HQ* units on the map, *brigade commanders* can be assigned to accompany a particular regiment, and *regiment commanders* simply remain with their unit.

Tip:
Move your Corps Commanders around to maximize their strategic value, but keep them behind the lines to minimize their risk.





No matter which level a battle takes place on, *brigade* or *regimental*, purchasing weapons always take place at the *brigade* level. Regiments will be reabsorbed into the brigades after you fight a *regimental* level battle so that you can purchase weapons for the entire brigade at once. This prevents weapons purchasing from becoming overly complicated since some campaigns are made up of a combination of *brigade* and *regimental* battles.

Just as good judgement is learned from experience, experience comes from a display of poor judgement. All of your leaders will improve over time as they gain experience on the battlefield. If they do not seem to be learning from their mistakes, you have the ability to remove them from their current positions.

The only time you will be aware of an enemy *division commander* is when you engage his current unit. A gold star will appear next to the enemy unit when it is attacked and will remain until the completion of the battle or until the enemy leader is killed or reassigned to another unit.

How To Reassign a Division Commander

Division commanders can only be reassigned at the beginning of a turn. When you feel the need to remove a commander from a particular unit, activate the *Reassign Division Commanders Next Turn* option from the *Game Controls* menu. At the start of your next turn you will be asked which commanders you would like to reassign. When this message comes up, you will see the location of a commander on the battlefield map, marked by a large gold star at the location of the unit he is currently with. The message will show only one *division commander* at a time, but you can look at all the commanders by using the *Next* and *Previous* buttons. To assign a particular *division commander* to a new unit, simply click on another unit on the battlefield while he is selected. The unit must be a member of the commander's division and within a 10 hex radius in order for the reassignment to take place. There



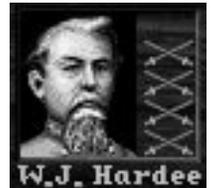
are no restrictions as to what type of unit a *division commander* can be assigned to. Movement range shading will cover the units that the commander cannot be assigned to. You can find out where a unit fits into the army command structure by looking at the text beneath the detailed unit information display.

How to Dismiss a Unit Leader

Unit leaders may not be dismissed during the heat of combat; you must wait until the period between the battles of a campaign game. When you get to the *Weapons Purchase* screen, select the unit whose leader you want to dismiss and click on the *Dismiss* button beneath his portrait. His replacement will come from within the unit's ranks according to the chain of command for the unit. This new leader will not have any ratings at first because he has yet to lead the unit in a battle. You can only dismiss a unit's leader once after a battle since, being a fair general, you want to give your men a chance to prove themselves.

Ratings

A rating on a scale from one to ten, displayed in crossed swords, can be found next to each leader portrait on the information panel. This gives you a quick overview of how well the leader is performing, the rating being an average of the three categories by which he is judged modified by his current health. By clicking on the portrait, you can see not only the breakdown of the ratings, but also how many engagements he has been involved with in the course of the current battle. This figure is displayed with bullet hole icons, with each large bullet hole representing five engagements and each small hole representing one. Above the bullet holes are the figures that rate the quality of your leader.



Bullet holes represent the number of engagements fought





The following categories are based on a scale of 0 to 99:

Influence: Not all leaders have the power to affect the performance of their men. This rating is a measure of how well a leader can direct his troops in combat. Influence is a determining factor on the battlefield since it can change the firepower and morale of a unit.

Organization: It is hard to get anything accomplished without being well organized. A disorganized leader's men will have problems trying to attack, defend, and even move. As a result, sometimes a unit's organization will sink too low and a unit may find itself unable to do anything at all. When playing on the two harder levels of difficulty, a good leader organization rating can lessen the negative effect that movement and combat will have on a unit.

Loyalty: When troops are loyal to their leader, they will follow his orders even if the situation looks desperate, particularly when defending against a charge. High loyalty ratings are the lifeblood of morale and thus make a unit far less likely to surrender or retreat and far more likely to carry out a charge.

Health: Your leaders may be tough as nails, but they are not impervious to attack. Every leader has his own personal health rating that is separate from the rating for the unit he is with. Whenever a unit is involved in a fight, there is the possibility that the leader will be wounded or even killed. If a wound is critical, it will take his health rating below 40 and he will be carried off to the hospital and automatically replaced by the next in command. Of course, if the wound is fatal he must also be replaced. If it is a light wound (his health remains above 60) he can still act as an effective leader. A serious wound (health rating between 40 and 60) will bring up a message asking if you would like to replace the leader. Electing to keep him in charge will immobilize the entire unit, which will only be

Tip:

Once a leader's health drops below 60, his unit cannot move or attack - it may only defend.



able to defend its position for the remainder of the battle. However, if the leader is good and the battle will soon end, it may be wise to make sure this leader will be with his unit for the next battle. In a Full Campaign game, wounded leaders can recover between battles and will return to take charge of their former unit through future engagements. Recovery is not guaranteed. They may never fully regain their health, sometimes dying or being forced into retirement as a disabled veteran.

Special Orders

Digging In

A common practice during the civil war, *digging in* involved piling trees and dirt into walls, camouflaging a position, and digging ditches and pits. Soldiers entrenched themselves in this way to strengthen their defensive capabilities when they were in possession of an important strategic position.

When you decide that it is time for a unit to *Dig In*, select the unit and click on the *Dig In* button on the information panel (or select *Dig in* from the *Game Controls* menu). In order to follow your command, *infantry* must be in combat formation, *cavalry* must dismount, and *artillery* must be unlimbered. The unit needs to have enough movement points and can only *Dig In* on the right kind of terrain. Obviously some types of terrain are not suitable for *digging in*, including rivers, streams, cities, swamps, and bridges, in which case the *Dig In* button cannot be accessed and will be darkened.

Units spend the entire turn preparing their fortifications, doing their best to utilize the natural defenses of the position. As they do this, they will receive a minor increase in both health and organization and may be resupplied. When a unit has become entrenched, a shovel icon will appear



Dig in button





next to their position on the battlefield. They will then be considered entrenched for as long as they remain in that position. Units cannot be ordered to *Dig In* again until they move to a new position.

The special function button for *engineers* appears in the same location as the *Dig In* button when an *Engineer* unit is selected. See page 51 for more information on using *engineers*.

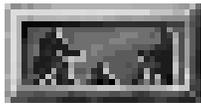
Rest & Resupply

If soldiers are denied regular periods of rest and fresh supplies, they quickly lose their effectiveness and grow weary and sick. When a unit is resting, its men regain the health they lost during combat. Leaders will attempt to round up stragglers and deserters, thus boosting the organization and the *effective* size of the unit. Morale and firepower will increase as a result of these improvements. More benefits will be gained from resting if the unit is not in a combat formation with the exception of the *cavalry*. They rest better when *dismounted*, as do their horses. Terrain also influences the benefits of rest. Towns and forts are the best places to rest while swamps, rivers, and streams are the worst. Additionally, any unit that rests within three hexes of its *Corps Commander* will gain more organization and health from resting.

Even a unit that is mentally and physically ready for battle cannot do much damage without any bullets. The amount of ammunition a unit has on hand is called their supply. It is important to keep track of how much supply is left to your units to prevent them from running out and losing their ability to fight.

There are two ways to issue the *Rest & Resupply* command, either to all units who did not move during a turn, or on an individual basis.

As a turn ends, all units that have used no movement points



Rest and Resupply button



will automatically be rested and resupplied. You have the ability to choose how many Army Supply points to spend on the provisions, but keep in mind that you will be sending the same amount of supplies to every unit. Normally you will send *full* supplies to your men, but if you are running low on Army Supply points, you may want to opt for *half*, *quarter*, or even *none*. If a unit is already fully supplied, you will have the option to *oversupply* the unit. The men will get a morale boost when they have more ammunition than they need, and they will be able to fight for longer periods of time without running out of supplies.

When you need more control over the amount of supplies each unit is to get, you may give this command to individual units during a turn. The command will be eagerly carried out by your men provided that they still have all of their movement points available. Simply click on the *Rest & Resupply* button on the information panel while a unit is selected, press the 'R' hotkey, or choose *Rest Unit* from the *Game Controls* menu. Then, unless the unit is already *oversupplied*, you will be given the list of different quantities of supplies to choose from. If two enemy units are adjacent to your unit, only *half* supply can be chosen, and when three enemies are present, no supplies can be sent. Once the order has been given, the unit will spend the remainder of the turn resting.

Changing Formations

It is always beneficial to get a unit into a formation appropriate to the task at hand. Not only does the wrong formation make your units less effective, it may also damage their health and organization ratings.

To change formation, just click on the *Change Formation* button on the information panel or press the 'F' key while the unit is selected. With a couple of exceptions, changing formations uses some, but not all, movement points. It is always easier to move a unit when they are in the proper formation, and you will find that the movement range may



Change formations button





even increase with a formation change, despite the loss of some movement points. If an attack is ordered while in the wrong formation, the unit automatically changes formation before launching the attack. Terrain like bridges and swamps will prevent any unit from switching formations. If a unit is already in the proper formation to attack or has only one formation, the terrain they are on will not prevent an attack.

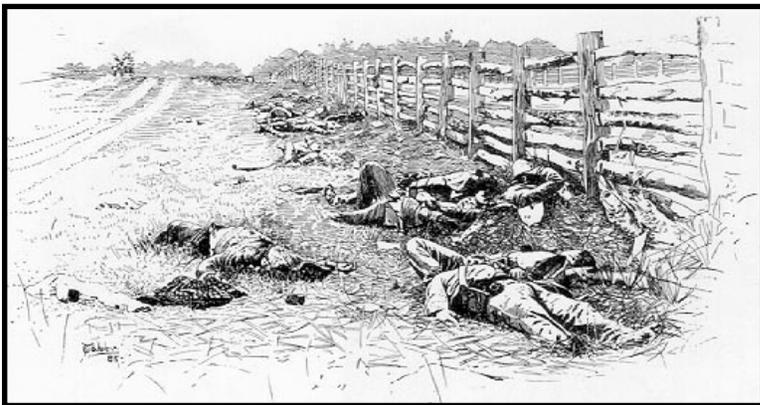
Infantry should be in *marching* formation while travelling, and in *combat* formation by the time they encounter the enemy. *Artillery* needs to be *limbered* to move and *unlimbered* to fire. *Cavalry* moves faster and attacks better when *mounted* and rests and defends better when *dismounted*. *Engineers* can only move while in *marching* formation and can only build and destroy structures while in *working* formation. *Specialists* and all naval units have only one formation, so the change formations command does not apply to them.

Undo

Pressing the Undo button retracts the most recent move or formation change. This button will not be available if the most recent action was an attack or a movement that revealed a previously hidden enemy unit.



