

ROBERT E. LEE:

CIVIL WAR

★ GENERAL ★™

Game Manual



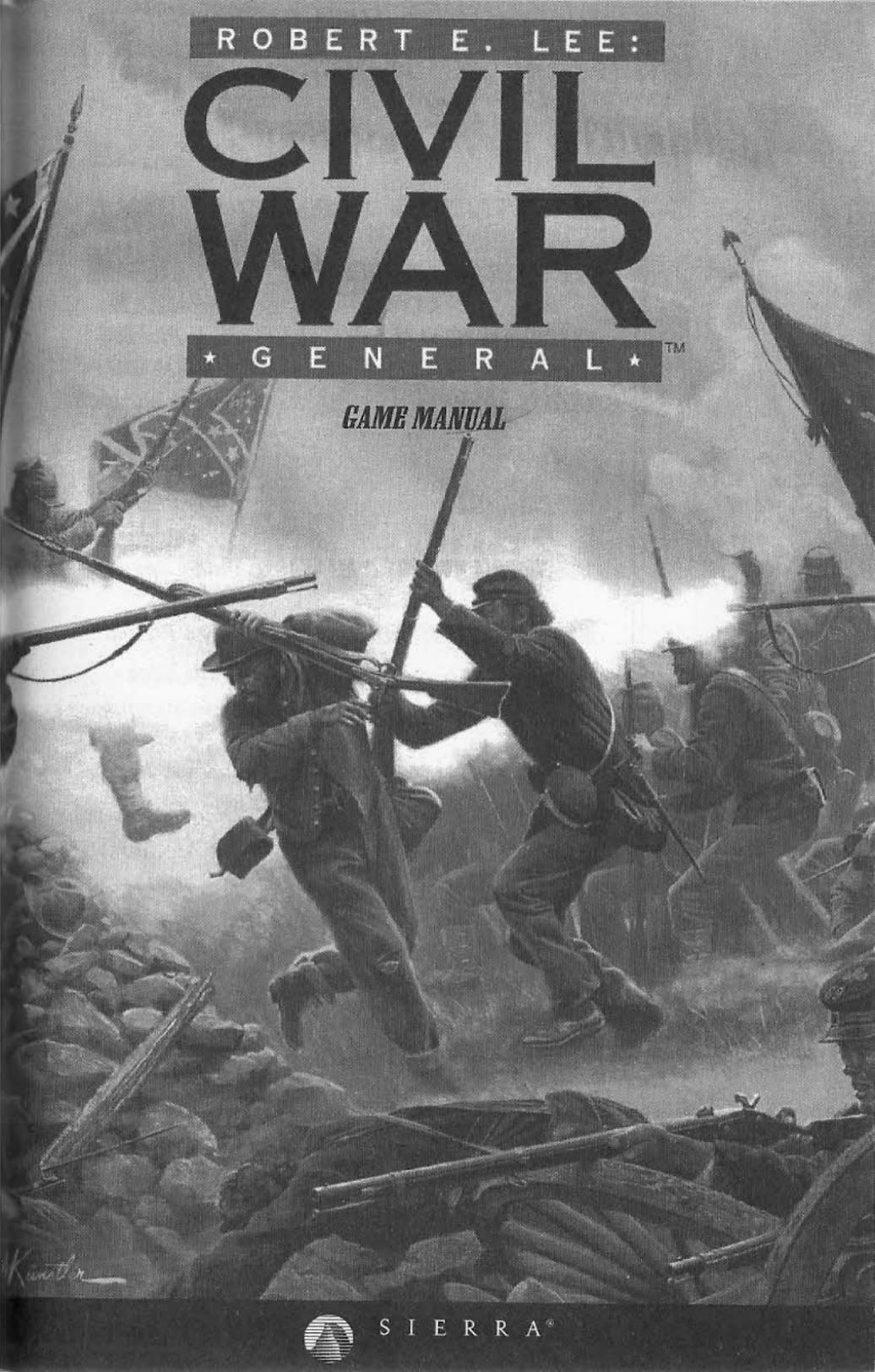
SIERRA®

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★ GENERAL ★™

GAME MANUAL



SIERRA®



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ROBERT E. LEE: CIVIL WAR GENERAL

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*Special thanks to Robin Muir, Jay Wertz, Glen Lee,
Matt Murdzak, and all the Living Historians and
their dedication to preserving our heritage.*

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PART 1: INTRODUCTION

A WAR FOR HONOR

In 1860, the American South was reborn. Decades of political struggle against the will of the influential North had proven fruitless, and in the end the South had but one recourse to save its cherished way of life: it would secede from the Union and create a new nation, The Confederate States of America.

The South had embarked upon a new era, and was now free to build a great nation from the ground up. But one great obstacle stood in its way — The Union Army.

Now, a year later, the regional conflict has erupted into a full-scale war. The Union has pledged to crush the Rebellion and force the Confederate states back under the political blanket of the United States. The Confederacy lacks a large organized army, a military-industrial base, and the recognition of the world community. Its weaknesses are grave, but the South possesses two great strengths: its states contain some of the hardiest fighting men on the continent; and its ranks include one of the greatest battlefield commanders of the modern world — General Robert E. Lee.

You are Robert E. Lee. You command the great Army of Northern Virginia in its quest to defeat the Union forces and secure the survival of the Confederacy. The South's dream of independence is in your hands.

Can you lead the Confederacy to victory?



ROBERT E. LEE: CIVIL WAR GENERAL



GAME OVERVIEW

In ***ROBERT E. LEE: CIVIL WAR GENERAL***, you take the role of General Lee himself in a contest of military tactics and strategy. You will command the Army of Northern Virginia against the Union Army of the Potomac through a series of historic battles. Your army is divided into *units* of four types: infantry, cavalry, artillery, and specialists (sharpshooters and scouts). You will issue orders on a unit-by-unit basis. To gain battlefield victories, you must consider the unique strengths and weaknesses of each unit, leader, and Corps Commander; you must exploit the battlefield terrain; and you must maintain the health and morale of your troops.

Tactical considerations in this game closely mirror the historical conditions of Civil War combat. Success will come only if you follow the military doctrine of the late 19th century, paying special attention to the crucial factors of *morale* and *maneuver*. Precision





troop movement will win battles, but unnecessary maneuver will tire your troops and dampen their morale — and their ability and willingness to fight!

You may choose to play a single day of battle, a complete multi-day battle, or an entire campaign. At the end of each battle, the side that has absorbed fewer casualties, taken and held more key positions, and has better maintained its morale will be the winner. To win a full campaign game, you must command your army through a progression of battles that will culminate in a Rebel attack on Washington D.C.

OBJECTIVES

ROBERT E. LEE: CIVIL WAR GENERAL is a Civil War combat simulation in which you will face many of the same conditions that confronted General Lee himself -- including the ambiguous nature of battlefield victory. The Confederate army's top priority was not to capture and occupy Northern cities, ports, or installations. Rather, it was to damage the enemy's morale, and to turn public opinion against the war itself. The outgunned and outmanned Confederacy knew that in order to win, it must convince the North that a war was not worth fighting.

In this game, winning a battle is not as simple as capturing a specific position or inflicting a predetermined number of casualties.

Rather, your objectives are many: to capture and hold strong positions; to kill enemy leaders; to cause enemy units to surrender or retreat; and to keep your men alive, healthy, and full of fighting spirit. If you can seize control of a battle, repeatedly drive enemy



units from their positions, and consistently minimize combat's impact on your men, you will be victorious.

To win a battle you must plan carefully, seize strong positions, and inflict as much damage on the enemy as your men can endure. Do this consistently through each battle in a full Campaign game, and the war will be won!

GAME OPTIONS & MULTIPLAYER FEATURES

This game is highly customizable, allowing for various styles of play. You may command a single battle as North or South, or you may command a full campaign as the South. Northern command is not available for a campaign game.

The quickest game option is to play a single-day battle or a single day of a multiday battle. For a slightly longer game, you may play a complete multi-day battle, such as the pivotal three-day Battle of Gettysburg. You may also play any two sequential days of Gettysburg.

To take on the most challenging and complex game experience, play a full campaign, taking the role of Robert E. Lee in command of the Southern army. The campaign is a progression of eight battles, culminating in a Rebel invasion of Washington D.C.

You may also go head-to-head with another player either in a "hotseat" game at a single computer, or via modem or serial link cable. For more information about modem play, see page 123 of this manual.





INSTALLATION AND LOADING

The **ROBERT E. LEE** installation program will give you three options: a small installation, which occupies about 1 megabyte of hard drive space, a medium installation, which occupies about 11 megabytes, and a maximum installation, which copies all the game files to your hard drive and occupies about 180 megabytes of space.

The small and medium installations will require the game to read files from the disc 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 insert the game disc in your CD-ROM drive. A maximum install will allow the game to run more quickly on most systems.

Windows 95 Installation

1. Insert the **ROBERT E. LEE: CIVIL WAR GENERAL** CD into your CD-ROM drive. If the *Autoplay* option on your computer is activated, a panel will appear on your Windows Desktop, asking you if you would like to install the game. Select the option to install the game, and follow the onscreen instructions.

If the Autoplay feature on your computer is not activated, begin the installation by selecting the CD drive from the *My Computer* window on your desktop, and then select the *Setup* icon from the window that appears. To play the game once it has been installed, simply insert the game CD, access the directory on your hard drive where you have installed the game, and double-click on the *Game.exe* icon in the window that appears.



Windows 3.1 Installation

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1. Insert the **ROBERT E. LEE: CIVIL WAR GENERAL** CD into your CD-ROM drive.
2. Start Windows if it is not already running.
3. From the menu bar at the top of the screen, click on File, and select Run.
4. On the command line that appears, type the letter of your CD-ROM drive, followed by \SETUP. For example, if the letter of your CD-ROM drive is D, you would type D:\SETUP and then press the Enter key.
5. Follow the onscreen instructions. The Sierra installation program will test your system to make sure you have everything you need to run the game, then create a directory called SIERRA\Civilwar, install the necessary files, and create a program group and game icon.
6. After the game is installed, you will have a chance to read the “Readme” file, which provides information on changes and additions made to the game after this manual went to press.
7. To play **ROBERT E. LEE**, double-click on the *Game.exe* icon.



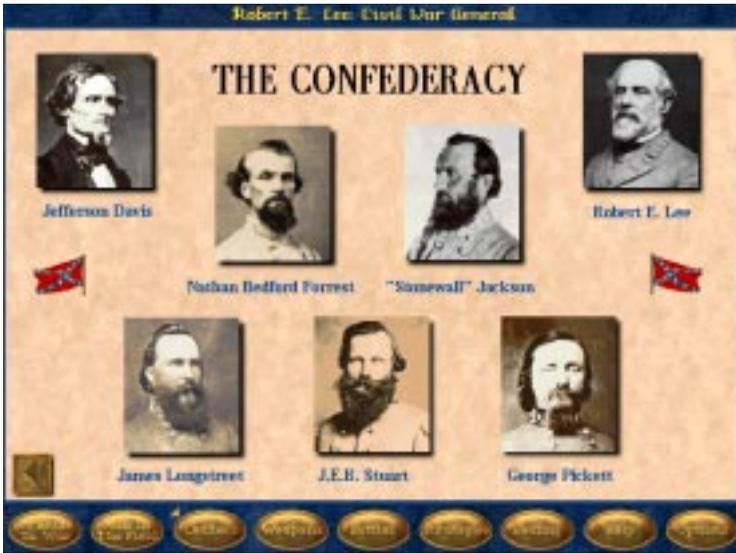


MULTIMEDIA HISTORY

In addition to the game, **ROBERT E. LEE: CIVIL WAR GENERAL** also comes with a complete multimedia history of the Civil War. To view it, follow the installation instructions in this manual and then double-click on the *History* icon in the game directory. The history supplement is a separate program from the game, so each must be run independently.

The history supplement has a simple, straightforward interface. Go to each main topic by selecting the brass buttons along the bottom of the screen; or click on any blue word in the text to move to a related topic. Click on the Ear button, where it appears, to listen to sound clips.

To control the sound in the history program, select the *Options* button, and click on the *Sound* button. Select the *Sound On/Off* button to control the automatic sounds, or adjust the volume by clicking and dragging



on the Confederate flag to raise and lower it. You may achieve better sound quality by setting the loudest volume level within the program, and adjusting your computer's volume outside of the program. Turning the sound off may allow the program to run more quickly.

