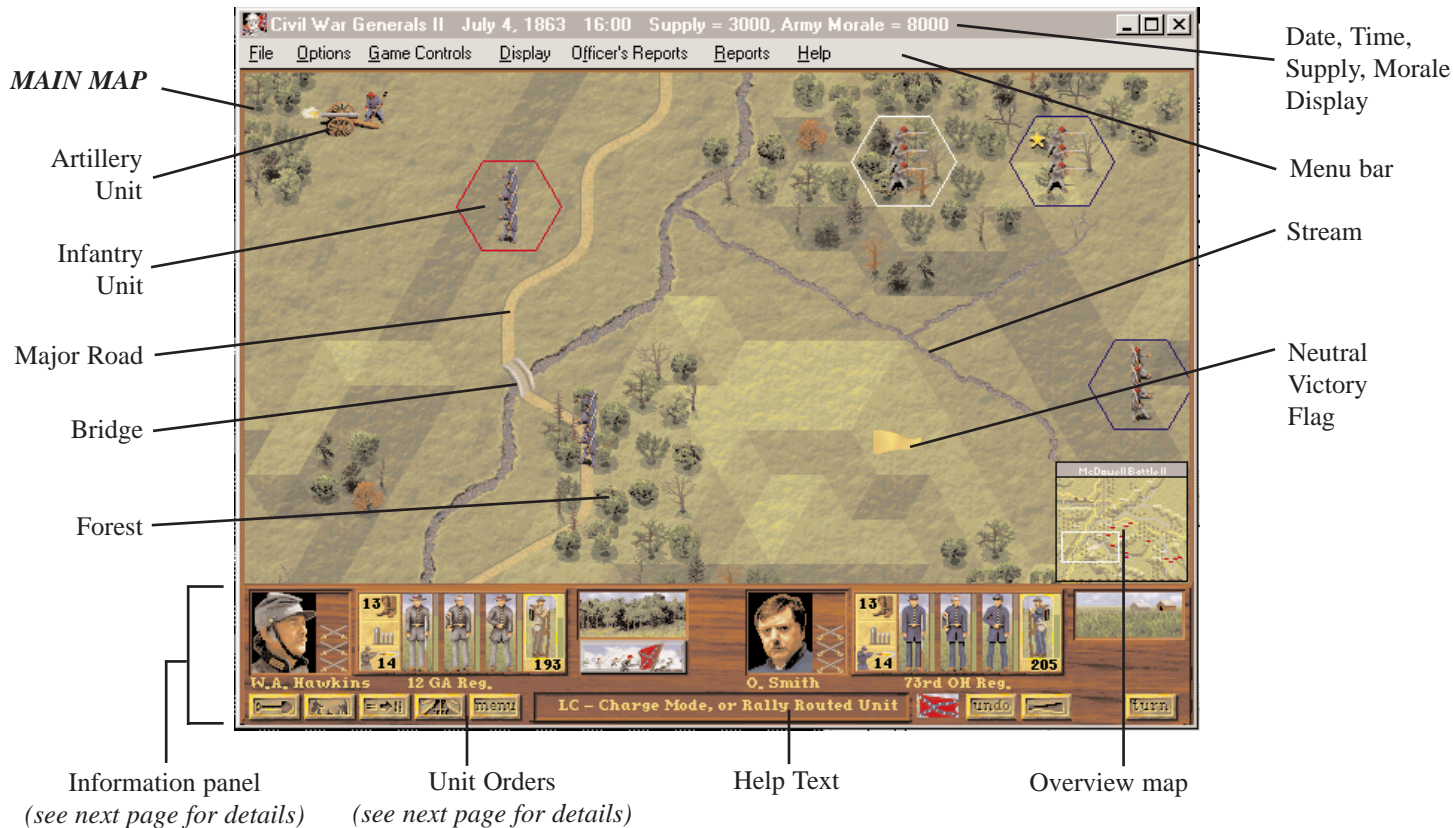


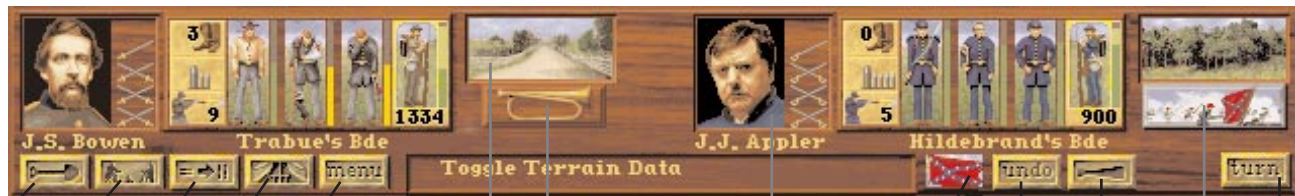
# CIVIL WAR GENERALS 2: GRANT, LEE, SHERMAN QUICK REFERENCE