Undo button



MOVEMENT & TERRAIN

Movement

One of the worst things a general can do is to tire out his troops through unnecessary movement. They will quickly grow weary of the marching and as a result will not be nearly as effective on the battlefield. Let them rest whenever possible, especially after a skirmish. Plan ahead and move your units wisely, keeping in mind the factors of terrain and formation as well as your strengths and the enemy's weaknesses.

At the *Beginner* difficulty level, movement has no ill effects on your troops. When you play at the higher difficulty levels, the negative effect movement has on your men will be greater. *Intermediate* treats all units in the same way, while the *Advanced* level includes factors like leader organization, unit quality and experience. **For more specific details on difficulty levels, see page 106.**

At the start of each turn, units have a fresh supply of movement points at their disposal. The range of movement will vary from unit to unit, and you can see a graphical display of the range by selecting *Show Movement Range* from the *Display* menu. This will grey out the parts of the map that cannot be reached with the movement points available to the selected unit. Right clicking on a *limbered artillery* unit or on a naval unit will toggle this display between movement range and *Line of Fire*. This allows you to find out where the *artillery* can fire before taking the time to *unlimber*.

Some units have two formations, one for combat and the other for movement. Though it is possible to order a combat ready unit to move, the unit's health and organization will suffer and the movement points expended will be far greater than if the unit first gets into proper formation. In general, if there is a chance of being attacked by a more





powerful enemy, keep your group in whatever combat formation it has. Whenever you need to move for more than a few hexes, have the unit in movement formation. Of course, some units, like *artillery*, cannot move at all unless they are *limbered* for movement, while others have only one formation and thus do not have movement limitations.

Crossing certain kinds of terrain, such as wooded areas, hills, and swamps, will have a greater cost in movement points than the more efficient methods of travel. Roads and railroads take the least toll on the troops, and will usually get a unit to a desired location faster than taking a treacherous shortcut. Keep in mind though that unless a unit is in the proper formation to move, the advantages of travelling on roads will be lost and the terrain that the road is built on will be the one to affect your troops. Movement from one location to an adjacent hex will only receive the road's movement point advantage if the road actually connects the two hexes.

When a unit has been badly battered, it will lose its resolve and may be routed. If this happens, the men will ignore your commands, instead fleeing to the nearest *Corps HQ* unit and then to a nearby Supply Source. **For more information on routed units, see page 103.** If you act in time, a voluntary retreat can be made which may save a unit from being routed (see *Voluntary Retreats* on page 103).

By the time night falls, your men are ready for a well earned rest. For this reason, moving units at night and at dawn and dusk takes a drastic toll on the health and organization of your men. See *Dawn, Dusk, & Night Turns* on page 105.

Terrain

Other than sheer manpower, terrain can prove to be the most important factor influencing the course of the battle. The information panel displays data about the terrain occupied by a specific unit next to the unit information. An



icon gives a graphical "soldier's eye view" of the position, which can be clicked on to obtain more details about the terrain. You can find out the height, natural defenses, and manmade cover of the position, useful information when planning an attack or simply digging in.

Sometimes a location will give the soldiers occupying it a sense of confidence, particularly when the position is highly elevated or contains many natural defensive features like rocks and trees. Such positions boost your men's morale as long as they continue to occupy the spot. To quickly find out which locations provide such a boost, choose *Terrain Morale Boost* from the *Reports* menu.

Roads are the most effective means of travel available as crossing them requires the least movement points of any terrain. They are completely exposed though and thus leave your men vulnerable to attack. There are regular sized *minor roads* as well as large *major roads*. *Major roads* exact less health and organization costs from movement than *minor roads*.

Sunken roads are another efficient way to travel and also provide good cover and a morale boost.

Towns are relatively easy to move troops into as long as the unit is in movement formation. In movement formation, towns function as roads. But in non-movement formation, towns can be difficult and disruptive to move through. Towns are the best place to rest troops, but they are disruptive to both attackers and defenders in combat.

Grass is the most efficient non-road terrain type to move through.

Forests exact relatively high movement costs but provide good cover. When an engagement is fought in a forest, both sides are likely to suffer high health and organization reductions.

Railroad Lines are similar to roads, but they provide better cover. When moving on railroads, units are assumed to be walking along the rails, and not riding on trains.



Minor Road



Major Road



Sunken Road



Town



Grass



Forest



Railroad Line



*Unfinished Railroad Line**River**Bridge**Pontoon Bridge**River Ford**Stream**Rocky Knoll*

Unfinished Railroad Lines exact slightly more movement points than railroads, but offer more cover.

Rivers cannot be crossed without some kind of bridge or an area shallow enough to negotiate on foot. Your men can use a bridge, a pontoon bridge, or they can find a spot where the river can be forded.

Bridges do not require any more movement points than roads to cross and function the same way as roads. Morale is temporarily reduced while a unit is on a bridge.

Pontoon bridges take longer to cross than regular bridges and require more movement points. An *engineer* can build a pontoon bridge by using the *Dig In* command while he is situated on the appropriate hex. The only alternative to using a bridge to cross a river is to have your men attempt to ford the river.

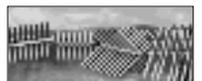
River fords are shallow points in a river that allow it to be crossed. They take on different qualities on different battlefields. Some battlefields have shallow rivers, which are passable at any point (although such crossings will carry a high movement point cost). Other rivers will allow fords only at certain places. Some fords are visible on the map, but others must be found by moving a unit along the river and looking for the movement range extension. As commander, one of your jobs will be to determine, as best you can, the nature of a battlefield's rivers.

Except for *engineers*, units may not change formation or *Dig In* while on any type of river crossing.

Streams raise the movement cost slightly higher than the terrain that the stream runs through, at the same time decreasing the amount of cover. A unit may not *Dig In* while on a stream.

Rocky Knolls are rugged terrain. They will be difficult for all types of units to move into, but they provide the best cover and give an occupying unit a morale boost.

Stone walls provide good cover and frequently give occupying units a morale boost. They can be linked together to form long and effective fortifications.

*Stone Wall**Swamp**Fort**Ruined Fort**Abatis*

Swamps slow your men down and should be avoided whenever possible. The health and organization of your men will suffer if you attempt to cross a swamp on foot.

Forts give a morale boost and provide the most cover of any single terrain type. You must defend them well though as enemy engineers can destroy them, causing them to become ruined forts. Retreating from a fort also turns it into a ruined fort.

Ruined forts still provide your men with a good amount of cover, but are far easier to infiltrate than an intact fort.

Abatis are spiked wooden barricades built to keep an enemy at bay. They are extremely costly to move across and some of your men might even be killed in the process. Go around them unless you have no other options.

Cover

There are two cover ratings for every position on the map, *natural cover* and *prepared cover*. Ratings are accessed by clicking on the terrain window found on the information panel or by selecting these reports from the *Reports* menu. The higher these numbers are for a position, the better the defensive ability and firepower of a group located there.

Natural cover encompasses things like trees, rocks, ledges, etc., and its rating is the first number next to "CVR" on the terrain window. From the most exposed rating of -5, to the highest protection of a 6 rating, natural cover will drastically affect the success of your units.

Prepared cover is the amount of protection a unit will gain through *Digging In* to a position (see *Digging In* on page 83). When a unit does this, their defenses will increase when attacked, based on the *prepared cover* rating of the position, anywhere from 0 to 6. You can find out the *prepared cover* values for every hex on the map that the currently selected unit (in its current formation) would receive if it were there by selecting *Prepared Cover* from the *Reports* menu.



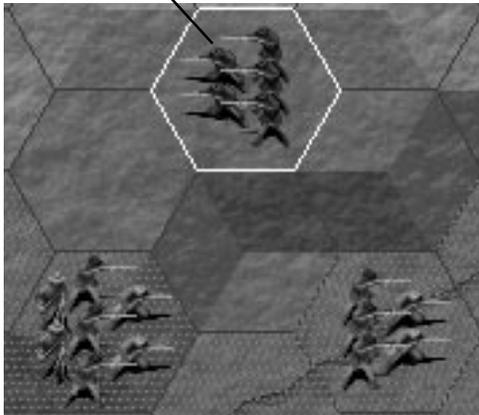
Height

Every position on the map has a specific height. There is no limit to the height of the terrain. The height of any individual position can be checked by clicking on its terrain window. To see the levels of the entire map at once, select *Terrain Height* from the *Reports* menu.

Each height level represents a difference of 30 to 40 feet, depending on which battle is being fought. The greater the elevation of a position, the more advantageous it is to defend. When attacking a location that has a lower height level, the position on higher ground will always have an advantage in that it can see more clearly than the lower position. A height difference of one level gives a unit at the higher elevated position 10 percent greater firepower while the lower position's firepower is reduced by the same percentage. In the rare instance that there are two levels of difference, the firepower of the units involved will increase or decrease by 40 percent, depending their position.

Height will also influence a unit's willingness to participate in an attack. If the unit is on high ground, the benefits of the location instill confidence in the men and will increase their desire to win. Launching an attack from a lower elevation than the target should only be undertaken as a last resort and if you have a significant combat advantage.

This unit cannot move between two enemies due to their Zone of Control



Zone of Control

Specialists, unlimbered *Artillery*, and combat ready *Infantry* and *Cavalry* exert control over hexes adjacent to their position. Enemy movement is restricted through these areas. A unit may never enter two consecutive *Zones of Control* in the same turn (unless it starts a turn in a *Zone of Control*). Defensive lines can be spaced apart with units occupying every other hex since attackers will



not be able to march between two opposing units without stopping.

Stacking Units



A unit is able to move through one other unit on the map, provided that both units are on the same side. The only time two units may actually occupy the same hex is when one of them is an *Artillery* unit. *Infantry*, *Cavalry*, and *Specialists* may share the same space as an *Artillery* unit, and vice versa. The one exception to this rule is when it is one of the *Heavy Artillery* units found inside a fort. These units cannot be *stacked*.

Two is the maximum number of units that may share a single hex at any given time. When this occurs, it is referred to as *stacking*. Other units are not able to move through a position that contains *stacked* units.

When two units are *stacked*, each right click on the position will select one of the units. Left clicking toggles between the graphic and the detailed information displayed for the selected unit.

Visibility

Guesswork was often employed by civil war commanders to locate the enemy, due to a lack of more advanced methods. Incorrect guesses often proved to be disastrous, illustrating the strategic importance of knowing where your enemy is hiding.

Thanks to technological developments, modern soldiers expect, and even need, detailed maps and information concerning the enemy. **CIVIL WAR GENERALS 2** gives you the ability to customize your view in several ways. In addition to being able to zoom your view in and out (press the *Zoom*





button on the Information panel, the 'Z' hotkey, or from the *Zoom* item on the *Display* menu) you can also adjust which enemy units you can see and how obstructions interfere with attacks. These options, *Full Visibility*, *Line of Sight*, and *Line of Fire* can be set from the *Options* menu.