WHERE DO I START?

To get the most enjoyment out of your new game as soon as possible, we recommend that you begin by viewing a brief video that has been included on the game disc. This video will provide an introduction to the game interface. To view the video, open the directory where you have installed the game, and double-click on the file called "HowTo.avi." After watching the video, we suggest that you follow the Tutorial, which begins on page 16 of this manual. You may then consult this manual for further information about the game, or you might choose to begin playing immediately. ***ROBERT E. LEE: CIVIL WAR GENERAL*** has a highly intuitive interface, designed to allow users to get into the game quickly and easily.

Some of the information in this manual concerns the internal workings of the game system, and is by no means essential to enjoying the game. While some players may find this interesting and useful, others may choose to ignore it.

In addition to this manual, we recommend that you check a file on the game CD called README.WRI. To open this file, double click on its icon in the game directory. This file explains aspects of the game that have been added or altered since this book went to press.





GAME TIME AND INTERFACE

A mouse is required to play this game. When this manual tells you to “click on” or “select” something, you should click on it with your **left** mouse button unless the instructions specify that you use the **right** one.

ROBERT E. LEE: CIVIL WAR GENERAL is a turn-based strategy game that takes place on a hexagon-based terrain map of the battlefield. All unit movement will happen within the individual hexagons, or “*hexes*” that make up a battlefield map. A unit may only occupy a single *hex* at a time. This manual refers to the *hex* that a unit occupies as that unit’s *position*. Each *hex* represents a distance of approximately 200 yards.

Each *game turn* represents a period of one half-hour of the battle (at night, turn time varies, see page 94 for more details.) A *game turn* consists of a Confederate player turn and a Union player turn (in that order). Each battle will last a pre-determined number of turns.

Using your mouse, you may easily maneuver your units around the battlefield. **Right**-click on a unit to select it, and **left**-click on a destination to move the selected unit

If the destination contains an enemy unit, your selected troops are ordered to attack. Other orders may be given by clicking on the buttons on the information panel at the bottom of the screen.

The information panel will display information about the currently selected unit or units. Confederate troop information appears on the left side of the bar, Union



Each unit will occupy a single hexagonal position or “hex.”



information appears on the right. You may select any unit — even an enemy — to get information about it, although you may not, of course, issue orders to enemy units.

As you move your mouse around the Battlefield screen, a text window on the information panel will display information about the button, unit, or map area that the mouse pointer is over.

The *Overview window* shows a bird’s eye view of the battlefield with your current main screen view highlighted with a white frame.

For a single-screen view of the entire battlefield, select *Command Map* from the Officer’s Reports menu.





TUTORIAL: PART I

Part one of this tutorial will take you, step by step, through a single turn of **ROBERT E. LEE: CIVIL WAR GENERAL**. It will introduce you to the game's various unit types and ratings, guide you through several different kinds of attacks, and teach you the basic elements of combat as you command the Confederate Army of Northern Virginia.

You should begin with the game loaded and running. When the title screens have passed, a setup screen will appear, giving you several options to choose from in order to begin a game. Select *Load Saved Game*. From the list that appears, select *tutor1.sav*.

The first thing you will see when you enter the game is the main battlefield screen. This is where most of the action in the game will take place. The main portion of the screen displays part of the Gettysburg battlefield. The screen is only large enough to show a small portion of the battlefield at any given time. To see the rest of the battlefield, you may *scroll* this main view in any direction. To do so, move your mouse pointer just over the very edge of the screen on any side. The main view will move in the direction you have indicated. You may scroll to the north, south, east, west, or diagonally in any direction.

At this point, take a minute to scroll around the battlefield. Do not click on anything yet. The *Overview window* in the bottom right corner of the screen gives you a bird's eye view of the entire battlefield, with a white box indicating your current main screen view.

Take a moment to survey the battlefield and its major features: roads, rivers, wooded areas, hills, the town of Gettysburg itself. The groups of soldiers you see on



the battlefield are *units* of various sizes, formations, and types. There are four types of unit in this game: infantry, cavalry, artillery, and specialists.

Beneath the main battlefield view is an information panel. This panel will allow you to access information about each unit on the battlefield, and to issue orders to your units. Along the bottom of the information bar, find the date and time indicator, which reads 8 a.m., June 1. The Confederate flag next to this display indicates that it is now your turn.

You now have 14 Confederate units spread over the battlefield and you will issue orders to each, one by one. During an actual game, most players will choose to select each unit by **right** clicking on it. This tutor-

Selected unit *Enemy unit* *Information panel*



Text window





ial, however, will instruct you to select each unit by issuing the *Get Next Unit* command. The *Get Next Unit* command simply selects the next unit in the game's internal list of units. We have written the tutorial this way to ensure that the unit you have selected is the same one that the tutorial refers to.

When the time comes to issue the *Get Next Unit* command, do so by clicking on *Game Controls* from the menu bar and selecting *Get Next Unit* (or by pressing the <+> key on your keyboard). This will select the next unit in the internal list.

When a unit uses all its movements points, the next unit will automatically be selected, so before you issue the *Get Next Unit* command, make sure the unit you want is not already selected.

At this point, each Confederate unit on the field is highlighted with a blue frame with the exception of one, which will have a white frame. Find this unit, either by scrolling around manually, or by pressing the <c> key on your keyboard. The unit with a white frame is the currently *selected* unit. The information displayed on the information panel will always pertain to the selected unit or units.

Morale

Organization

Health

Firepower

Bar rating indicators

Unit type (infantry)

Effective fighting men

MS A Brigade

At the moment, the information panel identifies the selected unit as the Mississippi A Brigade. Run your mouse pointer over the information display, and watch the text window at the bottom of the panel as you do. The text window will identify each feature as



your mouse pointer passes over it. Notice the pictures of the unit's morale, organization, and health. These show you, at a glance, the selected unit's condition.

While a unit is in good health, for example, the *health* picture will show a healthy soldier. If the unit's health is damaged somewhat, the health picture will change to show a soldier with minor wounds. If the unit is in extremely poor health, the indicator will show a soldier who is missing a leg, and appears to be in no condition to fight.



To the right of each picture, a colored bar will show each rating more specifically: the higher the bar, the higher the rating. As each bar rises and falls, its color will change to indicate its level (green = high, yellow = medium, red = low). A unit with a red rating bar deserves immediate attention!

To see all the pictures that will show a unit's morale, organization, and health, consult the *Quick Reference Card* included in the game package.

The "unit type" icon on the right indicates that the Mississippi A Brigade is an infantry unit. The number beneath it shows the number of effective fighting men that currently comprise the unit.

The number next to the firing soldier is the unit's *firepower*. Firepower measures the unit's overall combat effectiveness (see page 62 for more information).

Now, look again at the main battlefield view. Notice that soldiers of the selected infantry unit have their





rifles pointed and appear to be shooting. This is because they are in *combat* formation. An infantry unit may either be in *combat* formation or in *marching* formation, but it must be in combat formation in order to attack an enemy.



*Combat
formation*

Now look at the area around the selected unit. Notice that beyond a certain range, the battlefield terrain is overlaid by a dotted pattern. The clear terrain area indicates the range of movement that the unit is capable of during the current turn.

When you begin to play, clicking on a clear area of the battlefield will move the selected unit to the position indicated. A unit's movement range is based on its allocation of *movement points*.

Each unit will begin each turn with a certain number of movement points, based solely on its unit type (infantry have a certain number of movement points, cavalry have a certain number, etc). As a unit uses up its movement points during a turn, its movement radius will grow smaller and smaller.

A unit will use movement points not only when it moves, but when it takes any kind of action. Changing formation, attacking an enemy, and even resting uses movement points.

A unit's movement points can be understood as a measure of the action that a unit can carry out during a single five hour turn.



1. COMMAND YOUR FIRST ENGAGEMENT

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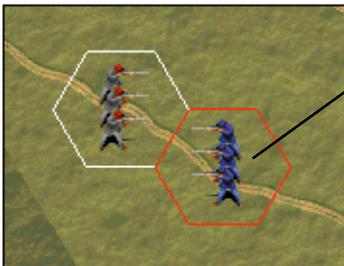
In *ROBERT E. LEE: CIVIL WAR GENERAL*, a battle is simply a series of unit-to-unit *engagements*, each fought for control over a single position. To start an engagement, you must order a unit to attack.

Before you order an attack, you may **right-click** on an enemy unit to find out more about it. When you **right-click** on an enemy unit, a red frame will appear around it and a second display will appear on the information panel. **Right-clicking** on a unit simply selects it and displays its information. You may **right-click** on as many units as you wish to without penalty. Now, **right-click** on the Union infantry unit adjacent to the Mississippi A Brigade and compare the picture and bar ratings of the opposing units.

You will now order your selected unit to attack. Remember, the unit framed in white is the selected *friendly* unit, and the unit framed in red is the selected *enemy* unit. To order your unit to attack, simply **left-click** on the enemy unit and watch the action. When you order the attack, your infantry unit will enter the enemy's position and attempt to drive the enemy away. Infantry and cavalry must always enter an enemy's position to attack. When the engagement ends, the unit that remains in the disputed position is

NOTE:

After an especially fierce engagement, dead soldiers may remain on the battlefield where the engagement took place.



Click on an enemy unit to order an attack.





TIP:

To hide or display the menu bar, press the <m> key on your keyboard.

the winner.

Each engagement will be shown through a series of video clips. These clips will allow you, the commander, to watch the action unfold on the battlefield. They will show the progress of each engagement, including volleys fired, leaders killed or wounded, and unit retreats.



In this engagement your unit was outnumbered and probably withdrew from the disputed position, back into its original position. After the engagement, a message panel will appear telling you about the results of the engagement. Click on the *OK* button to continue.

Both units will have lost some men, and both may have experienced changes in health, morale, organization, and firepower. Notice that your unit now has some movement points left.



2. ORDER ANOTHER INFANTRY ATTACK

You will now issue orders to the next unit in your command queue. To select it, issue the *Get Next Unit*, command in the manner discussed on page 18. (If your menu bar is not visible, click on the *menu* button at the bottom of your screen, or press the <m> key on your keyboard.)

The next unit is another infantry unit, the Virginia A Brigade. Again, **right-click** on the adjacent Union unit, the Pennsylvania B Brigade, to compare the opposing forces.

This time you may notice that your unit does not have its rifles pointed as your previous unit did. This unit is in *marching formation*. When an infantry unit is in marching formation, it can move with greater ease but is more vulnerable to attack.



Marching formation

In order to launch an attack, your unit must first get into combat formation. To order the unit to change formations, click on the *change formations* button on the information panel. Notice that by changing formation, the unit has expended some of its movement points. Your unit is now ready to attack.



Change formations button

Order the attack just as you ordered the last one, by clicking on your target. Once again your unit will enter the enemy's position, video clips will show the action, and the engagement will be resolved. Again, your attack has failed.





NOTE:

Once a unit has expended all its movement points, it will no longer have a frame around its position.

3. MANEUVER AND ATTACK

Now select your next unit, the Virginia B Brigade. This time, your unit is not next to an enemy. You will have to move it before you attack. Move the unit by **left-clicking** on a map hex adjacent to the nearest enemy unit, the Vermont A Brigade to the east. Again, your unit is in marching formation and will have to change formation before it attacks. This time, however, you will let the unit do so automatically.

Without ordering a formation change, order the attack. The unit will automatically get into combat formation and attack the enemy position. The engagement will be resolved as usual.

4. COORDINATE CAVALRY ATTACKS

Now, you will use two cavalry units to coordinate an attack on a single Union infantry unit. Cavalry units have 2 formations: *mounted* and *dismounted*. They may attack in either formation, but will be capable of much greater movement ranges while mounted.

Your next unit is the Confederate States of America A Cavalry. This unit is currently dismounted, and will function much like infantry. Order this cavalry unit to attack the adjacent infantry unit, the New England C Brigade, and watch the results.

Now select the next unit, the Virginia A Cavalry. You will order this unit to follow up the previous attack on the New England C Brigade with a mounted attack, and then to move north toward the road. With the Virginia A Cavalry selected, click on the New England unit to order the attack. This time, your mounted cavalry will move through the adjacent





Mounted cavalry

Dismounted cavalry

friendly dismounted cavalry unit to make the attack.

After the engagement, which probably failed, your mounted cavalry will still have movement points remaining. Use them to move the unit north towards the fighting to the west of the town.