# INFORMATION PANEL

CONFEDERATE SIDE

UNION SIDE



- Dig in
- Rest & Resupply
- Change formation
- Go to command tent
- Display menu bar
- Terrain Display
- Rally Button
- Leader
- Turn indicator
- Zoom Toggle
- Charge Button
- End Turn

## UNIT INFORMATION DISPLAY

The unit information display shows a unit icon with the following statistics:

- Movement points (MP): 13
- Supply (SP): 5
- Firepower rating (FP): 5
- % of original men dead: 755
- % of original men alive but not fighting: (indicated by a red bar)
- % of original men alive and fighting: (indicated by a blue bar)
- # of men that will fight: (indicated by a yellow bar)

Below the unit icon are three morale indicators:

- Organization: high (4 icons) to low (4 icons)
- Health: high (4 icons) to low (4 icons)
- Morale: high (4 icons) to low (4 icons)

# UNIT TYPES

Infantry  
Marching



Infantry  
Combat



Cavalry  
Mounted



Cavalry  
Dismounted



Corps HQ  
Moving



Corps HQ  
Established



Engineer  
Moving



Engineer  
Working



Artillery  
Limbered



Artillery  
Unlimbered



Horse Artillery  
Limbered



Horse Artillery  
Unlimbered



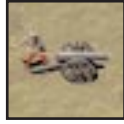
Mortar  
Limbered



Mortar  
Unlimbered



Heavy Artillery



Specialist



Scout



Gunboat



Mortar Gunboat



Frigate



# TOOLBAR

Hill		Plateau
Forest		Swamp
Minor Road		Major Road
Town		Sunken Road
Railroad		Unfinished Railroad
Stream		River
Coastline		Water
Stone Wall		Abatis
Fort		Ruined Fort
Pontoon Bridge		Rocky Knoll
Terrain Modifiers		Label
Victory Points		Supply Source
Units		View Current Turn

# KEYBOARD COMMANDS

**M** = Toggle Menu Bar

**Ctrl-N** = Start new game

**Ctrl-S** = Save game

**Ctrl-A** = Save As

**Ctrl-L** = Load saved game

**Ctrl-O** = Options

**Ctrl-X** = Exit

**Ctrl-T** = End turn

**U** = Undo Move or Formation Change

**D** = Dig In

**R** = Rest and Resupply Current Unit

**F** = Change Formation

**+** (**plus sign**) = Select Next Unit

**-** (**minus sign**) = Select Previous Unit

**C** = Center on Current Unit

**S** = Skip Unit

**A** = Reassign Division Commander

(Next Turn)

**T** = Talk (Multiplayer Chat Mode)

**G** = Grid

**O** = Overview Map

**Z** = Zoom In/Out

**I** = Times Defended Markers

**M** = Movement/LOF Range Grayout

**H** = Terrain Help (right click)

**L** = Show LOS From Any Location  
(right click)

**P** = Show LOS Path (Current Unit to  
Target)

**Ctrl-F2** = Show Victory Point Locations

**Ctrl-F3** = Show Ready Units

**Ctrl-F4** = Show Fleeing Units

**Ctrl-F5** = Show Low Supplied Units

**Ctrl-F6** = Show Corps/Division  
Commanders

**Ctrl-F7** = Show Reinforcement Areas

**Ctrl-C** = Command Tent

**Ctrl-P** = Casualty Report

**Ctrl-R** = Reinforcement Report

**Ctrl-B** = Objectives Report

**Ctrl-W** = Weapons Purchase Screen

**Ctrl-H** = Hospital Report

**F1** = Help Contents

**Shift-F1** = Search Help Contents

# FOR ADVANCED PLAYERS

## THE WEAPON PURCHASE SCREEN

Purchase weapon      Full Supply cost



Army Supply

Weapon purchase price



Corps Commander

Division Commander

Unit Leader  
(unit to purchase  
weapon)

## DETAILED UNIT INFORMATION



Weapon power

Hand-to-hand  
rating

# of Men: original → still living