Full Visibility

This option allows you to see all enemy units anywhere on the map regardless of whether or not they have been *spotted* by one of your units. Toggle this setting off and you will only be able to see enemies when *spotted* by a friendly unit.

Line of Sight

A defined area around your men, called spotting range, represents the distance that your units can see. When the *Line of Sight* setting is turned on, an obstruction like a hill or a forest that blocks part of your unit's spotting range will prevent them from being able to see enemy units. Turn off *Line of Sight* and your units will see any enemy unit that is within their spotting range, regardless of the terrain. If full visibility is turned on, the *Line of Sight* setting will cease to be a factor as you will see every enemy unit on the map.

Line of Fire

Line of Fire determines which units can be targeted by *Artillery* units. When this option is turned on, terrain may prevent an *Artillery* unit from firing at an enemy even if it lies within their range. Terrain obstructions like ridges that come between a cannon and its target block any shot that is fired. Turn *Line of Fire* off and *artillery* will be able to fire straight through such obstructions to strike the enemy.

Hexes

Hexes outline all of your units that still have enough movement points left to perform an action. This outline is white for your currently selected unit and blue for all other



friendly units. Enemy units will have a red outline when they are selected. You can display a grid of hexes over the entire map by activating *Grid* from the *Display* menu.

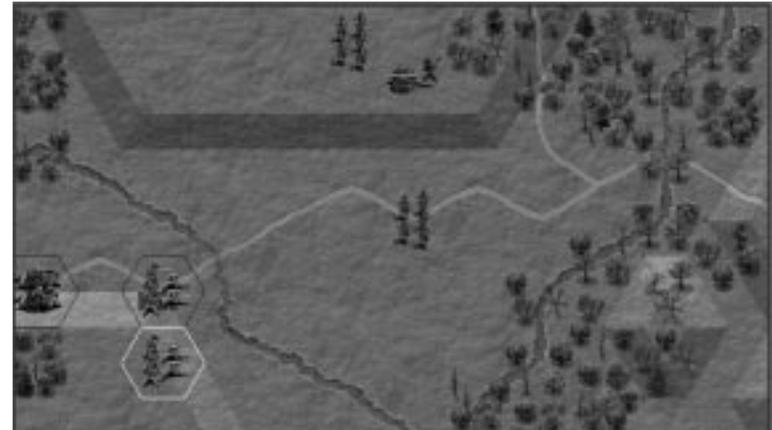
Zoom

This setting lets you enlarge your view to see more of the battlefield at once. Click on the *Zoom* button, select *Zoom* from the *Display* menu, or hit the 'Z' key to activate and deactivate *Zoom* mode.



The Zoom button

Zoomed in view

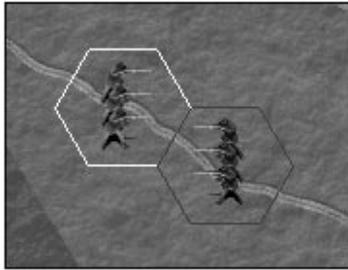


Zoomed out view





Most of the focus of *CIVIL WAR GENERALS 2* centers on one thing: combat. Each battle consists of dozens or even hundreds of small engagements, all fought on a unit-to-unit basis. Winning a single engagement is just one small step towards overall victory.



While the computer handles all the complex calculations, it is a good idea to be familiar with the basic elements that will decide the outcome of a battle. First and foremost is the condition of your troops. If they are fatigued, outnumbered, spread too thin, or have suffered too many demoralizing defeats, your men will cease to be effective and may not enter a fight at all. In addition, they require sufficient ammunition and decent weapons in order to be able to achieve victory. The caliber of your leaders is another crucial factor. If an inexperienced leader is in command or if too many leaders have been lost in other engagements, the men will lose respect for the position of authority and morale will suffer as a result. Terrain is a determining factor that cannot be overlooked. Attacking a position with higher elevation is a risky proposition at best, and units located behind dense trees, rocky areas, or across a river can be very difficult to approach. Once an engagement has ended, the victorious unit will occupy the disputed position and the loser will be forced to retreat, or, if the men are thoroughly battered, they will surrender or rout.

Engagements commence when you order a unit to attack a hex that is occupied by the enemy. If the target lies within range of the attacking unit and your men have sufficient morale and supplies and are in good health, the engagement will begin. When you attack with your *infantry* or *cavalry*, they will advance into the enemy's position and attempt to capture it. Specialist forces snipe from an adjacent hex, and artillery units can attack from as many as 15 hexes away. The skirmish starts with your men moving to the disputed position (if need be), followed by the explosion of combat.

Thanks to the reenactment footage included with *Civil War Generals 2*, you can watch an engagement as it unfolds through a sequence of video clips. These may be turned off at any time during the game, depending on your preference. [More information on these clips can be found on page 104.](#)

After the skirmish ends, the loser vacates the position, an information display details the casualties on each side, and all the ratings of the units involved are immediately updated.

THE BASIC STRUCTURE OF AN ENGAGEMENT

The following outline demonstrates a normal attack by an *infantry* or *cavalry* unit. Precise elements of an engagement will vary because attacks can take many different forms.

1. The attacking unit uses its available movement points to move to the enemy unit and get into combat formation (when required).
2. The attacking unit confirms a safe destination adjacent to the enemy's position, in the event of a retreat. Engaging the enemy with no escape route is very risky. If the attacking unit does not win, it will panic and rout.
3. If the attacking unit's morale and supply are sufficient-





ly high, it moves into the enemy's position, stops within 100 yards of the enemy, and prepares to fire.

4. The *defending unit's* morale and supply are checked. If they are low, the defender will begin to retreat, rout, or surrender depending on its condition, and will not fire at full strength. If the unit's ratings are adequate, then the defender fires the first volley of the engagement.

5. The attacking unit absorbs the volley: its organization, health, and morale are adjusted, and its firepower is updated. When these ratings fall too low, the attacker begins to retreat or rout and will not inflict much damage on the defender.

6. If the attacking unit is still fit for combat, it fires. Its statistics are updated.

7. The defending unit absorbs the attack. If the defender's morale is sufficiently high after the attack, it will hold its position, and the attacker will leave (thus losing the engagement). If the defender's morale drops too low, it will either retreat, rout, or surrender, and the attacker will remain in the disputed position (thus winning the engagement).

Artillery Attacks

Capable of launching ranged attacks from up to 15 hexes away (depending on the type of cannon used), artillery units are one of your most valuable resources. When attacking a non-artillery unit, the defender cannot return fire, suffering casualties and organization, health, and morale damage from the bombardment.

If your target is another piece of artillery, a duel may occur. The defender will then have an opportunity to return fire after the initial barrage, usually with the result of both sides taking damage. Some cannons have a greater range than others, like rifled cannons, which can shoot farther than smoothbores. If a target does not have enough range to return fire, they will not be able to retaliate.



When a target contains both an artillery unit and a combat unit crowded into the same position, your odds of inflicting damage are greatly increased due to the "fish in a barrel" effect. In these cases you will be asked to make a choice; target both units and distribute the barrage evenly, or target just the artillery and focus the attack on the cannons with a small portion of the ammunition unavoidably hitting the other unit.

INDIRECT FIRE

Some units are capable of firing on a target even if they do not have a clear line of fire. Having this ability is determined by the kind of weapon the unit is carrying. All units that use mortars or howitzers can fire indirectly. Mortar units and mortar gunboats come equipped with mortars and artillery units may be outfitted with howitzers.

Indirect fire means that if an enemy unit is hidden by a ridge or a forest, you can still attack by firing over the obstruction. In some cases you may suspect that an enemy is in a certain spot before you even see them. If you have the resources available, you might want to attack the position and get a jump on the opposition. Left click on any hex you want to target. If you strike a hidden enemy you will be given a damage report, but you still will not be able to see the unit on the map. Defending units get no cover bonus for terrain when subjected to an indirect fire attack. Walls cannot block shells falling from above. The accuracy of indirect fire is not very good, however, sometimes striking hexes that are near the target, whether they be friend or foe. Mortars always use indirect fire, greatly limiting their abilities at close ranges, but they do have improved accuracy if the target is visible. Howitzers, on the other hand, use direct fire if the target is within sight, relying on indirect fire only when no clear line of fire is available.





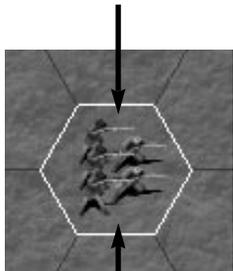
Coordinated Attacks

One of the best ways to effectively defeat an enemy unit is to coordinate your attack. Having several different units gang up on a single enemy unit of a similar size will be far more successful than an individual assault. Bear in mind that each day turn lasts for only a half hour, so multiple attacks that take place in a single turn strike in quick succession and can easily overwhelm the defender. In addition to the combat damage, each attack reduces the defending unit's firepower for the rest of the turn, weakening it considerably. To be sure that you are targeting the same unit, select the group in question and access a display called *Times Defended* from the *Display* menu. All non *artillery* attacks will be shown in this report as long as the attacking unit was at least 50 percent as large as the defender. There also is a *Times Defended* explosion graphic that will appear in the defender's hex to indicate how many times it has been attacked.

Rear Attacks

Closely related to a coordinated attack, a rear attack involves launching two assaults on the same position in the same turn, with the distinction being that the second comes from the side directly opposite to the first. Unless a defender has ratings that are considerably higher than those of the attacker, it is likely to be devastated. As troops are not trained or equipped to defend against such a tactic, it is advisable to avoid getting into a position where you can be attacked in this manner, while employing the rear attack against your enemy whenever possible. Since the defender can only react with surprise to the second attack, the aggressor fires first with the advantage of enhanced firepower while the defender's return fire will be at a greatly decreased level.

Rear attack



First attack



Charges



When your confidence in a unit's ability is high, you may employ the brutal tactic of charging your opponent. It requires great courage and skill on the part of the attacker, so it should only be used when you have a significant combat advantage. Whereas a normal attack has troops advance towards the enemy, opening fire at 100-200 yards, a charge advances your men, fires a volley, and then continues to overrun the enemy line. The defender will usually retreat if his situation is hopeless, hoping to avoid the bloodshed of hand-to-hand combat.

To order a unit to charge, attack as usual with the Charge button depressed. Only infantry units in line formation and cavalry units can be ordered to charge. A charge mirrors the structure of a normal attack with a few key exceptions:

- * The attacker must have at least two rounds of ammunition before a charge can take place. One round is fired during the advance and another will be fired point blank upon reaching the defender's line. In order to have a hope of surviving such an attack, the defender must also have at least two rounds of ammunition at their disposal.
- * Loyalty, morale, and organization ratings must be significantly higher than in a normal attack.
- * Once the initial portion of the attack has been carried out, the combatants enter into hand-to-hand combat. At this time, each unit will suffer an amount of damage based on the number and condition of the enemy as well as the hand-to-hand rating of the weapons involved. High morale is crucial to withstanding this form of attack.