In **ROBERT E. LEE: CIVIL WAR GENERAL**, your units may move, attack, and change formation in any sequence, as long as they have the required movement points and ratings for each action.





5. ORDER A CHARGE

A *charge* is a special type of attack that requires a high morale rating. During a charge, the attacking unit fires at normal combat range, and then continues to advance in an effort to overrun the enemy. Charges can result in devastating casualties, and when used wisely can be a powerful tactical weapon.

For a soldier in the field, a charge is a risky venture because it calls for close range, hand-to-hand combat. A unit will need high morale just to agree to attempt a charge. As the commanding general, you may have to convince the men that a charge is worth the risk. If a unit does not have high enough morale to execute a charge, you may boost its morale by spending *army morale* points.

Army morale points, displayed next to the word “morale” at the top of the screen, are a measure of the collective morale of your entire army. In simple terms, army morale will go up when you win engagements, and it will go down when you lose. Spending army morale points in order to enable a charge represents a special visit by you, the General, to inspire the men (although you won’t be visible on the map).



*Charge
button*

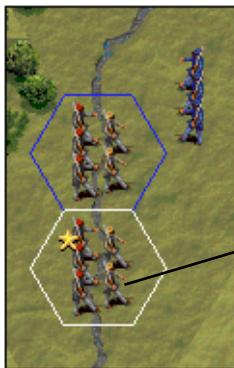
Your next unit is the Virginia C Brigade, an infantry unit. You will command this unit to charge the Pennsylvania C Brigade to the northeast. To do so, click on the *Charge* button on the control panel, so that it is activated. The Charge button is activated when it is in the depressed position. Then order the attack as usual. Because this unit’s morale is not high enough for a charge, you will be asked whether or not you would like to spend army morale points to empower it. Select “yes” to proceed.

The video clips will depict the engagement, which



will include more combat than a normal attack. When the engagement is over, check the updated ratings of both units. Your charge is likely to have damaged the enemy unit severely.

Now try another charge with your next unit, the Louisiana A Brigade. Notice that the Louisiana A Brigade has a star next to it on the battlefield. This indicates that the unit is commanded by a *Corps Commander*. Units without stars are commanded by *unit leaders*.



This unit is commanded by a Corps Commander.

Corps Commanders are your best officers on the battlefield. Their presence will improve a unit. A unit with a Corps Commander is likely to have higher ratings than one with a unit leader. Throughout the course of a battle, you may move your Corps Commanders from unit to unit to boost individual unit ratings and performance.

Because the Louisiana A Brigade has a Corps Commander, its morale will be high enough to charge without a army morale expenditure. Order the Louisianans to charge the Pennsylvania C Brigade, and watch the results.



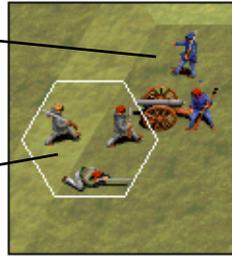


6. ORDER A SPECIALIST ATTACK

The next unit is a specialist unit, the South Carolina C Rifles. Specialist units are small units composed of snipers and scouts. Unlike infantry and cavalry, they will not enter the enemy's position in order to attack. Rather, a specialist unit's snipers will target an enemy unit from one *hex* away. Specialists will have access to the best long-range target rifles, and will be most likely to wound or kill enemy leaders.

Stacked enemies

Specialist unit



Order the South Carolina C Rifles to attack the enemy just to its northeast. Notice that this enemy-held position contains not one but two units, an infantry and an artillery. When two units occupy the same position, they are said to be *stacked*.

When you order this attack, a message panel will ask you to specify which stacked unit you would like to target. Select "*Just Artillery*" and click on *OK*. If you are lucky, the sniper attack will succeed in killing or wounding the enemy leader. After the attack, your specialist unit will still have some movement points left. Use them to move the specialists toward the woods to the southeast. Remember: to move a unit, just **left**-click on a destination.



7. *COMMAND A STACKED UNIT*

The next unit you will select is the South Carolina C Brigade, an infantry unit. Look carefully at the unit on the battlefield. You will notice that it shares its position with an artillery unit. These units are *stacked* in the same position. You may stack any artillery unit with any non-artillery unit. No two artillery units may be stacked together, and no two non-artillery units may be stacked together. No more than two units may ever share the same position.



*Stacked
infantry &
artillery
units*

Right-click twice on the stacked position and watch the information panel as you do so. Notice that when you **right**-click, the information panel shows the details of first one unit, then the other. Even though these units occupy the same position, they are still two separate units and need to be commanded separately. A position held by both infantry and artillery is a strong one.

You will now order the infantry unit to rest and resupply. Resting will raise a unit's organization, health, and morale. Resupplying ensures that the unit will have ammunition for combat.

Make sure that the infantry unit is selected. Now find the *Rest and Resupply* button at the bottom of the screen and select it to issue the order. Whenever you



*Rest &
Resupply
button*





order a unit to rest and resupply, you will be prompted to choose supply level for the unit. The cost of supplies is deducted from your *army supply*, displayed at the top of the screen.

Because this unit has not fought yet, it will still have a full supply of ammunition. There is therefore no need to supply it further. Select “Full Supply” (which will not cost you anything), and click on OK to continue. Resting a unit expends the unit’s full allocation of movement points. It will not be able to take any further action until the next turn.

Note: whenever any unit does not expend any movement points during a turn, it is automatically ordered to rest. In this case, you will be prompted at the end of the turn to select a supply level for all resting units.

8. COORDINATE A REAR ATTACK

An attack to the rear of an enemy line is a very effective tactic. The rear of any unit is defined as the side of its hex directly opposite a previous attack in the current turn. During a rear attack the defender is taken off guard, and must absorb casualties before attempting to fight off the assault.

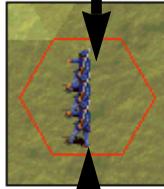
You will now command two North Carolina units to coordinate a rear attack on the New York C Brigade. The next unit is the North Carolina A Cavalry. Maneuver it into position *directly* south of the New Yorkers. (Take note of the New York unit’s numbers and ratings prior to the coordinated assault.) Now, order a mounted attack from this position. The engagement will be resolved as usual.

The next unit you will command is the North Carolina E Brigade. Order this unit to attack from the North.



When the engagement is over, review the New York unit's numbers. It has taken a beating, and is not likely to give your men any trouble for while.

Rear attack



First attack

9. PREPARE AN ARTILLERY ATTACK

The next unit you will command is an artillery unit, the 1st Corps C (stacked with your previously commanded South Carolina infantry). Artillery units have 2 possible formations: limbered and unlimbered. An artillery unit must be limbered in order to move, and must be unlimbered in order to attack.

This unit's cannon, you will notice, appears to be hitched to a wagon and unready to fire. This is because the unit is in *limbered* formation. Look at the unit's movement range. Notice that the limbered artillery can move further along the road and railroad track bed than it can across more rugged terrain.

This unit is capable of movement during the current turn, but is incapable of making an attack. In order to attack, it must first change formation. Use the *Change Formation* button to order the unit to unlimber. Notice that by changing formations, the unit has





expended movement points. Now, it does not have enough movement points to launch an attack. It must wait for the next turn to take further action.

10. ORDER AN ARTILLERY ATTACK

Now, select the next unit, the 1st Corps B, another artillery unit. Notice that there is no movement radius indicated around this artillery unit. This is because the unit is in unlimbered formation. It is ready to attack.

Any unit's ability to inflict casualties will depend heavily on its firepower rating. The firepower of any unit will vary according to its weapon type, the number of men it has, and several other factors. The firepower of an artillery unit will also depend on the distance between the attacker and its target.

Unlimbered artillery

Enemy in range



You may gauge an artillery unit's firepower at various distances by **right**-clicking on enemy units at various ranges. If no enemy is selected, or if the selected enemy is out of range, the displayed firepower of an artillery unit will be 0. Enemy units that are out of range will be darkened.

With the 1st Corps B selected, **right**-click on several enemy units and watch the firepower rating of your artillery unit. Notice that firepower is greater when a target is close by. The closer an artillery unit is to its target, the deadlier its attack will be.

Now, find the Vermont A Brigade, an enemy infantry unit to the southeast. Click on it to launch an artillery attack. Unlike infantry and cavalry, artillery units are capable of ranged attack -- they will not have to enter an enemy's position in order to bombard it. In addition, non-artillery units will not be able to return fire during a ranged artillery attack.

11. START AN ARTILLERY DUEL

The next unit is another artillery unit, the 1st Reserve A. It is unlimbered and prepared to launch an attack. Along a hillside to the east, find the enemy position that is occupied by two stacked Union units: the 1st Corps 1st Artillery, and the Pennsylvania D Brigade. **Right**-click twice on this position to access information about each stacked enemy unit.

Now **left**-click on the enemy position to launch an artillery attack. A message panel will appear, asking you if you would like to target both units, or just the artillery. Select both units to distribute the barrage evenly. In this attack, the enemy artillery will be able to return fire. Whenever an unlimbered artillery unit





is the target of an artillery attack, the defending player will have the option of returning fire. Such an engagement is called an artillery duel. An artillery duel is likely to cause casualties on both sides.

You have now issued orders to every one of your units on the field. End your turn and allow the Union command to issue its orders by clicking on the *Turn* button on the lower right side of the information bar.

During the Union turn, the computer player will automatically move the Union troops. A message panel will inform you when it is your turn again. At the start of each turn, you will be informed of any new reinforcements that have arrived on the field.

You are now familiar with a number of attack variations, and are prepared to begin your first battle. Part II of this tutorial relates only to Campaign games. It will bring you into a Campaign game in progress, just after the end of a battle. It will step you through the process of purchasing new weapons for your units.

We recommend that you play several individual battles to familiarize yourself with the game before taking on a full campaign game.



TUTORIAL: PART II

This section shows you what happens between battles during a campaign game. To begin, select *New* from the File menu, and if there is a game in progress, abort it. Select *Load Saved Game* from the options screen, and select “*tutor2.sav*” from the list that appears.

Imagine now that you are playing a campaign game, and your first battle has just ended. After a brief animation, the Casualty Report screen will appear. This lists the dead, wounded, and other vital factors of the previous battle. At the bottom of the screen, the battle’s outcome is displayed. When you have finished viewing this screen, click on the *done* button on the bottom right-hand side of the screen.

The next display is the Field Hospital Recovery Report. Your unit leaders and Corps Commanders may become wounded in battle. This report lists each leader that has been wounded in the previous battle, along with his updated status. Some leaders may be able to rejoin the troops, while others will become disabled veterans. Again, select the done button when you have finished viewing this screen.

After a short description of the preceding battle from a soldier’s perspective, you will now come to the Armory screen. This screen allows you to review your units, dismiss unit leaders, and select a unit to purchase a new weapon for.

The main portion of the screen will show six unit displays, just like the ones you saw on the information panel on the main battlefield screen. This display can only show six units at a time. To view other units, you may use the right and left arrow buttons at the bottom





of the screen. Try the arrow buttons now to browse your unit displays.

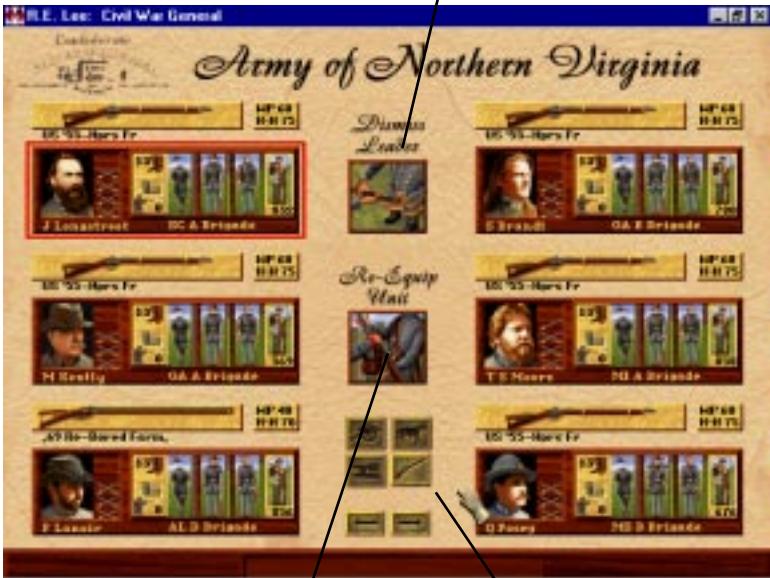
The four buttons in the lower middle part of the screen allow you to select a category of unit to display: artillery, cavalry, specialists, or infantry. If the infantry button is not highlighted, select it now to display your infantry units.