Combining a charge with an attack from the rear adds the advantage of surprise to the sheer brute aggression of a charge. When the opportunity presents itself, a rear charge can be the most devastating attack of the battle.





Multiple Unit Attacks

Not to be confused with coordinated attacks, a multiple unit attack is a situation where a single hex is occupied by more than one defending unit. The effect of the attack acts on the combined forces of both defenders, with each unit taking a proportional amount of damage. Of course, both defenders will also be able to return fire.

Surprise Attacks

If an *Infantry* or *Artillery* unit is attacked while in movement formation, the attacker will fire first. The defender, caught unaware, returns fire with a firepower penalty for being in the wrong formation.

Specialist Attacks

Specialist units, made up of sharpshooters, launch their attacks from a hex that is adjacent to the enemy. High quality rifles fitted with scopes give Specialists the ability to snipe at an opponent from a great distance. Unlike artillery, specialist forces cannot target two units that share the same hex; they must specify which unit to attack. Specialists are particularly skilled at killing enemy leaders since they can fire accurately from a distance, and, being beyond the range of enemy shoulder arms, defending units do not get the opportunity to return fire.

Voluntary Retreats

Occasionally a unit will become too damaged to stay together as a group. Unless the leader loyalty rating is very good, when morale and organization drop below a certain point, the unit becomes unable to move in an organized fashion. Whenever you try to issue any orders to a unit in such a predicament, a prompt will appear asking if you want to issue the voluntary retreat command. This gives you the ability to remove the unit from imminent danger, but you cannot control the unit's movement. It will automatically head towards its commanding Headquarters unit.



If its Headquarters unit is not on the battlefield or it is already adjacent to its Headquarters unit, the retreating unit will move toward the nearest supply source hex. A supply source hex is indicated on the map by a small covered wagon.

Voluntary Exits

There will be times when it is beneficial to leave the map of your own free will at a supply source. Some scenarios set the goal of leaving the battlefield as the main objective. At other times, exiting the map may be the only way to save yourself from complete destruction. In either case, you will want to pay attention to the victory points assigned to the supply sources. Select the option "victory points" from the Reports menu to find out what the bonus or penalty will be for each side at all the various supply sources on the map.

Routed Units



Your men can only withstand so much before they decide that the situation is hopeless and run for their lives. When morale reaches a critical level, usually after a humiliating defeat, the unit will be routed. When this occurs, the unit will rout toward their commanding officer (the Headquarters unit under whose command they fall). The morale rating gives some warning, displaying a soldier running away when there is danger of an approaching rout, but once you see soldiers running on the battlefield map, it is too late to prevent the rout. When a routed unit is near to a *Corps HQ* unit, they have a better chance of pulling themselves together and rejoining the fight. If this fails, they will keep moving toward the nearest Supply Source and then off the battlefield.

Sometimes a routed unit will regain its composure without your intervention, but it is more likely that you will need to





rally the unit. This requires a personal visit from you, the general, and uses some of the accumulated *Army Morale* points. A rally button for the routed unit appears on the information panel in the same position as the charge button. Simply press this button to attempt to rally the unit. Depending on the severity of the situation, rallying may have to be repeated more than once to stop a unit from its flight. When a unit leaves the battlefield entirely, having made it to one of the supply sources, they will not appear again during the current battle.

Video Clips

When the *Video Clips* option is toggled on from the *Options Panel*, the events of the combat you are involved with are shown through authentic battle reenactment footage. These clips show specific unit and terrain types and depict what transpired in the engagement, whether it be a sniper attack, a retreat, or an artillery bombardment. If, for example, a Confederate infantry unit launches a normal attack on a Union infantry unit, you will see a clip of a Union defensive volley, followed by a clip of a Confederate offensive volley, possibly followed by a clip



of Union infantrymen retreating. This sequence of events depicts what happened in the engagement and in what order shots were fired. When the video clip screen disappears, the Confederate attacker will occupy the disputed position. The sequence of clips will depend on the sequence of events in the particular engagement.

Dawn, Dusk, and Night Turns

Everyone needs rest and relaxation sometime, even a war hardened soldier. As the general, you can stay up all night planning the next morning's battle if you like, but your men need their beauty sleep before they face a full day of fighting. Tents and fires will let you know where your men have set up camp for the night. It is advisable to let the troops rest during the night turns, only moving them when it is absolutely essential since any activity at night is far more taxing than during the daytime. Engagements may not be fought during the night, regardless of the proximity of the enemy. Dawn and dusk are also good times to let your men rest. They receive more benefits from resting during these times than in the daytime, but still not as much as at night. Units may attack at dawn and dusk, but they will lose more health and organization than they would in a daytime attack.

At 19:00 (7 p.m.), dusk arrives. It lasts for an hour yet only comprises one turn in the game. Between 20:00 and 6:00 (8 p.m. - 6 a.m.) there will be only three turns, each one representing just over three hours of the nighttime. Dawn lasts from 6:00 to 7:00 (6 a.m. - 7 a.m.) and is also one turn.

Reinforcements

Just when you are worried that the situation is completely hopeless, the reinforcements arrive. Most reinforcements appear on the battlefield at a Supply Source, although some arrive at other locations on the battlefield. Supply sources are favored mainly because they are hexes with roads leading onto the map. To find the location of these areas, select *Show Supply Sources* from the *Display* menu.





It is also useful to periodically check the *Reinforcements Report* in the *Command Tent* to find out when and where the reinforcements are scheduled to arrive. The arrows at the left of this screen allow you move through the different units to see which troops are going to be arriving. Listed are the unit type, unit name, number of men, and time of arrival for each reinforcement unit. The arrows to the right side of the screen allow you to select a particular time of arrival to check. This way you can check on the time of arrival of your reinforcements starting with the present and work forward. Only units arriving in the near future are included as the exact times for future reinforcements cannot be predicted. This report can be very useful to raise your spirits when things are beginning to look bleak.

Play Level

There are three difficulty levels available to you: *Beginner*, *Intermediate*, and *Advanced*. The default setting is *Intermediate*, but you can change this simply by selecting a different level from the *Options Panel*.

When you are first getting familiar with the game, it is most likely that you should play on the *Beginner* level. By the time you are comfortable with *CIVIL WAR GENERALS 2*, you will be ready for the increased challenge and greater degree of realism on the *Intermediate* and *Advanced* levels.

As a *Beginner*, movement of troops expends only movement points, even in the middle of the night. The other levels address the fatigue and organizational issues associated with moving troops around. At the *Intermediate* level, health and organization ratings will be reduced uniformly, regardless of the quality of the leader or the troops. Playing at the *Advanced* level, the organization and health of a unit are affected less severely if the leader is well organized and if the unit is made up of experienced soldiers.



After Combat Report

When an engagement between two units ends, a screen appears with a report detailing the results of the confrontation. This screen, the *After Combat* report, is useful as a fast guide to determining the victor as it displays the losses and gains made during combat. Listed are firepower losses, casualties, Army Morale changes, supply changes, and leaders wounded and killed for each unit that was involved in the fight. If two units share the same hex, the report combines the numbers and displays them together.

	Attacker	Defender
Firepower	-4	-5
Casualties	142	192
Morale	95	-7
Supply	0	0
Leaders Wounded	0	0
Leaders Killed	0	0

OK

The After Combat Report

On the off chance that you are not interested in seeing this report at the end of each skirmish, the after combat report can be deactivated from the *Options* menu.

It is also possible to view this report during an enemy turn. This will enable you to find out the results of attacks against your units. To see the report during enemy turns, activate the *After Combat* report from the *Options* menu. This will bring up a submenu with two choices: *friendly attacks* and *enemy attacks*. Selecting *enemy attacks* will display the report after an attack during the enemy turn.





Winning the Game

Many times during the civil war, it was not entirely clear which side won a battle. Perhaps one side held more positions but the other took more prisoners. Or maybe one army was poorly organized at the end of the battle while the other had lower morale. Who would be called the victor?

An oversimplification would be to say that the army that loses fewer men, retreats less often, and captures and holds more positions is victorious. In reality, many more factors than this contributed to the results of civil war battles. A predominant factor, often overlooked in favor of comparing numbers, is morale. For example, if the North and South both killed the same number of enemy soldiers in a conflict, it is more likely that the Southern morale would still get a boost as they were frequently outnumbered. The Northern morale, on the other hand, would suffer a blow if it took losses from a smaller enemy.

CIVIL WAR GENERALS 2 accepts these ambiguities and includes them in the final resolutions of the battles by using different levels of victory. It is possible that some battles may even end in a draw if no clear advantage can be found. The terms below represent the other five types of battle results:

Major Confederate Victory

Minor Confederate Victory

Draw

Minor Union Victory

Major Union Victory

The victory level achieved determines which battle is fought next in a campaign. Battles normally conclude at the predetermined time and date found on the Casualty Report screen. Sometimes a battle will end early if one side has no units left and has no reinforcements on the way. When this happens, a *weapons cost captured* bonus will be



applied to the victor and a similar penalty applied to the loser. After the final turn has been played, the *Victory Screen* appears with the statistics for each side. The primary source that decides the outcome of a battle is the number of victory points both sides have accumulated. Often, the historical defender will start a battle with some victory points, with more victory points added or subtracted based on each side's overall battlefield performance.

Morale plays a big role in the calculation of victory points, and each Army Morale point gained results in an additional victory point. Lose morale points and your victory points will also diminish. The only time a decrease in morale points does not result in a loss of victory points is when you "spend" morale points to rally a routed unit or to order a charge.

While some war simulations declare a winner based on the capture of one particular hex, **CIVIL WAR GENERALS 2** places more importance on hard won positions. At the start of a battle there will be certain hexes that produce more victory points than the rest. These will grow in value throughout the battle unless there are no enemy units nearby. That is, if the entire battle winds up being fought on a distant part of the map, victory hexes will maintain their original value. The value of key positions in the thick of battle will increase and hexes that are fought over repeatedly can spontaneously become victory hexes.

Additional factors that affect total victory points include: the number of casualties and wounded, how many men surrendered or were routed, the health and organization of your men, the number of commanding officers killed, and the amount of supplies captured. At any point during a battle you can see how many victory points you have by selecting the *Casualty Report* from the *Officer's Reports*.





WEAPONS

Every unit on the battlefield is armed with some sort of weapon, whether it be a cannon, shoulder arm, or mortar. In a full campaign game you can use your Army Supply points between battles to purchase different weapons for your men. Some units have access to more powerful and specialized weapons with which to attack the enemy.