You may click on any unit display to select it. The selected unit display will be indicated by a white frame. Now, select an infantry unit of your choice.

You will now dismiss the selected unit's leader. You may dismiss any leader if you feel his performance has fallen short in any way, but you will have no way of knowing whether or not his replacement will be an improvement! To dismiss the leader of the selected

Armory screen

Dismiss unit leader



Purchase weapon for selected unit

Select unit type



unit, click on the *Dismiss Leader* button, and confirm your dismissal. (If the selected unit has a *Corps Commander*, you may not dismiss him. Choose another unit.) A new leader will appear in the unit's leader portrait window.

You will now outfit the selected infantry unit with a new model of shoulder arm. Between battles, you may purchase new weapons for any unit, using your *army supply* points.

Click on the *purchase weapon* button to enter the weapons purchase screen. Here, the main part of the screen displays each variety of weapon that is available for the selected unit. In this case, you will see various types of shoulder arms.

At the center of the information panel you will see the



Dismiss leader button

Weapons purchase screen

Available weapons



Unit type buttons





information display for the selected unit.

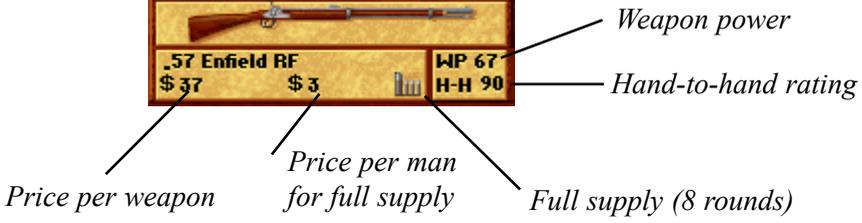
Once in the weapons purchase screen, you may select other units in two ways:

- 1) You may step through units one by one by clicking on the up and down arrows next to the leader portrait. When you use these arrows, only units of the selected unit type will appear. To change the selected unit type, use the unit type buttons to the left of the unit information display.
- 2) You may also select a unit by clicking on the *Army Roster* button to return to the previous screen. Select another unit and proceed as before.



Army Roster button

Now, you will upgrade the selected unit's weapon. Look at the weapons displayed in the main window. The one highlighted with a white frame is the currently selected weapon. Click on a new weapon to select it. The weapon highlighted with a red frame is the one currently used by the selected unit.



Each weapon box contains the name of the weapon, its price per individual weapon, its full supply cost, and its 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* (large bullets = 5 rounds, small bullets = 1 round).



On the right side of the information panel, find the *Purchase Selected Weapon* button, and notice the number beneath it. This is the cost of equipping the selected unit with the selected weapon. Army supply points will provide the currency with which you will purchase weapons. Click on a few weapon boxes and compare their army supply costs.

Purchase selected weapon



Your army supply

Full supply cost for selected weapon, selected unit

Whenever you purchase new weapons, the selected unit's previous weapons are sold back to the armory. When 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 reduce your army supply. When the selected weapon is cheaper than the unit's current weapon, this number will be green, indicating that its purchase will add to your army supply.

The number beneath the wagon indicates your current army supply. The number beneath the soldier's ammunition pack indicates the cost of fully supplying the selected unit with ammunition for the selected weapon. Each weapon has its own *full supply* of ammunition, consisting of a certain number of *rounds*. A *round* is the amount needed for the unit to fire once in battle.

Keeping in mind the amount of your current army



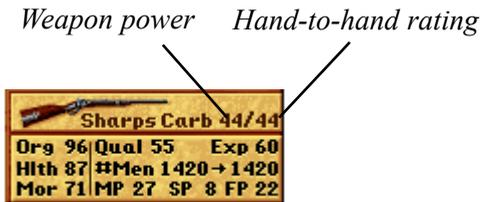


supply, choose a new improved weapon for the selected unit, and purchase it. The new weapon should have at least one rating that is higher than the rating of the unit's current weapon. To make the purchase, select the weapon and click on the *Purchase Selected Weapon* button. You may purchase new weapons for as many units as you like. To switch unit types, use the four buttons to the left of the leader portrait. Different weapons will be available to each type.

Your weapon purchases will not take effect until you click on the *done* button. When you have 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 you with adequate information for any game situation. Some players, however, may wish to view unit information in further detail.



Detailed unit information display

For these players, ***ROBERT E. LEE: CIVIL WAR GENERAL*** 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.



The detailed display shows the selected unit's specific ratings: *organization, health, morale, quality, experience, number of men (original and current), movement points, supply, and firepower*, as well as the unit's *weapon* and its ratings. For more information about these ratings, see *The Information Panel*, beginning on page 55.

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 its *power rating* (which will influence the unit's firepower).



*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*. For more information about these ratings, see *Leaders and Corps Commanders*, page 70.



Leader information display





PART 2: REFERENCE SECTION

BATTLES

You will have similar objectives in each battle you fight in **ROBERT E. LEE: CIVIL WAR GENERAL**: inflict many casualties, kill or wound enemy leaders, force enemy units to surrender, and drive the enemy from the field.

On the other hand, every battle will offer a unique tactical challenge -- terrain will vary, the condition of your troops will fluctuate, and the number and makeup of your army will be different for each battle.

You may choose to play any one of the following battles, or take them on in succession in a full Campaign game.

NOTE:

The game designers have taken a historical liberty in including First Manassas -- Lee wasn't actually there. This battle has been included because of its importance to the Civil War.

First Battle of Manassas (Bull Run), July 21, 1861

In the early summer of 1861, Confederate troops began amassing near Manassas Junction, an important rail hub less than 80 miles from Washington. In July, the Union Army advanced on Manassas in an attempt to seize the rail junction from the Confederates and extend Federal occupation into Northern Virginia. Here, the first major battle of the Civil War was fought by men with high spirits but very little experience.

Both sides must avoid overmaneuvering their amateur armies. While the North has better weaponry here, the South has higher quality men. A solid strategy for both armies, in this and other battles, will be to control key points of the battlefield, isolate pockets of enemy troops, and then overwhelm these pockets. At Manassas, these key points will be the bridges and river fords.





Second Battle of Manassas, August 29, 1861

A year after the war's first major battle, history repeated itself at Manassas Junction. After successfully defeating a Union advance on Richmond, Lee took his army northward to bolster the Confederacy's dangerously thin defense in Northern Virginia. A nervous President Lincoln ordered the Union forces to find the Confederate army and defeat it.

The battle begins as Confederate General Stonewall Jackson moves to meet the oncoming Yankees. Although outnumbered, Jackson's men are better rested and in position to establish a strong defensive line along the unfinished railroad and wait for reinforcements to arrive. The Union must exploit its early numerical advantage and strike a crushing blow to Jackson's men prior to the arrival of the South's reinforcements. As always, both sides must drive the





enemy from their positions to be victorious.

Antietam, September 17, 1862

With his army's morale running high after a series of victories, General Lee decided that the time was right to invade the North. A victory on Union soil would harm the North's morale and would give the Confederacy something it lacked: international legitimacy.

Both armies are now equipped with weapons far deadlier than those of previous battles. Both forces are spread thin, and the battle will go to whomever can overpower isolated groups of enemy troops. The Rebels are outnumbered almost two to one, and must control the bridges and fords, keeping the Union troops scattered while they wait for late afternoon reinforcements. The Union must cross the river and use their superior numbers and massive artillery to launch a unified attack on the Rebel Army. Both sides should be on the lookout for hidden river fords.

Fredericksburg, December 13, 1862

While much of the North celebrated the Union's victory at Antietam, Lincoln privately realized what the Southern command had known all along – that McClellan had squandered his advantage and botched the attack. In October, Lincoln relieved McClellan and replaced him with General Ambrose Burnside. Burnside immediately proceeded with his plan to march straight to Richmond and end the rebellion once and for all. At the town of Fredericksburg, Lee determined to stop him.

Lee's army has taken a strong position along a stone wall on a ridge west of town. The Union will be ill-



advised to attempt a frontal assault, and a flanking maneuver could bring Confederate defenders charging off the hill en masse. If the Union does try a frontal assault, the Confederates should dig in, rest, and plan a strong counterattack. This might ultimately allow the Rebels to drive the enemy from the field, seize vast stores of supplies, and claim a major victory. Neither side will receive significant reinforcements.

Chancellorsville, May 2 and 3, 1863

Still dissatisfied with the ineffective Northern command, Lincoln again replaced the commander of the Army of the Potomac – this time with General “Fighting Joe” Hooker. Hooker resolved to avenge past losses by taking the town of Fredericksburg. To do so, he left a detachment across the Rappahannock from the town, and took his main force west to attack from behind. In May, Lee’s scouts reported a large body of Federals near a clearing called Chancellorsville.

Once again, the Confederate Army is vastly outnumbered and in need of Lee’s unique tactical wizardry. Lee’s force is divided in two in the wooded terrain around Chancellorsville, and surrounds Hooker’s army. General Stonewall Jackson is poised to launch a surprise attack from the west. The Confederacy must take advantage of Jackson’s surprise assault, as well as the high morale of its soldiers. The Union must hold off Jackson long enough to organize an offensive and exploit its numerical advantage.





Gettysburg, July 1-3, 1863

In 1863, the North's grip was tightening on the South. Out west, General Ulysses Grant had laid siege to Vicksburg, the last Confederate post on the Mississippi. The Union naval blockade was beginning to make life difficult on civilians as well as soldiers. The outlook for the South was bleak, but Lee had one final hope: he would invade Pennsylvania. At a town called Gettysburg, three hot days in July would make or break the Southern dream.

The crucial first day will determine which army holds the best terrain on the battlefield. Each side must do all it can to seize Cemetery Ridge — the extended crest that runs southward from the town of Gettysburg. The South must take early advantage of its superior numbers, and drive for the ridge. The Union should make every effort to delay the Confederate advance, and take the ridge for itself in order to establish a defensive line there.

By Day 2, additional troops have arrived to reinforce both armies. The Union will need to pull its battered forces from the front line and replace them with the fresh troops. The North should keep a close eye on the Confederates, watching for an afternoon flanking assault.

On Day 3, morning breaks upon the largest concentration of soldiers and the deadliest array of weaponry in the entire war. For the Confederacy, a frontal assault is ill-advised. If Lee has not claimed victory by now, the South should lick its wounds and prepare for a counterattack by the Union. Even a large-scale flanking maneuver would be risky for the South. The Union holds a strong position, and a conservative strategy will be wise.



***The Wilderness*, May 4-5, 1864**

Having proven his tactical skill in the western theater, Union General Ulysses Grant was placed in command of the entire Union war effort in 1864. Grant, the North hoped, would succeed where so many had failed. In May, he set out to capture Richmond and end the war. The Confederate Army was ragged and worn thin from four years of fighting, but Lee was not licked yet. The two military giants, Grant and Lee, would meet in the thick forested brush in an area known as the Wilderness.

This battle is a brutal slugging match in unforgiving Virginia terrain. The Confederacy must make full use of the forests and hills to stall the Union advance and counter the North's advantage of superior numbers.

Washington D.C.

In this fictional battle, the Union Army has a strong line of defense, studded with massive forts and mighty concentrations of immobile artillery.

The best Confederate line of advance will be down the western side of the battlefield, where the forts have been destroyed and the Union artillery is much weaker. The Union defense is formidable, but its artillery cannot move. The South should concentrate its force against one or two forts at a time, while remaining as much as possible out of firing range of the Union artillery.

The South's goal should be to capture a fort and split the Union line. The Union Army should prevent this at all costs. It will have to respond to the Confederacy's maneuvers, reinforcing any embattled portions of its line. The North should do all it can to prevent the Rebels from capturing its forts.





UNITS



INFANTRY



The basic foot soldier is the main combatant of the Civil War army. Infantry units have two formations: *combat* and *marching*. In marching formation, a unit will have a greater range of movement, i.e. it will use fewer movement points whenever it moves. It will also maintain better health and organization while moving. On the other hand, infantry in marching formation have poor defensive capabilities, and are dangerously vulnerable to attack.