SHOULDER ARMS

Infantry, Cavalry, Engineers and Specialists all carry shoulder arms. The combat ratings of these guns, weapon power and hand-to-hand, varies with the variety of shoulder arm being used. Both ratings are given on a scale of 0 to 99.

Weapon Power is a rating of the attack capabilities of a weapon from a normal firing range. High weapon power indicates an accurate and reliable weapon that can be reloaded quickly.

Hand-to-Hand measures the effectiveness of the weapon at close-range. This influences a unit's success when it charges. During a charge, weapon power determines the strength of the first barrage and hand-to-hand determines the force with which the unit advances on the enemy line.

Infl 73				26
Org 78	Farmer Mskt			80
Loyl 72	Org 61	Qual 71	Exp 60	
Hlth 99	Hlth 57	#Men 2951	→ 2783	
	Mor 59	MP 3	SP 7	FP 9

Weapon Power

Hand-to-hand rating

Weapons have a substantial impact on a unit's effectiveness. Quality guns improve a unit's morale and are more accurate than cheap, poorly made weapons. If a soldier has a bad weapon, he knows it and will resent his superiors for making him use it while his life is on the line.

There are five classes of shoulder arms:

Smoothbores: Unlike the more advanced rifle, a smoothbore has no grooves inside the barrel of the gun and as a result is not very accurate. These guns, designated by the letters "SB" after the weapon name, have the lowest *Weapon Power* but are fairly effective in *Hand-to-Hand* combat.

Rifles: All groove-barreled guns that do not fall into the carbine or repeater categories are called rifles. They are identified by the letters "RF" following the weapon name. One step up from the smoothbores, rifles do not excel in either *Weapon Power* or *Hand-to-Hand* ratings.

Carbines: Designed for use while mounted, these short-barreled and lightweight rifles have good *Weapon Power* ratings but are poorly designed for *Hand-to-Hand* combat.

Repeaters: These firearms are the prized possessions of the soldiers lucky enough to carry them. Repeaters can fire more ammunition in a single turn than any other weapon. As a result, they have excellent power and *Hand-to-Hand* ratings but are costly to resupply.

Specialty Weapons: There are two kinds of specialty weapons, target rifles and shotguns. *Target rifles*, designed with a scope for sharpshooting, may only be used by specialist units. Their weapon power is unmatched, but they are fairly useless at close ranges. *Shotguns*, carried exclusively by cavalry units, are the reverse of a target rifle. Shotguns have very low *Weapon Power* ratings but are deadly in *Hand-to-Hand* situations.





CANNONS

There are a variety of cannons to choose from in the game, each of which is given ratings for *Range (R)*, the measure of the maximum number of hexes that a cannon can fire, and *Artillery Power (P)*, the power of the cannon at a range of two hexes.

The amount of damage an *Artillery* unit can inflict is determined by the *Artillery Power* of the cannon at the specific distance of the attack and by the total number of cannons within the unit. To find out how many cannons a unit has, divide the effective number of men by 9 (the number of men required to operate a single cannon).

Infl 77	6tt Howitzer	5
Org 75		23
Loyl 76	Org 84 Qual 70 Exp 60	
Hlth 99	Hlth 83 #Men 170 → 170	
	Mor 79 MP12 SP13 FP 2	

Range

Artillery
Power

Rifles: A rifled cannon can only fire Canister and Solid Shot, but it has a greater range than a smoothbore cannon. The letters "RF" will follow the name of rifled cannons.

Smoothbores: Smoothbores are capable of using all different ammunition types. Though their range is more limited, they are more destructive than rifles in close-range engagements. The letters "SB" will come after the name of a smoothbore cannon.

Howitzers: Capable of both direct and indirect fire, Howitzers are otherwise similar to Smoothbores.

Mortars: Mortars are a type of cannon that fire low velocity shells at a steep angle. The high trajectory greatly increases their range and makes them excellent at attacking over great distances.



AMMUNITION

When you buy ammunition, you will usually get an assortment of types of ammunition. Your men will automatically load the appropriate type for each attack.

Artillery units use the following kinds of ammunition:

Grape Shot: designed to function like a large shotgun shell, grape shot is a metal case filled with a cluster of small iron balls that explodes upon being fired. This makes it very effective at defending a position at close range, and it is typically used against an enemy that enters an *artillery* hex.

Canister: similar to grape shot, canister ammunition has a slightly lower range and utilizes smaller projectiles. It is a metal cylinder packed with pellets that scatters after leaving the mouth of the cannon. Artillery crews use canister if the target is one or less hexes away.

Case Shot: a shell packed with gunpowder and shrapnel, case shot explodes in midair and thus has a greater range than canister or grape shot. It is used on targets 4-6 hexes away from the unit.

Solid Shot: a solid metal ball that has better range and accuracy than the other artillery ammunition, solid shot is much the same as most people's idea of a traditional cannonball. It inflicts minimal damage due to the relatively small area it targets. Solid shot is always chosen for targets that are over 7 hexes away.

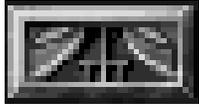
Siege Mortars and *Mortar Gunboats* both use large hollow balls made of metal and filled with gunpowder, commonly known as '*shell*.' A fuse attached to the ball could be used to time the explosion so that it inflicts the most damage.

Shoulder arms all use *min'ee balls*, small solid lead projectiles fired from the barrel of the gun.





THE COMMAND TENTS



The Command Tent button

At any point during the game, you can pause the action to assess the battle from a statistical point of view. Click on the *Command Tent* button on the control panel to enter the tent where you can expect full reports from a number of generals. Both the union and the confederate sides have their own tent to consult. When you position the cursor over the figures on the command tent screen, text will appear at the bottom of the screen telling you which report that general has prepared for you.

To refresh your memory as to your objectives, find the *Objectives Report*. This summarizes the primary objectives of the battle and details the historical events that led up to the conflict. Additionally, the generals in the tent have their own opinions on how to handle the battle, and will be happy to supply some strategic suggestions.

Union Command Tent



The *Casualty Report* lets you know how many men on each side have been killed in the current battle.

Help is on the way, but how soon? There is no need to be left in the dark wondering when your reinforcements are going to arrive. The reinforcement report puts all the information at your fingertips and tells you exactly what time to expect your comrades. **More information regarding the Reinforcement Report can be found on page 105.**

When you are ready to return to the fray, find the *Tactical View* to return to the game with the normal view.

The *Strategic View* will return you to the battle with a more distant zoomed out view.

Confederate Command Tent





THE CAMPAIGN GAME

While multiplayer games and single battles are fun, the real challenge of *CIVIL WAR GENERALS 2: GRANT, LEE, SHERMAN* is the full campaign game. There is a large variety of campaigns to choose from, each comprising a group of individual battles, such as the series of battles fought in the Shenandoah Valley in late 1861 and the first half of 1862.

Winning an entire campaign is more difficult than winning a single battle due to the fact that any losses you suffer in one battle carry over to the next. Greater focus is therefore necessary in order to keep your men healthy and in good enough spirits so that they can continue to fight in as many as 40 battles.

When a battle ends, you will notice that many units have an increase in their experience rating. The more combat a unit is involved with, the better its experience rating will get. Heavy casualties usually nullify these improvements due to the influx of unseasoned replacements. The quality rating of a unit also goes down with the addition of reinforcements. When playing as the south, it is wise to keep in mind that the number of men available is limited and, as a result, less reinforcements will take over for the departed.

When the leader of a unit is killed or severely wounded in the line of duty, he will be absent for the remainder of the campaign. The loss of a leader can have a major impact on an army as a whole.

BETWEEN BATTLES

There is a period of downtime between battles that allows you to assess your men and buy them new weapons if you can afford it. You can also take a look in on your wounded officers to see how they are recovering and make an overall evaluation of your success of the most recent battle.



VICTORY SCREEN

The *Victory Screen* is the first thing that you will see when a battle ends. It informs you how many men were wounded, killed, missing, or surrendered, and which leaders were replaced or killed. High casualty numbers alone may not cause you to lose a battle, but it will certainly hurt your chances of success in the next battle.

FIELD HOSPITAL RECOVERY REPORT

The death and retirement of top leaders can cripple an already weak army. Most often, the calibre of the replacement is no match for that of the original leader. When a wounded leader does recover, he will be able to rejoin his men at the start of the next battle. To check the health of your wounded leaders during the game, you can select the *Field Hospital Recovery Report* from the *Officer's Reports* menu. You will also be shown this report between battles.

THE WEAPON PURCHASE SCREEN

The *weapon purchase screen* is the place to shop for new and improved weapons. You can also dismiss specific leaders from this screen if you are not satisfied with their performance. The unit buttons near the bottom of the screen allow you to select which variety of unit you would like to display. Below this are leader portraits that allow you to determine which part of your army you are observing. When you have found the unit that you want to adjust, select it by clicking on its display. Once selected, you can dismiss the leader or purchase new weapons. Replacement of a dismissed leader is automatic; all you need to do is press the *Dismiss* button and a new officer will be chosen for you.

SHOPPING FOR A NEW WEAPON

Between battles you are given choices as to which weapons you would like to purchase for each particular unit. The different types of weapons are listed along with their price





and combat statistics. For the most part you will be upgrading the rifles and cannons for your infantry, cavalry, specialist, and artillery units, purchasing new and improved weapons as you can afford them. When you buy a new weapon, you only pay the difference in cost between the two as you receive credit for the old weapons.

The *Weapons Purchase Screen* displays a wide variety of weapon types with prices and ratings listed next to them. You can either buy a unit better weapons or downgrade the ones they already own if you are short on funds. Suppose you have planned a strategy that relies on your artillery more than your other units. Cannons cost a pretty penny, and you may come up a little short on Army Supply points. While we do not recommend this as a common practice, in this case you could trade in some of your rifles for cheaper models in order to gain the difference in Army Supply points. Then, when you have enough points, you can buy some top of the line cannons for the artillery.

Use the up and down arrows next to the leader portraits to step through the various branches of your army. The first leader portrait shows you the leader of the corps you are currently looking at. The second portrait is of the leader of the particular division within that corps, and the third portrait shows you the leader of the currently selected unit. To select a specific type of unit to be displayed, click on one of the four *unit type* buttons to the left of the leader portrait.

In the lower right corner of the *Weapons Purchase Screen* are three images with numbers beneath them. The first of these is a picture of a wagon and shows the total number of *Army Supply* points you have available to you. To the right of this is the cost of buying the selected weapon for the entire unit, and the last is the cost of supplying the entire unit with ammunition for the weapon in question.

Shoulder arms or cannons are displayed when you shop for weapons for your *Infantry, Artillery, Heavy Artillery, Cavalry, and Specialists (Corps HQ, Engineers, and naval*



units cannot upgrade weapons). The gun that your unit is currently in possession of is outlined with red. A white frame will appear when you select a different weapon for the unit. You can click on different weapons to find out what it will cost you before actually purchasing the weapon (purchasing only takes place when you click again on the

The Weapons Purchase Screen



Corps leader Unit Type buttons Weapon details
Division leader Unit leader

Purchase Weapon button). Under each gun are the statistics for *Weapon Power (WP)* and *Hand-to-Hand (H-H)*, basically long and short range strength. The cost of buying the gun and the price of a full supply of ammunition are also listed beneath the weapon. **For more information on shoulder arms and other weapons, see page 110.**





Artillery units use cannons which are rated for their *Power* (P) and *Range* (R). These categories measure the cannon's firepower and maximum number of hexes it can shoot. The power rating for a cannon is based on the damage they can inflict from a position two hexes away. This value will vary depending on how far you try to shoot.

Purchase Selected Weapon button



Your army supply

Full supply cost for selected weapon, selected unit

WEAPON PRICE

The cost of a weapon is the dollar value listed first underneath its picture. This is the cost for just one weapon, paid for with Army Supply points. The figure next to the weapon price is the cost of resupplying a single weapon with a full supply of ammunition. To the right of this number are bullet icons that represents the number of rounds that the weapon will have when fully supplied. A large bullet equals five rounds and a small bullet equals one. Highlighting the weapon you are interested in will show you the total cost in the *Weapon Price* box, the one with a picture of a soldier accepting a new gun. When you are spending supply points to acquire the weapon, the price in the *Weapon Price* box will be displayed in red. If you are trading in weapons for cheaper models, the price will be green, representing the amount of supply points you will receive as a refund.

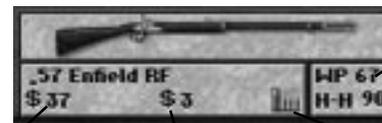


SUPPLY PRICE

The cost of ammunition should be taken into consideration when choosing a new weapon. Is the upgrade worth the added expense of keeping your men supplied? Does the increased firepower merit the purchase? The figure below the image of a soldier putting a package of bullets into his bag is the amount of army supply points spent each time you want to resupply an entire unit that has completely run out of ammunition. All weapons come with a full supply of ammunition, but you are likely to use this up before the battle even hits its stride.

BUYING YOUR WEAPON

When you have made up your mind as to which weapon is right for you, make sure that the correct unit has been selected. Then click on the weapon you want and click on the appropriately named *Purchase Weapon* button. The transaction will be finalized when you click the *Done* button on the confirmation screen that appears. If you cannot afford the weapon in the first place, a different message will appear, telling you in no uncertain terms that your credit is no good.



Price per weapon

Price per man for full supply

Weapon Power

Hand-to-Hand rating

Full supply (8 rounds)





The Scenario Editor

While we have tried to include all of the war's pivotal battles in **CIVIL WAR GENERALS 2**, don't get upset if your favorite is not available. Over 10,000 engagements were fought during the five years that the war lasted, and we did want to release the game before the turn of the century. For this reason we thought it would be a good idea to append our library of battles with a scenario editor. Suppose that your favorite battle of the war is the Battle of Olustee in Florida. Now, with the inclusion of an editor, you can faithfully recreate this minor skirmish or create an entirely fictional scenario.

Scenario Setup

Full Scenario Name: Scenario File Name: Overview Map Title:

First Player: Union Confederate

Unit Size: Brigade Regiment

Historical?: Yes No

Buttons: Commanders, Description, Full Desc

First Turn: Month: Day: Year: Time: Turns:

Last Turn: Month: Day: Year: Time:

	Supply	Morale	Victory Pts			
Union	<input type="text" value="25000"/>	<input type="text" value="10000"/>	<input type="text" value="1000"/>	<input type="button" value="New"/>	<input type="button" value="Delete"/>	<input type="button" value="Lift All"/>
Confederate	<input type="text" value="5000"/>	<input type="text" value="1000"/>	<input type="text" value="500"/>	<input type="button" value="Load"/>	<input type="button" value="Save"/>	<input type="button" value="Cancel"/>

LAUNCHING THE EDITOR

To launch the editor, click on the *Editor* button from the main menu. Once the editor has loaded, you will be looking at a window called *Scenario Setup Screen*. This is where you will name your personal scenario, describe it, and adjust settings like who goes first and how long the battle lasts.

SETTINGS

The first thing you will want to do is name your scenario. At the top of the *Scenario Setup Screen* are three boxes. The first of these is where you enter the name that will appear on the *Battle Selection Screen*, the *Full Scenario Name* box. The second box, *Scenario File Name*, is where you tell the computer what to name the scenario, up to eight characters. This is the name that will be assigned to all of the files that are created when you save the scenario. If you want to trade scenarios with a friend, all files that have this name must be exchanged. The third box is where you enter the name that will appear on the overview map in the scenario.

Beneath these text boxes are three boxes that each let you toggle between two options. You must decide which player will make the initial move by selecting either Union or Confederate under the heading *First Player*. Your second choice is whether you want to play with brigades or regiments, in other words, do you want units that are large or small in size. One thousand men make up a regiment, and a brigade consists of about four regiments. It is important to note that changing this setting after having placed units on the map will clear the map of all units. The last of these three boxes asks you what category your level should fall under, *Historical* or *Alternate*. This will only affect where the battle gets displayed on the *Battle Selection Screen*; the game does not punish you for labeling a fictional game Historical or vice versa.





To the right of these boxes are three buttons, *Commanders*, *Description*, and *Full Description*:

Click on the **Commanders** button and a panel will pop up that allows you to decide who will be in charge. Scroll through the array of generals available to you by clicking the arrow buttons beneath each portrait. Once you have made your decision, click on the Confirm button in the lower right of this panel. You also have the opportunity to name your army commanders for the battle. These names will appear on the full description screen (see below).

The **Description** button lets you type in a short text description of the scenario (only four or five lines) that will appear on the *Battle Selection Screen* when the it is highlighted. This helps players remember what a particular battle is like, and is especially useful when trading them with other people.

The **Full Description** button allows you to go into more depth about the scenario. There is no limit to how much text can be entered here, and your description will scroll up the screen when viewed later. You can tell the world how much love and sweat went into the creation of the scenario or share details of the events that led up to the battle. The full description screen also displays the overview map of the upcoming battle.

The row of boxes in the middle of the Scenario Setup panel labeled *First Turn* and *Last Turn* determine how long the battle will last. Drop down menus let you decide what year, month, day, and even hour the battle begins and ends. Different weapons will become available to you in the later years of the war, so plan accordingly. To the right of these boxes is a display where the computer calculates how many turns will make up the scenario. Generally, battles should not exceed 100 turns. Even though we all have aspirations of becoming a time traveler, the game will not allow you to select values that result in a negative number of turns.



At the bottom of the setup panel are three categories for setting the starting values of *supply*, *morale*, and *victory points* for each army.

Supply sets the starting value for Army Supply, used to buy ammunition when resupplying units.

Morale sets the starting value for Army Morale, used to pay personal visits to rally routed units or encourage units to charge.

Victory points are not tallied until the end of a battle, however the level editor lets you start either player with a victory point advantage. Generally, the historical defender should be given some victory points to start as this forces the other player to attack in order to win.

The last order of business on the setup panel is to save your scenario. Simply click on the *Save* button in the lower right to save your current scenario setup and overview map. Even if you have not started editing the map at this point, it is a good idea to save frequently in case you suffer an unforeseen catastrophe. Next to the Save button are the *New* and *Load* buttons. Clicking on these brings up a sub-panel asking you whether you want a scenario, map, or unit database. This lets you take an existing unit database or map from one scenario and import it to another scenario.

Editing the Map

Now that you have finished setting all the variables on the Scenario Setup Screen, the fun commences. Anyone who has played a city simulation game knows how much joy can be found in designing maps and constructing terrain.

CIVIL WAR GENERALS 2 has over two dozen different elements that can be used in the creation of custom maps, everything from swamps to pontoon bridges.

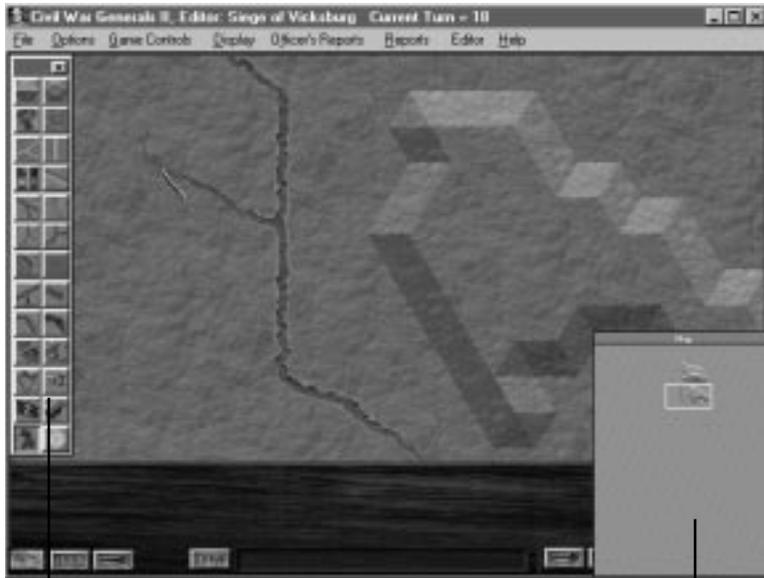
To begin editing the map, click the *New* button on the *Scenario Setup Screen*. Four options then become available to you, *Scenario*, *Unit*, *Map*, and *Cancel*. By choosing *Scenario*, you can create a new map and decide what units should be used in your level. Later, when you have





some scenarios saved, you will be able to reuse either the map or unit information from a saved scenario. To use a previously saved map, open up the scenario and select *New* and then *Unit* from the setup screen. It is also possible to edit the scenarios that shipped with the game, but be sure to save any modified battles with a new file name. If you overwrite the existing scenarios, your game will be incompatible with other players. Unit information may be transported to another battle by clicking *Map* after selecting *New* from the setup screen. Since we need to create both at this time, click on the *Scenario* button.

The Scenario Editor map



The Toolbar

Overview Map



You will be asked what size map you would like to use, and these measurements can range from 25 by 20 to 100 by 100 hexes. The default setting is 50 by 50 which is spacious enough for most battlefields. For now, let's stick with the default size and save more ambitious projects for later.