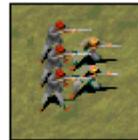
Small

Medium

Large



Marching formation



Combat formation

In order to fight or *dig in* (see page 74 for more about digging in), infantry must be in combat formation. If you order a unit to attack while it is in marching formation, it will automatically switch to combat formation first. You should avoid excessive movement of infantry in combat formation, as it is damaging to health and organization (and therefore morale). Changing formations will cost movement points. When to change a unit's formation will be a crucial tactical decision in the game.



The infantry units on the battlefield map will change in appearance to reflect the size and formation of the unit.

An infantry unit can see a range of four hexes in any direction from its position. An infantry unit's fire-power will be influenced by the type of shoulder arm its men carry. In addition to normal combat, infantry units can also *charge*. A charge can be devastating to the enemy, but your troops will only agree to charge if they have high morale, a sufficient combat advantage, and a strong leader (see page 90). You may pay a special "visit" to a unit to convince it to charge, but this will cost you army morale points.

CAVALRY



The skill and bravado of the South's mounted troops provided a tremendous strategic advantage throughout the war. A skilled commander will make wise use of their particular abilities.

Small

Medium

Large



Mounted



Dismounted

Cavalry units will generally have fewer men than infantry, but they will have a greater range of movement. A cavalry unit can see a range of 6 hexes





around its position. Like infantry, the cavalry units on the battlefield will change in appearance to reflect their number and formation.

Cavalry units have two formations: *mounted* and *dismounted*. Unlike infantry and artillery, cavalry may attack in either of its two formations.

While mounted, cavalry will have a greater range of movement, but in combat men on horseback can be easy targets. Mounted attacks can be very effective, but are not always safe. Mounted attacks are generally only a good idea when the cavalry unit greatly outnumbered an isolated enemy, or when it has enough movement points to attack and then move far enough away to avoid a counterattack.

Unlike the movie portrayals, cavalry units in the Civil War often functioned as infantry with transport, fighting on foot rather than on horseback.

While dismounted, cavalry functions much the same as infantry. Cavalry must be dismounted to dig in.

Due to their freedom of movement and wide spotting range, cavalry are well suited for advance scouting missions and diversionary tactics. Like infantry, each cavalry unit will carry a specific shoulder arm. Cavalry will often have access to better weapons than infantry.

Cavalry units may *charge* in either formation as long as morale, combat advantage, and leadership are sufficient, but mounted charges are much stronger than dismounted ones. Historically, dismounted charges were seldom employed, but are included in the game for entertainment purposes.



ARTILLERY

51



Artillery is the only unit type capable of long-range attacks. Its deft use could very well win battles for you. Artillery units have two formations: *limbered* and *unlimbered*. Artillery must be limbered to move, and must be unlimbered to fire and to dig in. Artillery units on the battlefield will change in appearance to reflect their size and formation.

Small

Medium

Large



Limbered



Unlimbered

Any artillery unit will be able to see a range of 4 hexes around its position, but the attack range of an artillery unit will vary based on its cannon type. There are nine types of cannon in the game, each with its own range and destructive power. Cannon crews will automatically use various types of ammunition, depending upon the distance of the target and the type of cannon they have. Cannon types will vary in power and effectiveness at different ranges.

The following types of ammunition appear in the game:

Grape Shot: a close-range, anti-personnel ammunition. Grape shot is a metal container filled with small metal balls, designed to work like a giant





shotgun shell, exploding at the mouth of a gun.

Canister: a medium-range ammunition that resembles grape shot but contains larger balls of metal.

Case Shot: a shell filled with gun powder and shrapnel, designed to explode and scatter in mid-air.

Solid Shot: a solid metal projectile, accurate at longer ranges than other ammunition, but minimal in its destructive power.

A crew with a 6-pound Howitzer, for example, will use ammunition in the following manner:

If the target is in the same position as the cannon (as will only happen in a defensive situation), the crew will use *grape shot*.

If the target is 1-2 hexes away, the crew will use *canister*.

If the target is 3-4 hexes away, the crew will use *case shot*.

If the target is 5-6 hexes away, the crew will use *solid shot*.

Your artillery crews will automatically decide which ammunition to use, based on the type of cannon they have. You should consider the range and power of each cannon type at various ranges when you purchase your cannons, but once the action begins, all you have to do is choose a target and fire.

The closer any cannon is to its target, the more damage it is likely to do. While an artillery unit is selected, you may **right-click** on various enemy units in order to see the artillery unit's firepower at various distances.



On average, a single gun requires a crew of nine men. Thus, each artillery unit will have one cannon for every nine effective soldiers on its firing line. If an engagement kills or wounds any portion of a nine-member crew, its gun ceases to operate. The number and type of cannon an artillery unit has is an essential component of its firepower.

An artillery unit will need a direct line of fire to its target in order to launch an attack. It may not, for example, fire over a ridge if the ridge blocks its line of fire. The game's difficulty level will affect this determination (see *Play Level*, page 96).

One effective use of artillery in the game is to place it in the same position as an infantry unit. Such a position is difficult to attack and capture.

Remember: it costs movement points to change the formation of an artillery unit. An artillery attack will require a full turn's movement points. Artillery crews tend to be fiercely dedicated to their guns, and as such they are less likely to retreat or flee in combat. However, artillery units are vulnerable to attacks by enemy infantry and cavalry. They are also very costly to replace, so protect them well!





SPECIALISTS



Specialist units are made up of sharpshooters (“soldiers who can shoot straight”) and scouts.

These soldiers have been recognized for their exceptional skills and grouped together in special units. Specialist units have only a single formation. Most will have a relatively small number of men.

Specialists are equipped with sophisticated spotting and communication equipment. They will be able to see a range of 5 hexes around their position.

Sharpshooters use long-range target rifles. Thus, like artillery, specialists will not enter the enemy position while attacking. Rather, they “snipe” from close by (one *hex* away). If the target unit retreats, the attacking specialist unit will not advance into the abandoned position unless ordered to.

An enemy unit will not be able to return fire during a specialist attack. Specialists will always be more likely than other unit types to wound or kill an enemy leader.

Specialist units on the battlefield map will not change in appearance to reflect size differences, as they will remain relatively small.

Specialists, single size and formation



THE INFORMATION PANEL

The information panel at the bottom of the main map screen displays data about the selected units and leaders. Confederate information will be on the left half of the panel, Union information will be on the right. A tool bar of brass buttons will appear on the bottom of the information panel, on the side corresponding to the current player turn.

On the left side of each unit display is a portrait of the unit's commanding officer. The crossed swords next to each portrait represent a general rating, from one to ten swords, of the leader's overall quality. To view the leader's ratings in greater detail, click directly on the leader portrait. Each leader will have four ratings: Influence, Organization, Loyalty, and Health.

Information about the unit's soldiers is displayed in the unit window. By default, this window is set to the *graphic information display*. The graphic information

TIP:

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

Graphic information display



display uses pictures to portray the selected unit's morale, health, and organization. Each picture will change according to the fluctuation of each rating. A unit with very good morale, for example, will show a





Leader portrait Tool bar Charge button



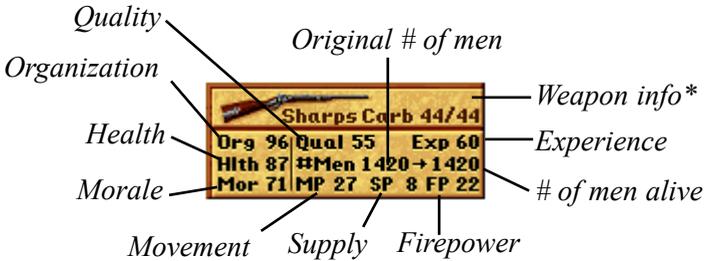
Morale pictures

soldier with hands on hips, looking eager to fight. A soldier with medium-low morale will show a soldier with his hand to his brow, looking somewhat dejected. A unit with very low morale will show a soldier running away. All pictures for morale, organization and health are shown on the Quick Reference Card included in the game package.

The graphic information display also shows the unit's *movement points, supply, firepower, unit type, and number of effective soldiers.*

For more detailed information, click directly on the graphic display, or left-click on a selected unit to switch to the unit's detailed information display. The window will now show several unit ratings. The following section discusses each rating in detail.

Detailed information display



**weapon power/hand-to hand rating*





Graphic information display

NUMBER OF MEN

Each unit has three separate numbers regarding its size. The number that appears beneath the unit type icon in the graphic information display is the number of *effective fighting men* in the unit. For combat purposes, this number is most important — these are the soldiers on the firing line.

In the detailed unit information display on the previous page, you will see two numbers, separated by a right-pointing arrow. The first number is the number of soldiers that the unit had originally, when the current battle began. The second number is the total number of soldiers that are still alive in the unit. A wide gap means that many in the unit have died, which will likely reduce morale among those still living.

The second number, however, may not match the number of *effective fighting men*. Many of these living soldiers may be sick or wounded, and thus unable to fight. Others will be hiding, or will be too afraid to fight. When health is high, most or all of the living soldiers will be effective and on the firing line; when health is low, you will see a large gap between a unit's total soldiers, and its effective soldiers.



Effective fighting men





MOVEMENT POINTS



Each unit begins each turn with a certain number of movement points, based on its unit type. Units will expend movement points whenever they move, attack, rest, dig in, or change formation. You may think of movement points as a measure of what a unit can accomplish during a single turn's period of time.

Movement into some terrain types (such as forest) will "cost" more movement points than others (such as grass). Road, grass, forest, and town movement costs will vary from unit to unit. You will be able to see a selected unit's movement range over varying terrain as long as the *Show Movement Range* option under the *Display* menu is activated. When this item is active, any area beyond the selected unit's movement range for the current turn will be shaded.

The use of movement points will also be influenced by unit formations: infantry will move faster while in marching formation than while in combat formation, cavalry will move faster while mounted, and artillery can only move while limbered.

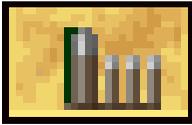
Roads provide the most efficient way to move troops. While a unit is in movement formation (marching, mounted, limbered), any road movement will exact a uniform "road" cost in movement points — regardless of the terrain the road is on. However, while infantry and cavalry are not in movement formation (combat, dismounted, respectively), road movement will exact movement points based on the *terrain* the road is on. Dismounted and combat formations are not designed to take advantage of road travel.



Movement points are also expended when a unit changes formation and when it attacks. In order to make an attack, a unit must have enough movement points to move into the enemy's position (if attacker is cavalry or infantry), to change formations (if necessary), *and* to begin the attack. Artillery units will always expend a full turn's worth of movement points when making an attack.

You can move, change formation, and attack in any sequence until a unit's movement points are depleted. But even if a unit has enough movement points, it might not follow orders if its morale and organization are too low.

UNIT SUPPLY



A unit's *Supply* is its cache of ammunition. This figure is represented graphically on the information panel: large bullets represent five *rounds* of ammo, small bullets represent one *round*. A round is defined as the amount of ammunition that a unit will fire during one volley. This is not necessarily a single shot per weapon. Rather, it will vary among units with different weapon types.

A Henry Repeater, for example, is capable of a relatively quick rate of fire. A unit equipped with Henrys will be able to get off more shots during a given period of time than a unit equipped with Enfield rifles. Thus, the Henry's *round* will cause more damage than the Enfield's *round*.

On the other hand, it will be more expensive to resupply a Henry-equipped unit than to resupply an Enfield-equipped unit. The soldiers with the Henrys will inflict more damage, but they will also use up





more ammunition per *round*.

In addition to unit supply, each player will also have a *Army Supply* level which may be used in several ways (see page 61).

A unit expends one round of ammunition every time it attacks or defends normally, and two rounds every time it charges or defends against a charge. A unit may expend several rounds of ammunition in a single turn, depending on how many times it is attacked. If a unit's supply is 0 it will not be able to fire at all — it may not attack, and it will be very vulnerable if attacked.

Whenever a unit *retreats* from an engagement, it will leave behind 2 rounds of ammunition, which will be given to the winning player in the form of Army Supply points. Whenever a unit is *routed*, *all* of its ammunition will be converted into Army Supply points and given to the victor (see page 92 for more information about *routs*). Whenever a unit *surrenders*, all of its ammunition *and* the entire cost of its weapons will be converted to Army Supply points and given to the victor.

Because your troops will have to bring captured weapons back to the Confederate headquarters, weapon values will not be added to your army supply until the end of the battle in a campaign game. Ammunition values, on the other hand, will be added immediately.

If a unit has fewer than 2 rounds of ammunition when it retreats or is routed, the corresponding number of *Army Supply* points will be transferred from the loser to the winner.

If a unit is running low on supplies, you may order it to “Rest and Resupply.” This will cost the unit an



entire turn's worth of movement points, so it will not be able to carry out any other orders during that turn. Resting will boost the unit's health, organization, and morale; and resupplying will ensure that the unit has ammunition. You may also resupply a unit when you order it to dig in.

At the end of each turn, all units that have not moved at all will automatically *rest and resupply*. You will be prompted to choose a resupply level for all these units at the end of each turn.

ARMY SUPPLY

Army supply points may be understood as the "currency" you will use to buy all war materials. You will be given an allowance of army supply at the beginning of each battle (after each battle in a Campaign game). You will also earn army supply points during battle by winning engagements, (see above). You may "spend" them in two ways:

Resupplying Units: Each time you order a unit to *Rest and Resupply* or *Dig In*, you will be asked to specify the amount of ammunition you wish to send to that unit, and the army supply cost of each option. Choose the supply amount you would like to send, and then click on "OK." The appropriate cost will be deducted from your army supply. If a unit is already fully supplied, you may choose to "oversupply" the unit, which will give it a temporary morale boost and allow it to fight for a longer period before being resupplied.

Upgrading Weapons: During a Full Campaign game, you may use army supply points between battles to purchase new and better weapons for your

TIP:

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





cavalry, infantry, and specialist units, and cannons for your artillery units. Each type of weapon will have distinct capabilities in different combat situations.

FIREPOWER



A unit's *Firepower* rating represents its overall combat effectiveness. Comparing firepower is the simplest way to gauge the relative combat strength of any units, friend or foe. This figure takes into account many factors that affect the fighting ability of a unit, including the condition of its men, the influence of its leader, and the terrain it occupies. Health, morale, organization, number of men, leader influence, weapon type, and the unit's position all influence the unit's firepower.

A unit's firepower is not a fixed number — it changes often and will differ in different situations. An artillery unit's firepower will vary according to the distance between it and its target. A mounted cavalry unit's firepower may change when it dismounts. The higher a unit's firepower is, the more casualties it will be able to inflict on its enemy. The effect of an attacker's firepower will depend largely on the defender's number of men and cover.



UNIT MORALE



Each unit will have a morale rating, ranging from 0 to 99. This is the single most important factor in combat. The spirit of your troops is crucial to their ability to fight. On your graphic unit information display, morale is depicted by the left-most figure. When you see this figure clutching his brow, or running away, the unit's morale is dangerously low.

Morale will have a significant bearing on a unit's firepower. While morale is high, your soldiers will be at their best and will be more likely to risk their lives (charges, for example, require very high morale). While morale is low, a unit will be more likely to retreat, surrender, or even refuse your orders.

Before a unit moves, attacks, charges, or defends, a morale check will determine whether or not the unit is able to perform the desired action. (Morale requirements vary between beginner, intermediate, and advanced settings). If this check fails, the unit will refuse to obey orders. If attacked, it may retreat, flee, or surrender, depending on how low its morale is.

Many factors combine to determine a unit's morale:

- * experience (*more experience, higher morale*).
- * leader influence (*more influence, higher morale*).
- * quality (*higher quality, higher morale*).
- * health (*better health, higher morale*).
- * organization (*better organization, higher morale*).
- * weapon used (*better weapon, higher morale*).
- * terrain (*high elevation, good cover, good morale*).
- * numbers killed (*large losses, bad morale*).

TIP:

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





If an attacking unit wins an engagement, its morale will rise. If it kills an enemy leader, or if an enemy surrenders or is routed, its morale will get a special boost. If a defending unit loses an engagement or loses its own leader in combat, its morale will fall. Moving at night can be especially damaging to troop morale. Soldiers like to rest, regroup, and swap war stories in the evening, and they like to sleep at night.

ARMY MORALE

In addition to each unit's individual morale, each army will have an overall morale rating expressed in *army morale* points. Battlefield victories, enemy units dislodged or routed, enemy leaders killed — all the things that boost a unit's morale will also add points to the player's army morale. Likewise, all the things that lower a unit's morale will also lower the player's army morale, including battlefield losses, units dislodged or routed, and friendly leaders killed or wounded. At the end of a battle, the army morale that each side has gained will be a key factor in determining the battle's winner.

During the course of a battle, Army Morale can benefit you in two ways:

Charge: The charge is a special attack that requires higher morale than a normal attack.



If you order a unit to charge with insufficient morale, you may be able to “spend” Army Morale points to make up the difference. In this case, the use of Army Morale points represents a special visit by you, the General, which can be very inspira-



tional. To order a charge, simply click on the Charge button, and command an attack as usual.

Rally: Sometimes a unit's morale will fall so low that it will be routed -- its soldiers will flee in panic. Routed units will not follow your orders. You may select a unit and use Army morale points to "rally" it in an attempt to stop its rout. Again, this represents a special visit by you to inspire the men to stop running and fight. You will be given the option to rally a routed unit automatically as soon as you try to give it orders. In some cases, a routed unit will be so panicked that it refuses to rally. In these cases, there is nothing you can do -- if the unit does not recover on its own, it will be lost.

UNIT ORGANIZATION



Each unit will have an organization rating, between 0 and 99. This rating is displayed on the detailed information display and on the graphic information display. Organization is a measure of the efficiency of the unit's command structure and it affects the unit's ability to carry out your orders effectively. Organization will drop as a result of combat, and certain types of movement.

The lower a unit's organization is, the less effective it will be. This rating will determine the percentage of a unit's effective fighting men who actually take part in a battle. If a unit's organization is 75, for example, then 75 percent of the unit's effective men will actually fire in an engagement. A unit's organization will influence both its firepower and its morale.

Unit organization is completely independent of leader organization, which is discussed on page 73.

TIP:

Moving a unit in rugged terrain, or while in fighting formation can damage its organization rating.





TIP:

The higher a unit's organization is, the higher its morale and fire-power will be. A well-organized unit is a deadly unit!

Unit organization will drop under adverse conditions. Following an attack, organization will drop based on the vulnerability of the unit and the ferocity of the attack. Dug in units are less vulnerable than non-dug-in units. Rear attacks and charges will cause more organization damage than normal, frontal attacks.

Under Intermediate and Advanced gameplay, troop movement will often have a negative impact on a unit's organization. To minimize the organizational impact of a march, make sure infantry and cavalry are in marching formation.

Also, stick to roads or grassy travel routes, minimize travel through forests and rocky areas, and avoid moving troops at night! Formation changes can also reduce organization, so keep them to a minimum.

A unit with an especially low organization rating may fall out of your command. In this event, you will no longer be able to control the unit's movement. You will, however, be asked whether or not you would like to order a voluntary retreat (see page 92).

A voluntary retreat prevents the unit from being completely immobilized, although you will still not be able to specify its destination. The organization rating at which this will occur will vary according to the difficulty level you have set, and will be modified by the ratings of your unit leaders.

Units will regain organization when they rest and, to a lesser extent, when they dig into a position. When a unit rests, its officers round up stragglers, thus increasing numbers and organization. Routed units will gradually build up their organization levels on their own as they move; or you may give them a significant organization boost if you rally them (see page 92).



UNIT HEALTH



Civil War soldiers routinely endured horrible living conditions, which had a tremendous impact on the overall health and effectiveness of an army. Your challenge will be to keep your units as healthy as possible under less than ideal circumstances. A unit's health rating is displayed in the detailed information display, and the graphic information display.

Like organization, a unit's health is a major contributor to its morale and firepower. Also like organization, health is impacted each time a unit attacks and defends. On Intermediate and Advanced gameplay, troop movements can also damage health. Moving at night or over rough terrain will damage health more than movement during the day or over roads and grass. Even changing formations has some impact on a unit's overall health. Be careful not to wear out your troops — they're tough, but they're human.

A unit will emerge from an attack with a certain number of dead and wounded, and with a reduction in health depending on the relative firepower, cover, and effective numbers of the attacker and defender.

The best way to improve a unit's health is to allow it to rest. Digging in will also restore health, although to a lesser extent than rest. Each turn a unit spends resting will improve its health.

The health rating of a unit will have a direct influence on its effective fighting number. While health is high the difference between the actual number of men and the effective number in a unit will be small. While health is low, the difference will be high, as many of the unit's soldiers will be too sick or injured to fight.





UNIT QUALITY

A unit's quality rating, shown in the detailed information display only, is based on the inherent soldiering ability of its men. The quality of an individual soldier is permanent and unchanging — but this is not to say that the *quality rating* of a unit is permanent and unchanging: a unit's quality rating will change when new soldiers are added to it. This means that quality will only change between battles during a campaign game. When good soldiers die, the quality of their replacements may diminish — especially for the South, which began the war with far fewer men of military age than the North.

A unit's quality influences its morale and firepower. In advanced gameplay, quality also modifies the effects of movement and combat on a unit's health and organization.

EXPERIENCE

As a unit gains battlefield experience, its performance will generally improve. Like quality, a unit's experience rating will only change between battles in a campaign game, based on its performance in the previous battle.

Experience is displayed on the detailed information display only. As a unit's experience increases, its morale will tend to be higher (its men have grown used to war's hardships), and its firepower will increase (its men have become tougher, smarter, and more accurate). In advanced gameplay, experience will also modify the effects of movement and combat on a unit's health and organization.

A unit's experience boost between battles will not

TIP:

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



necessarily correspond exactly to the number of engagements it fought. Soldiers will not necessarily learn and improve from every engagement.

WEAPON TYPE

Each unit will be armed with a specific weapon type (shoulder arms for infantry, cavalry, and specialists, and cannons for artillery). Each weapon has its own unique strengths and weaknesses in different battle conditions. Shoulder arms will have both a firing range *weapon power*, and a close range *hand-to-hand* capability (see page 100). During a Full Campaign game, you may use your army morale points to purchase improved weapons for your units between battles.





LEADERS & CORPS COMMANDERS



The chain of command in this game includes three levels of leadership. At the top is you, the General of the Army of Northern Virginia. The second level consists of your *Corps Commanders*, and the third level consists of your *Unit Leaders*.

Corps Commanders and Unit Leaders play an important role in the game. A unit's performance on the battlefield can depend largely on the quality of its commanding officer.

Unit Leaders are attached to their units. They will stay with their units until they die or are replaced or dismissed.

Corps Commanders may move from unit to unit as you order, assuming command of each unit as they do. Because they are the best field officers you have, Corps Commanders are likely to boost the morale and firepower of the units they accompany. Corps Commanders also have the ability to rally routed units more effectively.

Friendly units with Corps Commanders will be indicated with gold stars. You may want to minimize the action that a Corps Commander is directly involved in — his job is to inspire the troops and direct the orders you give.

Both unit leaders and Corps Commanders will improve with time and experience (as long as you keep them alive!). Between battles during a Full Campaign game, you may dismiss any unit leader (see page 72). You may not dismiss Corps Commanders, you may only reassign them.

You will not always know the whereabouts of your

TIP:

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



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enemy's Corps Commanders. The presence of an enemy Corps Commander will not be revealed until his current unit is engaged.

Corps Commanders and Unit Leaders have four ratings: influence, organization, loyalty, and health.

HOW TO REASSIGN A CORPS COMMANDER

Reassigning a Corps Commander means placing the commander with a new unit. A Corps Commander may be placed with any type of unit.

Because a Corps Commander's ratings will usually be higher than a unit leader's, the presence of a Corps Commander is likely to improve the unit's performance. A leader's *influence* rating, for example, affects the unit's *morale*, which in turn affects its *firepower*, which determines its combat ability.

You may not reassign a Corps Commander during a turn, you must do so at the beginning of a turn. To reassign a Corps Commander, make sure the *Reassign Corps Commanders Next Turn* menu option (under *Game Controls*) is activated. When you activate this option during a turn, a message panel will automatically appear at the start of the next turn and prompt you to reassign your Corps Commanders.

This message box will contain the name of a single Corps Commander. To reassign him, simply click on a unit on the battlefield. The unit must be within a certain range of the Corps Commander's current location. Use the *Next* and *Previous* buttons to step through your list of Corps Commanders.