When the map first opens up, it is a blank slate with nothing but grass as far as the eye can see. An overview map and toolbar will also appear when the map is displayed. Scrolling behaves the same way as during gameplay, you can move the cursor to the edge of the screen, click on the mini map, or use the arrow keys to relocate your field of view. Choose a location where you would like to start building and center your main view there. Don't forget that you can get a complete working view of the map by selecting *Zoom* from the *Display* menu, pressing 'Z' on the keyboard, or by clicking on the *Zoom* button on the status panel. Additionally, choosing *Grid* from the *Display* menu or pressing 'G' on the keyboard places a hexagonal grid over the map and will make your job a lot easier.

THE TOOLBAR

This section demonstrates how to use all the items on the toolbar and will explain some of the subtleties each terrain type possesses. Consult the quick reference card for a picture of the toolbar that tells what the different icons represent.

The *toolbar* lets you select terrain types by simply clicking on the appropriate button. The button will remain selected until you choose another tool. Generally, left clicking on the map will place an item while right clicking will remove it. Items can only be removed if their tool is the one in use. It is useful to have the grid displayed when editing the map.

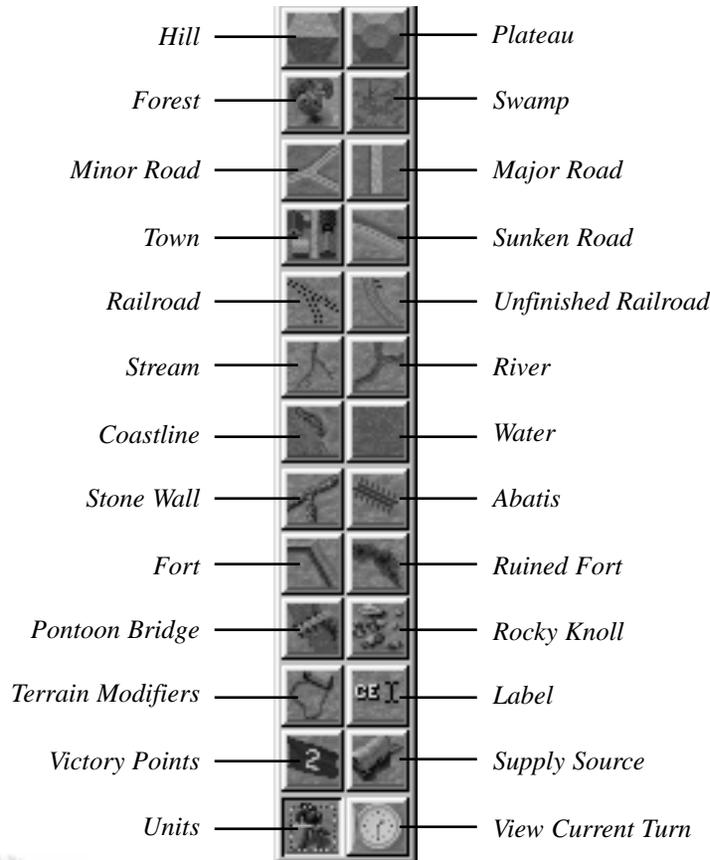
Start by clicking on the **hill** button. At this point, since your map is still untouched, you can build hills anywhere. Later on you will discover that some terrain types have limitations on how they can be placed on hills and vice





versa, but we will get into that a bit later. To place a hill, simply click on the map and the hex you clicked on will be raised one level. Click in the middle of a hex and the hill will be perfectly centered in the hex. The six corners of a hex, when clicked, will place the hill between intersecting hexes. A right click lowers the terrain by one level, so it is just as easy to remove an unwanted hill as to place one.

If you want to create a plateau, you can either drag the cursor around while holding down the mouse button or you can click on the second item on the toolbar, the **plateau**. Selecting this button lets you raise more than one hex at a time, a useful feature if your level includes mountainous



regions. The plateau button is ideal for elevating large areas of the map. With plateau selected, removing a hill functions just like the *hill* button, right clicking removes one hex of the hill at a time. You might be tempted to create a map full of complicated and towering hills, but bear in mind how this will affect the playability of your level.

Choose the third item from the toolbar, the **forest**. Trees can be placed almost anywhere on the map with a few logical exceptions. They cannot exist on the same hex as water, coastlines, walls, rocky knolls, forts, or cities. Plant as big a forest as you like because, hey, the trees are free and can be chopped down with a right click.

The fourth tool is for turning your terrain into swampland. While there are no virtual mosquitoes to worry about, **swamps** do block the progression of sunken roads, forts, abatis, rocky knolls, and walls. Swamps can only be placed on flat terrain, so if you want a swamp with a view, your hill must have a *plateau* on top.

There are three kinds of **roads** to choose from in the editor, *minor roads*, *major roads*, and *sunken roads*. Build roads by clicking on two hexes that are next to each other, or by holding down the left mouse button and dragging the mouse in the path where you want the road to appear. Right clicking removes roads and works in the same way. The *minor* and *major roads* are quite versatile and can traverse hills, rivers, railroads, and even walls and are only off limits on water and rocky knoll hexes. When a road comes in contact with a river or stream, a bridge or ford will be built at the junction. *Sunken roads* can also cross hills, but, due to their low lying nature, they are unable to span a river or coexist with a railroad.

Though they tend to make a mess in real life, people are a nice addition to the landscape, so you should build some towns and cities. The **town** icon builds a small neighborhood one hex at a time. *Towns* must be placed on flat terrain, and, like most of the elements on the toolbar, can be

TIP:

Absolute height does not matter; only relative elevations do. Rather than raising most of the map to make a large plateau, you can instead depress a smaller area to create valleys.





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removed with a right click. The only items that may share a *town's* hex are the railroads and streams, which cut right through a town. *Towns* already have roads in them and are connected to other roads by dragging a road into them.

Railroads, found below the city and sunken road icons on the toolbar, come in finished and unfinished forms. Both are blocked by water, forts, sunken roads, and rocky knolls. A finished railroad can span a river or stream and overlaps any normal roads it comes into contact with. **Unfinished railroads** are more limited due to the fact that they are still under construction. They can cross the same roads as the finished *railroads* but leave a gap when they come in contact with a stream or river, the site of a future bridge.

Beneath the railroads are the **stream** and **river** icons. Tiny *streams* can be merged with *rivers* and eventually flow past the coastline into open waters. *Streams* and *rivers* cannot cross sunken roads, rocky knolls, abatis, or forts. While *streams* can go through a *town*, *rivers* are too big.

Placing large bodies of water is one of the best ways to give your map a dramatic look. Use the **water** icon to create lakes, major rivers, and oceans on your map. When you click anywhere on a hex after choosing this button, the entire hex and part of the six surrounding hexes turn into water. The **coastline** item, to the left of water, creates smaller and more intricate bodies of water that can be connected to large ones made with the water tool. Use it to add detail to a dull coastline or to create puddle sized ponds.

Stone walls are able to share hexes with most of the other terrain types, leaving a gap when they cross over something. Since they do not take up the entire hex, *walls* can be built parallel to things like rivers and roads without needing to be a hex away. A wall cannot be placed on swamp, tree, city, water, abatis, fort, or rocky knoll hexes.

Next to the wall icon is the **abatis** button. An abatis can be placed or removed during gameplay by an engineer. They



serve to block movement, especially on a road, as well as providing an added degree of cover. The only kinds of terrain on which an abatis can be placed are hills and all types of roads and railroads.

Forts are a good strategic item to include on your battlefield. Their characteristics are much like those of a city; they need to be built on a flat surface and they connect when adjacent to each other. If your *fort* is large enough, you may put *minor* and *major* roads inside it. No other terrain may be placed inside a *fort*. During the game, if your units are forced to abandon a fort, it becomes a **ruined fort**. *Engineers* can be ordered to ruin an enemy's fort, and it is also possible to deliberately ruin your own fort when the situation calls for it. Ruined forts share the properties of a regular fort except that they provide less defense. The editor allows you to place ruined forts and even connect them to intact forts so that scenario can simulate a greater variety of battlefield situations.

Like an abatis, **pontoon bridges** can be built during the game by an engineer. They may only be placed across rivers (since streams can be crossed on foot) and thus share the properties of rivers. Perhaps the best use of a pontoon bridge is to fill in the gap where an unfinished railroad intersects with a river.

The **rocky knoll** is the most unfriendly kind of terrain on the toolbar, only coexisting in the same hex with hills. The first time you click, only the selected hex will become a rocky knoll. Click on the same hex again and the six hexes surrounding it will join the first, forming a massive knoll. All six surrounding hexes must be devoid of everything except hills.

The **terrain modifiers** button opens a dialog box that allows you to alter the map hex by hex. You can place bonuses for morale and build individual houses amongst other things.

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Label permits you to personalize your map by giving names to individual structures and elements of the terrain.

You can also use the toolbar to place **victory points** anywhere on the map. Select this button, click on the desired hex, and enter the number of victory points you would like to assign to the hex.

Supply Source lets you choose the locations on the map where new supplies and reinforcements will originate.

Units opens a dialog box to choose and place units on the map.

View current turn lets you see the map as it will appear on a specific turn. This is useful for making sure that reinforcement units will arrive in the right place at the right time.



PART 3: APPENDIX

HISTORICAL CONSIDERATIONS



Beyond capturing the mood of the war, **CIVIL WAR GENERALS 2** also incorporates various battle considerations specific to the period. For example, the North and South did not have the same resources available to them, a factor that plays an important role as your campaign progresses. Northern forces had access to more advanced weaponry and greater manpower, while the determination and courage of the southern soldiers at the start of the war was stronger. As the war dragged on, the quality of the southern forces declined as they were forced to enlist men too young or too old to be well suited to the life of a soldier.

Training, or lack of it, was also an influence. Specialist and artillery units tended to be made up of the most educated recruits and generally received more intensive training than infantry and cavalry units. Used wisely, these units could very well win or lose a battle for you.





STRATEGY HINTS

1) **The Dance of Death:** Attack the enemy in waves. Place two or three units adjacent to an enemy, with several extra units in reserve behind the line. Start off with an artillery attack and then have the close units attack. Withdraw these units one at a time to vacant positions behind them. Fill these spots with new brigades, and have them attack. Each time a unit is attacked by an enemy of comparable or greater size it pays a firepower penalty in addition to its loss of firepower due to casualties. You can see how many times a unit has been attacked in a turn by selecting *Times Defended* from the *Reports* menu. Charges can come in especially handy while employing this tactic.

2) **Those extra cartridges:** When you resupply, you are only charged for supplying the effective men in your unit. When you rest, this number can increase dramatically as stragglers return to your unit and men with minor wounds rejoin the ranks. You don't have to pay to supply them — they weren't around to fire off their cartridges when the rest of the unit was in combat, so they still have them.

3) **Cover the rear:** Make an effort to outflank your enemy's line with *infantry* and *cavalry*. Once the battle is underway, you can use these units to set up rear attacks. Another advantage to getting your units behind the enemy is that you can attack fleeing and retreating units. You can also use these units to grab undefended victory point hexes.