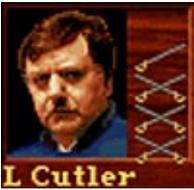


HOW TO DISMISS A UNIT LEADER



You may only dismiss a unit leader between battles of a campaign game. When the Armory screen appears, select the unit whose leader you would like to dismiss, and click on the *Dismiss leader* button. When you dismiss a leader, he will be replaced automatically according to the unit's chain of command. When the new leader appears, you will notice that his information display contains no ratings. Because the new leader is untested, his abilities will not be known to you until he commands his unit in battle. As Abe Lincoln learned, the true mettle of a field commander can only be determined by his performance in action.

You may replace the leaders of as many units as you like, but you may only dismiss one leader per unit, per battle.



RATINGS

To the right of each leader portrait, you will see a rating of 1 to 10 crossed swords. This rating represents an overall assessment of the leader's quality.

Infl	78
Org	67
Loyl	89
Hlth	99

To view a leader's qualities in greater detail, click directly on his portrait. The explosion symbols at the bottom of the box show the number of engagements the leader has commanded during the current battle. The following ratings, all on a scale of 0 to 99, will also appear:

Large explosions represent five engagements, small ones represent one.

Influence: Some leaders naturally exert a greater degree of influence over their men. This rating measures the degree to which a leader's men listen and respond to him. Leader influence can raise or lower a unit's firepower and morale, which are crucial to the unit's performance on the battlefield.



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Organization: The organization rating of a leader affects the unit's ability to move, attack, and defend. During intermediate and advanced gameplay, leader organization can raise or lower the negative effect of movement and combat on the health and organization of the unit. If unit organization falls too low (along with morale and loyalty) a unit may refuse to move, attack, or defend.

Loyalty: The loyalty a leader inspires in his men can make the difference between a strong unit and a weak one. A leader with a high loyalty rating will be better able to sustain the morale of his men; troops are less likely to retreat or surrender while loyalty is high; and high loyalty ratings can be a big help in ordering or defending against a charge.

Health: Each unit leader will have his own health rating, independent of his unit's health. Each time a unit fights, there is a chance that its leader will be killed or wounded. A wound may be light (health is greater than 60), serious (health is between 40 and 60), or critical (health is between 1 and 40). When you order the unit to move, you will be given the opportunity to replace the leader. If you do so, a new leader will be chosen automatically. If you do not, then the unit will be immobile for the remainder of the battle, but the leader will be able to command the unit in the next battle of a campaign game, as long as he survives. When a leader is critically wounded or killed, he will be replaced automatically.

During a Full Campaign game, you will be able to track the progress of wounded leaders between battles. A wounded leader may recover and resume his command in the next battle, he might never fully recover and be forced into retirement as a disabled veteran, or he may die from his wounds.

TIP:

As soon as a leader's health drops below 60, his unit cannot move or attack — it may only defend.





SPECIAL ORDERS



Dig in button

NOTE:

Historically, troops became more skilled at field fortification as the war wore on. The campaign game simulates this: Prepared Cover will increase with each battle.

DIGGING IN

Field fortifications played an important role during the Civil War. If a unit held a particularly strong or strategically important position, it would often dig trenches and pits, and build impromptu fortifications of earth and trees.

You may strengthen a unit's defensive capacity by selecting the *Dig in* button while the unit is selected. Digging in will require a unit's entire turn as the troops work to fully exploit the position's natural defenses.

In order to dig in, infantry must be in combat formation, cavalry must be dismounted, and artillery must be unlimbered. A unit may not dig in while on a river, stream, ford, or bridge.

A unit that is dug in, or entrenched, will have a heightened defensive capability. It will take advantage of the "prepared cover" value of its position, rather than the position's lower "natural cover." While a unit is entrenched, a shovel symbol will appear next to it on the battlefield.

The act of digging in will give a unit a small increase in health and organization. As long as a unit is entrenched and not doing anything else, it is considered at rest. You will have the option to resupply any unit while it is entrenched. Once entrenched, a unit will remain so until it either moves, attacks, or changes formation.

Note: A unit is either entrenched or it is not entrenched. There are no degrees, or levels to digging in, and a unit that is entrenched already does not



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benefit from digging in again.

To order a unit to dig in, select it, and click on the “dig in” button on the information panel, or select *Dig in* from the Game Controls menu.

REST & RESUPPLY

Constant movement and combat will tire your troops and exhaust their stock of ammunition. Resting and Resupplying your units will help to keep your fighting force healthy and effective. You may issue this command to an individual unit during a turn, *or* to all units that have not moved, at the end of a turn.

To order an individual unit to Rest and Resupply, select the unit and click on the Rest and Resupply button on the information panel (or select *Rest Unit* from the Game Controls menu). This action will require a unit’s full movement point allocation, so it will not be capable of any other action until the next turn. A unit cannot move, then rest in the same turn.

When you issue this order, a panel will appear, giving you a list of supply levels to choose from. (If the unit is already at its *oversupply* level, no panel will appear.) The number next to each level is the corresponding cost in Army Supply points. Remember: a unit’s supply refers to its stock of ammunition. If a unit runs out of ammunition it is incapable of fighting, so pay close attention to your supply levels.

At the end of every turn, each unit that has not used any of its movement points will automatically be rested and resupplied (as long as the *End of Turn Resupply* option is activated, see page 113). In this case, the resupply box will appear at turn’s end, prompting you to choose a supply level for *all* remaining units. The end turn supply option has no



*Rest and
Resupply
button*





*Change
formations
button*

effect on any unit that has moved in the previous turn.

While a unit is at rest, its officers will be able to round up deserters and stragglers, and thus boost organization and numbers. Its men will also benefit from improved health. These improvements are likely to increase morale and firepower.

CHANGING FORMATIONS

To change a unit's formation, simply select the unit, and click on the Change Formation button on the information panel (or under the Game Controls menu). You should try to keep a unit in the proper formation for whatever task the unit is performing. Infantry should be in marching formation when moving, and combat formation when close to the enemy; artillery must be limbered to move, unlimbered to fire; cavalry should be mounted to move, and may be dismounted to fight. Specialists only have one formation, so this command will not apply to them.

Using an inappropriate formation during movement will not only slow the unit down, but may also damage its organization and health ratings.

Changing formations will cost a unit movement points. If you order an infantry unit to attack while it is in marching formation, it will automatically change to combat formation first, and will then attack only if it has sufficient movement points remaining. Units will not be able to change formation while occupying certain types of terrain, such as fords and bridges.



MOVEMENT & TERRAIN

77

MOVEMENT

Skillful troop movement is the key to battlefield victories in ***ROBERT E. LEE: CIVIL WAR GENERAL***. You will have to maneuver your units around the battlefield to exploit your strengths and the enemy's weaknesses; yet you must be careful to avoid wearing your men out with excessive marching and insufficient rest.

Movement has various effects on a unit, according to the play level you have set (see *Play Levels*, page 96 for details).

To see a selected unit's movement range displayed graphically, make sure the *Show Movement Range* option in the *Display* menu is activated.

Each time a unit moves, a cost is exacted in movement points, and -- depending on the game's difficulty level -- health, and organization. Each of these costs will vary according to unit types, formation, and terrain. The favored movement formation for infantry is marching. For cavalry it is mounted, and for artillery it is limbered (unlimbered artillery can not move at all). In any kind of terrain, infantry and cavalry will expend more movement points and experience greater reductions in health and organization when they move in improper formation. Remember: each map *hex* represents a distance of 200 yards.

During games in which Full Visibility is turned off, troop movement may be interrupted when a unit spots a previously unseen enemy. If a unit spots a new enemy, it will stop its movement to wait for your revised orders.





At times, a unit will lose its nerve on the battlefield and be routed. When a unit is routed it will refuse your orders, and move on its own to the nearest reinforcement area. As a routed unit moves, it will gain back small amounts of health and organization. It may regain enough points to stop fleeing on its own. If it does not, you must rally it (see *Routed Units*, page 92). If you do not rally a routed unit, the unit may ultimately flee the battlefield and be gone for the remainder of the battle.

At night, all movement will exact a higher toll on your unit ratings than during the daytime (see *Night Turns*, page 94).



TERRAIN

Seizing and exploiting terrain advantages can give your troops a strategic edge. On the information panel, you will find a terrain data window adjacent to each unit information display. The window shows a graphic “soldier’s eye view” display of the terrain occupied by the selected unit. Click directly on the terrain display to view more detailed information about the occupied position: its height, cover (natural/prepared), and morale boost.

When a position has a morale boost, a unit will receive this boost as soon as it moves into the position, and keep as long as it remains there (you may click on *Terrain Morale Boost* under the *Reports* menu to display all bonus positions). Such positions may have a high elevation or natural defensive features like rocks. Morale, as you know, is a major factor in the outcome of an engagement.

Varying terrain types will also influence units as they move around the battlefield. The most efficient way



to move a unit is to make sure it is in its proper movement formation, and to route it along a road. Roads will exact the lowest price in movement points, health, and organization. However, infantry units may only take advantage of roads while in marching formation, and cavalry may only take advantage of roads while mounted — otherwise, they will expend points according to the terrain the road is on.

Towns will also be 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.

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

Forest will exact relatively high movement costs. When an engagement is fought in a forest, both sides are likely to suffer high health and organization reductions.

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

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

Rivers will have 3 types of crossings. Bridges, pontoon bridges, and fords.

Bridges will function the same way as roads.

Pontoon bridges will require more time to cross than regular bridges. If no bridge is available, the unit must ford the river.



Road



Town



Grass



Forest



RR Line



River



Bridge





*Pontoon
Bridge*



Rocky knoll



Stone wall



Sunken road

River fords will take on different qualities on different battlefields. Some battlefields will have shallow rivers, which are crossable at any point (although such crossings will carry a high movement point cost). Other rivers will allow fords only at certain places. Some fords will be visible on the map, and others you must find 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. Do your best not to repeat the mistakes of Union General Ambrose Burnside, who suffered terrible casualties crossing a bridge over Antietam Creek, only to learn later that the creek was so shallow he could have crossed almost anywhere, well out of enemy range.

A unit may not change formation or dig in while on any type of river crossing.

Streams will raise the movement cost slightly higher than the terrain that the stream runs through, but will lower the 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 will often give an occupying unit a morale boost.

Stone walls provide good cover and will often give an occupying unit a morale boost.

Sunken roads also provide good cover and a morale boost.



COVER

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During combat, a unit's defensive ability will depend largely on the cover rating of its position. High cover ratings will enhance a defender's firepower, while low ratings will diminish it. Cover will also influence the number of casualties a defending unit suffers.

Each position on the battlefield will have two cover ratings: *natural cover* and *prepared cover*. Click directly on the terrain window on the information panel to see the cover values for the selected position.



Natural cover

Prepared cover

The *natural cover* of a position is the defensive value that a unit will assume simply by moving into that position. Natural cover may be in the form of trees, rocks, ledges, etc. To view the natural cover value of each occupied position on the battlefield, select *Natural Cover* from the *Reports* menu.

Natural cover ranges from -5 (most exposed) to +6 (most protected). All units automatically assume, for better or worse, the natural cover of the position they occupy. The higher a unit's cover, the lower its casualties will be in an engagement.

Prepared cover is the defensive bonus that a unit will gain by *digging in* to a position (see *Digging in*, page 74). Digging in gives a unit greater defensive capability if it is attacked. Select *Prepared Cover* from the *Reports* menu to display the prepared cover value of each occupied position. Prepared cover will range from 0 to 6.





HEIGHT

Terrain height differences can play a significant role in an engagement. Each map position, or *hex*, has a height (or elevation) ranging from level 1 to level 7. Each height level represents a height difference of 30 to 40 feet, depending on the battle. In combat, an advantage will go to the unit that holds the higher ground just prior to the engagement (i.e. if the position “attacked from” is higher than the “disputed” position, the attacker has an advantage).

TIP:

Attack from high to low to seize the terrain advantage.

To find out the height of the selected position, click on its terrain window on the information panel. To display the height of each position on the battlefield, select *Terrain Height* from the *Reports* menu.

If an attacker attacks from one level higher than the defender, the attacker’s firepower will be increased by 10 percent. Likewise, if the attacker attacks from one level lower than the defender, its firepower will be reduced by 10 percent. A height difference of two levels (which is rare) will increase or decrease the attacker’s firepower by 40 percent.

The height difference between the “attacked from” position and the “disputed” position will also influence a unit’s willingness to attack or charge. Occupying the high ground will always give your troops a significant advantage.