4) **The Counterattack:** It is usually best to adopt a defensive posture for the initial sequence of attacks. Whenever possible, maneuver to good defensive terrain near the enemy, dig in, and wait. If he is nice enough to attack you, let him. The longer you wait, the more benefits your men can receive from resting. Once you are attacked, move your weakened units out of the main line and have them rest near their *Corps HQ*. Then have all of your fresh units converge on his weak ones.



5) **Hit and Run:** Mounted Cavalry and Specialists can sometimes attack without fear of counterattack. This is because they are able to move, attack, and then move to safety. Be sure to stay out of range of enemy Artillery units though.

6) **Artillery pursuit:** It is always wise to take a battered unit out of the line, move it to safety, and let it rest for a few hours. Deny your opponent this luxury! When your opponent moves a weak unit to the rear, shell it with your artillery. It is also advisable to position cannons at as high an elevation as possible while still remaining in range of the enemy. Elevation boosts firepower for all units and reduces the amount of a unit's view that is blocked by obstructions.

7) **Travel on roads:** Excessive maneuvering can take a heavy toll on your troops. Always try to move in movement formation and stay on roads or at least on open grassland. Major roads are better for travel than minor roads as the cost in organization and health are lower.

8) **Rest:** Avoid the temptation to keep throwing units into combat as soon as their morale is high enough to attack. It is better to create a second line of defense that you can move weakened units to when they need to rest. Set up this second line near to a Corps HQ if possible. With a second line in place, if your main line gets broken, the remaining units can fall back on the second line.

9) **Rivers, bridges & fords:** It can be nearly impossible to fight your way across certain bridges and fords in some of the scenarios. Make an effort to see if there are any unmarked (hidden) fords across the river that you can use. Try to cross up or downstream from the disputed bridge and then return along the other side of the river to clear off the defenders. Sometimes it is good to place an expendable unit so that it blocks a bridge and delays the enemy from crossing. You can also use an *Engineer* unit to build a pontoon bridge, but remember that they will be removed from the game once the bridge is complete.





10) **Upgrade:** In Campaign play, be cautious when upgrading weapons. Some weapons, especially *artillery* pieces, may have a fairly cheap weapon cost but use expensive ammunition. You do not want to get into a position where you cannot afford to resupply units during combat.

11) **Surround the enemy:** Prevent the arrival of supplies to an enemy unit by positioning three of your units next to an enemy unit. This will prevent them from being resupplied and will eventually put an end to their attacks as they run out of ammunition. When an enemy unit is completely surrounded, they will be forced to surrender rather than flee.

12) **Attack enemy leaders:** When a leader is wounded or killed, all of the men under his command will suffer a loss of morale. This is an easy way to weaken a large part of your enemy at once.

13) **Trap the enemy:** Troops cannot get into attack formation when on a river. A nasty strategy is to try to trap them in movement formation by having one of your units *Dig In* on one side of the river while another chases them towards the river from the other side.

14) **Get the victory flags:** The main advantage of the cavalry is their speed. Use them to run around the battlefield and capture as many victory flags as possible.

15) **Supply wisely:** Don't oversupply a unit that is in danger of being routed. They will just drop the supplies you sent them when they flee. Healthy troops are expensive to supply since they have more effective soldiers, while weak units are comparatively cheap to supply. For this reason, it is not always a good idea to oversupply a healthy unit. On the other hand, it is advisable to oversupply a weak unit if they are going to be able to rest for several turns in a safe place.

16) **Know when to take a break:** When things are going badly, disengage from combat and let your men rest for a few turns. By keeping combat to a minimum, even for a short while, your troops will recover some of their morale. The enemy will actually lose morale when you do this since morale that is gained as a result of combat victories is only temporary and will return to zero in the same way that morale losses are eventually regained.



MULTIPLAYER GAMES



MODEM & HOTSEAT GAMES

Two players can play head to head at the same computer terminal, or at two separate terminals linked by modem or null modem cable. A null modem is a special cable that can connect two computers that are within 30 feet of each other, and can be purchased from most computer retailers.

Hotseat Game

A game in which two players compete by taking their turns at a single computer is called a "hotseat" game. To play a hotseat game, load the game as usual, select the *Multiplayer* option from the startup screen, and click on *Hotseat* in the panel that appears.

Modem Link Game

To play a two player game with a modem connection, both players will be required to have a *CIVIL WAR GENERALS 2* game CD, and to have the game installed and running on their computers. Both players should select *Multiplayer* from the startup screen, and click on *Modem* in the *Select a Session* window that appears. This will access the *modem connection* screen.

Both players should set *Speed* and *Com port* settings appropriate to their computer hardware, and both should make sure that *Phone Connection* is selected in the *Connection Type* box. To make a modem connection, you must first decide which player will initiate the telephone call and which player will receive the call.

The receiving player should first select *Host* in the modem connection screen. Once this selection is made, the other player will have about three minutes in which to make the telephone connection.

To do so, the calling player should enter the telephone number of the receiving modem, and then select *Join*.





Once the connection is made, the player who has initiated the modem connection must set up the game (choose a battle or campaign, set the difficulty level, adjust game settings, etc.). During a modem game, only the player whose turn it is may take action. While it is not your turn, you should not attempt to take any action. You will be able to watch your opponent's moves as they occur, and you will see engagements as they are fought. At times you will be called upon to take action during your opponent's turn (to order an artillery duel, for example). When this occurs, you will be prompted to enter the appropriate information. During modem play, the game may only be saved by the host player (the one that initiated the connection), during his or her turn.

On the game screen, a telegraph symbol will appear whenever the game is transferring data between the linked computers. Neither player should take any action while this symbol is displayed.

Null Modem Cable Game

To set up a null modem connection, you will follow the procedure described above, except that you will select *Null Modem* in the *Connection Type* box, and you will not enter a phone number. For null modem connections, most players will get the best results by selecting the highest baud rate in the *Speed* box. If problems arise on this setting, try playing at a lower speed.

A Technical Note

Before beginning a modem game, Windows 95 users should make sure that *Error Control* is set to *off*, and *Use Flow Control* is set to *Hardware*.

These settings can be found by opening your Control Panel, and selecting *Modems*, then *Properties*, then *Connection*, then *Advanced*.



INTERNET & IPX GAMES

SIGS (Sierra's Internet Gaming System) Games:

You can play *CIVIL WAR GENERALS 2* over the Internet's World Wide Web using the Sierra Internet Gaming System (SIGS) with players from all over the world. All players need to have a working Internet PPP connection that supports WinSock32. If you're not sure whether you meet these requirements, contact your Internet Service Provider for details.

The SIGS drivers should have been installed when you installed the game. If this wasn't done at that time, you will have to re-install the product. SIGS should work with any Internet Service Provider with true 32-bit access. Because of this requirement, SIGS will not work with: America On-Line, Prodigy, WOW, and some others. SIGS itself is free. Your cost for Internet connect time to SIGS depends on your Internet provider.

How to use Sierra's Internet Gaming System:

1. Connect to your internet service provider.
2. To begin a SIGS session, Select *Multi-Player* then the SIGS option from the *Select a Session* window.
3. Your system will link to the SIGS servers. If you are a *new member*, you will be asked to enter your name, a password, and other information the first time you visit and download the SIGS software. Either write down your user name and password somewhere, or tell SIGS to remember them for you by checking the *Save password* option.
4. After you sign into SIGS, you'll see the *Gaming Rooms* screen. Here you can join a room for the type of game you want to play, or Create a Room if you want to start something on your own. Use the SIGS *Chat* window to find out about games that are starting. Choose the Campaign room if you want to play a full game of *CIVIL WAR GENERALS 2*. Choose the Battle Room if you want to play Battles only.
5. When you see a game you want to join, simply click on it and then click *Join Game*. That game's *Host* will decide if you can join or not (don't be hurt if you're not let in-some





folks just want to keep their games private). You can also choose to *Create Game*, and invite others to join.

6. As soon as the game has enough players, the *Host* clicks *Go* to get things rolling.

7. The rest of your game should proceed normally.

8. When you exit a game, you will be returned to SIGS. You may join new rooms or games from here.

SIGS Help:

For further information, see the 'Online Help' option in the SIGS screens. Other answers to frequently asked questions may be found through the Internet at:
http://sigs.sierra.com/sigs_faq.html.
 Also feel free to visit the SIGS main Web page for information on other SIGS products at:
<http://www.sierra.com/sigs>
 Or view Sierra's Web page at:
<http://www.sierra.com>.

IPX Games

Select Multi-Player from the Startup screen. Choose IPX from the *Select a Session* window. You will then have the option to Host or Join a game. If the computer does not detect another game running on the network, the Join option will not be available. To Host a game, you will simply select what kind of game you want to play and wait for other players to join.

Chat Mode

During modem, null modem, IPX, or SIGS games, players may send messages to each other using the chat mode option. You may only send a message during your own turn. To do so, select *Chat Mode* from the *Game Controls* menu (or hit the <F12> key on your keyboard). In the panel that appears, type your message in the *Local Machine* box, and then click on *Send Text*. When the player receives a message, an identical panel will appear on his or her screen with the message printed in the *Remote Machine* box.



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CIVIL WAR GENERALS 2

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TECHNICAL TIPS

Tech Tip for Win95 only:

If you maximize the window during game play, the Win95 taskbar may cover the buttons on the bottom of your screen. These buttons are vital to game play, and the tool bar can be easily disabled, and will return for all your other applications. To disable the tool bar, right click and hold on it. Scroll down to the Properties selection and disable the Always on top box by left clicking on it.

Tech Tips for Both Win95 & Windows 3.1:

Why doesn't my sound work?

Sound hardware, usually a card of some kind, is required to play sound in the game. If you hear sounds in other places in Windows, but not in the game, it is possible that there is a conflict of resources, where some other program that is running is controlling the card. Make sure the game and the Program Manager are the only two programs running (hold down the <Ctrl> and the <Esc> keys to get a list of currently running programs). Make sure your sound drivers are properly installed. If you have an older configuration, contact the manufacturer of your card for the latest sound drivers.

General problems

Make sure the game and the Program Manager are the only two things running (hold down the <Ctrl> and the <Esc> keys to get a list of currently running programs) as things like screen savers and runtime virus checkers can sometimes cause problems with other programs running at the same time.

Memory Requirements: This game is designed to run on a machine that has at least 16 megabytes of system RAM installed. If you experience errors that say "Out of memory" or "General Protection Fault", check to see if



you have any other programs running by looking at the system task list. You can get to this list by holding down the <Ctrl> and <Esc> keys at the same time. If you see anything other than "Program Manager" and the game, choose that item in the list with the up and down arrow keys and hit the *end task* button with your mouse.

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