STACKING UNITS



Certain types of units may be “stacked,” or placed in the same position at the same time. An artillery unit may be stacked with an infantry, cavalry, or specialist unit, but may not be stacked with another artillery unit. Likewise, an infantry, cavalry, or specialist unit may only be stacked with an artillery unit. No two non-artillery units can occupy the same position, and no two artillery units can occupy the same position. No more than two units can occupy the same position at the same time.

Each right mouse-click on a position that contains two stacked units selects one of the stacked units, individually. Each **left** click, as usual, toggles between the graphic and detailed information display for the selected unit.

Units will also have the ability to move through other friendly units — even those they may not stack with. An infantry unit, for example, may march through a cavalry unit at no additional movement point cost, even though it cannot remain in the cavalry unit’s position. A unit may never pass through a position occupied by two units.

A unit may also pass through any single friendly unit in order to attack an enemy unit on the other side. In this case, the attacking unit must have an available empty position adjacent to both the enemy position and the position it attacked from. If no such area is empty, the unit will have no retreat route. You may order the attack anyway, but the unit will be annihilated if it loses the engagement.





VISIBILITY

Visibility -- which enemy units you and your men can see -- can be an important strategic element in a battle. Historically, Civil War commanders seldom knew the precise location of the enemy, and often had to guess. An incorrect guess could be disastrous.

In **ROBERT E. LEE: CIVIL WAR GENERAL**, you may customize your ability to see enemy units on the battlefield using *Full Visibility* and *Line of Sight*, both of which can be set from the *Options* menu.

Full Visibility determines which enemy troops you, the General, can see. With Full Visibility on, you will be able to see every enemy unit on the battlefield. With Full Visibility off, you will only be able to see enemy units that are within sight of your troops. The latter allows for a more realistic battle experience. Each of your units is able to see a certain area around its position. These areas are based on unit type, and the game's *Line of Sight* setting (see below).

A unit's *spotting range* is the area around the unit that is visible to the unit as long as nothing obstructs its view. A unit, for example, might have a spotting range of four hexes in any direction.

Line of Sight determines which enemy units your troops can see, and which units your artillery can attack. Line of Sight (LOS) settings determine what, if anything, will obstruct a unit's spotting range. Advanced *Line of Sight* with *Full Visibility* turned off offers the most realistic gameplay — an enemy unit will not be revealed until a friendly unit gains an unobstructed view of it.

A moving unit will stop as soon as it spots a new enemy, even if it has not reached the destination you have ordered. This allows you to reassess the situa-



tion, and issue revised orders if you like. There is no movement point penalty when this happens.

With **Beginner** *Line of Sight*, each unit will be able to see everything within its spotting range, regardless of any physical or geographical obstructions such as woods, ridges, or buildings. Artillery will be able to attack any visible enemy within its firing range regardless of obstructions.

With **Intermediate** *Line of Sight*, each unit will be able to see every hex within its spotting range regardless of obstruction. However, artillery will not be able to attack a unit if an obstruction blocks its line of fire. For example, if a ridge lies within an artillery unit's spotting range, the unit will be able to see an enemy on the other side of the ridge, but will not be able to attack it.

With **Advanced** *Line of Sight*, both spotting range and artillery fire will be impeded by physical obstructions. A unit will not be able to see through — and artillery will not be able to fire through — trees, hills, towns, etc.





COMBAT

ANATOMY OF AN ENGAGEMENT

In ***ROBERT E. LEE: CIVIL WAR GENERAL***, a *battle* may be understood as a series of unit-to-unit *engagements*, each fought for control of a single position. Engagement results in this game are based on the simple elements of the opposing forces: the number, condition, and ability of the soldiers; the capabilities of the weapons, the abilities of the leaders, and the advantage of terrain. At the end of an engagement, the unit that occupies the disputed position is the winner. But the cost of victory can be high.



To begin an engagement, simply order a unit to attack. If the target is within range of the attacking unit, and the attacking unit has the required ratings, movement points, and supply, the engagement will occur. When it is over, the loser will retreat from the disputed position and its impact will be reflected in each unit's information display.

Attacking infantry and cavalry units must actually enter the enemy's position; some artillery units may



ROBERT E. LEE: CIVIL WAR GENERAL

attack from up to 12 hexes away; and specialists will snipe from one hex away.

Many variables can affect the outcome of an engagement. The number of soldiers killed and wounded depends on the firepower, cover, terrain height, and number of each opposing side, as well as the ratings of the unit leaders.

On screen, an engagement appears simple. The player sees the attacker move into the defender's position, the explosion of combat, and the retreat of the loser. The ratings of each unit are immediately updated. But internally, the game runs a complex series of checks and calculations each time an engagement is fought.

The following is a basic outline of the structure of an engagement, which may help you to understand the game beyond the on screen action:

When an infantry or cavalry unit launches a normal attack (not a charge or rear attack) on any other unit, the following sequence of events will occur:

1. The attacking unit uses its available movement points to move to the enemy unit and get into combat formation (if needed).
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 can be a great risk. If the attacking unit does not win, it will be destroyed.
3. If the attacking unit's morale and supply are sufficiently high, it moves into the enemy's position, stops about 100-200 yards from the enemy, and gets ready to fire.
4. The *defending unit's* morale and supply are checked. If they are low, the defender will retreat,





route, or surrender depending on its condition, and the engagement will end. 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. If these ratings fall too low, the attack is aborted.
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).

This is the basic structure of an engagement, but because attacks will take many different forms, this structure will vary.

ARTILLERY ATTACKS

Artillery units are capable of launching ranged attacks from up to 12 hexes away (ranges depend on cannon types). If the target of an artillery attack is a non-artillery unit, then the defender will not be able to return fire. In this case, the defender will suffer the casualties and the organization, health, and morale damage of the bombardment.

When an artillery unit attacks another artillery unit, an artillery duel may result. The defender of the attack will be given the opportunity to fire back at the



attacker after receiving the initial barrage. In this event, both units are likely to suffer damage.

Whenever you order an artillery unit to fire on a position that contains both an artillery unit and a combat unit, the firepower of the attacking artillery will be enhanced, due to the crowding of enemy troops and the “fish in a barrel” effect.

When you order such an attack, you will have a choice: a message panel will give you the option to target both units, or only the artillery. If you target both units, the barrage will be distributed evenly. If you target only the artillery, the greater force of the barrage will fall on the targeted cannons, while a smaller portion will fall on the other unit.

REAR ATTACKS

Rear attacks — attacks launched from a side *directly opposite* a previous attack in the current turn — can be devastating. The engagement structure of a rear attack is similar to that described above, except:

- * The attacker fires first, and with enhanced firepower.
- * The defender benefits from the position’s natural cover only, even if it is dug in. Any damage to its organization and health will be amplified.
- * The defender returns fire with reduced firepower.

Units attacked from both front and rear are quickly decimated. Your troops are not trained or equipped to defend against such attacks. You should do all you can to protect your units from rear attack.





CHARGES



A charge is an especially brutal attack that demands great courage and skill from the attacker. During a normal attack, troops advance toward the enemy and open fire at 100-200 yards. The resulting firefight decides the engagement. During a charge, however, the attacking unit advances on the enemy position, fires a volley, and then continues to advance until it overruns the enemy line. A charge is so bold a tactic that a unit will only execute it if it has high morale, a strong leader, and a significant combat advantage. If a defender does not retreat, the charge will often turn into a bloody hand-to-hand clash.

The structure of a charged attack mirrors that of a normal attack, with several key exceptions:

- * The charging unit needs at least two rounds of ammunition at the outset. Not only will the unit fire a volley during its advance, it will also fire point-blank when it reaches the defender's line. The defender must also have two rounds of ammunition in order to effectively defend itself.
- * Higher morale, loyalty, and organization are required of both the charging unit and the defending unit.
- * After the sequence of a normal attack is carried out, the units will enter *Hand-to-Hand* combat. During hand-to-hand combat, each unit will suffer damage based on the enemy's number, condition, and the hand-to-hand rating of his weapon. Only a strong defender with high morale will stand fast in the face of a charge.

A charge from the rear combines the aggression of the



charge with the great advantage of the rear attack. If the opportunity presents itself, a rear charge can wreak havoc on its target.

To order a unit to charge, attack as usual while the Charge button is depressed.

MULTIPLE UNIT ATTACKS

When a non-artillery unit attacks two enemy units in a single position, the attack is carried out in its normal fashion, with each check and rating adjustment applied separately to each defending unit. The effect of the attacker's firepower acts on the combined numbers of both defending units, with each unit suffering proportional deaths and wounding.

SPECIALIST ATTACKS

Because specialist units include sharpshooters, their attacks will always be launched from one hex away. Specialist attacks may be seen as ranged "sniper" assaults. If a specialist unit attacks two units in a single position, the attacking player will be asked to specify which unit to target. Specialists cannot target two units at a time, as artillery can. Specialist attacks carry a relatively high likelihood of killing an enemy leader.

Defending units do not have the ability to return fire at Specialist units, as their riflemen will be hidden behind rocks or ridges, and firing from a long range.





VOLUNTARY RETREATS

Some units will emerge from an engagement so damaged that they will be unable to move in an organized manner. When organization and morale drop too low, and are not outweighed by a high leader loyalty rating, the unit will be incapable of organized movement. To remove the unit from immediate danger, you will be able to order a voluntary retreat. A message panel will prompt you to do so as soon as you try to issue an order to a seriously damaged unit. When you order voluntary retreat, you will be unable to direct the unit's movement -- it will move automatically to the nearest reinforcement area.

ROUTED UNITS



As soon as a unit's morale drops below a certain level, it will be routed, and begin to flee. If a unit's graphic morale display shows a soldier running away, this means that the unit is in *imminent danger* of a rout. If the unit's icon on the battlefield map shows running troops, this indicates that the unit is currently routed. The only way you can regain control of a routed unit is by *rallying* the unit.

While a unit is routed it will gradually restore its organization and morale on its own accord, so it may stop fleeing without your intervention. But you may not wish to take that chance. You have the option to rally any routed unit in an attempt to stop its fleeing by spending army morale points. (This represents an effort by you, the General, to inspire the panicked troops to resume fighting). To rally a routed unit, simply issue any order to it. If the unit is rallyable, and if you have enough army morale points, you will



be prompted to rally the unit. Even when you rally a unit, it will not always stop fleeing — you may have to rally it more than once.

While a unit is routed, it ignores your orders and moves on its own to a reinforcement area. If you fail to rally a routed unit it may ultimately flee from the battlefield. You will not be able to use the unit until the next battle of a campaign game.

COORDINATED ATTACKS

Coordinating attacks by several units on a single enemy during a single turn can be a very effective tactic. Each time a unit is attacked by an enemy of at least 80 percent its size, the defending unit's fire-power is reduced for the remainder of the current player turn. Ganging up on a single enemy unit can be devastating because each time a unit defends itself it is weakened significantly. This simulates the effect of being attacked by several opponents at the same time.

To access a report detailing the number of times each unit has been attacked in the current turn, select *Times Defended* from the *Reports* menu. Only non-artillery attacks by units at least 80 percent as large as the attacked unit will be reflected in this report.

VIDEO CLIPS

The reenactment footage that plays during combat while the *Video Clips* option is toggled on will allow you to watch each engagement as it unfolds. These video clips will depict the sequence of events after an attacking unit makes its initial move. If, for example, a Confederate infantry unit launches a normal attack on a Union infantry unit, you may see a clip of a





Union volley, followed by a clip of a Confederate volley, followed by a clip of Union infantrymen retreating. This sequence depicts what has happened in the engagement: the Union defender has fired first, then the Confederate attacker has fired its volley, causing the defender to retreat. When the video clip screen disappears, the Confederate attacker will occupy the disputed position.

The video clips will show specific unit and terrain types; they will depict surrenders, retreats, artillery bombardments, and sniper attacks; and they will depict leader deaths when they occur.

NIGHT TURNS

Night is a time for you to rest your troops, manage reinforcements, and plan the next day of battle. Beginning at 19:00 (7 p.m.), game turn time will change. Dusk will pass with a single one-hour turn, from 19:00 to 20:00 (7 to 8 p.m.). The night will pass with just three turns, each lasting just over three hours. And dawn will pass with a single one-hour turn, from 6:00 to 7:00 (6 to 7 a.m.) before regular



turn time resumes.

During the twilight and night hours, you will see tents and fires where your units have camped for the night. You may move units during these hours, but you may not fight engagements. Any movement during these hours will take a much larger toll on health and organization than the same movement would in the daytime, so you would be wise to minimize action and maximize rest.

REINFORCEMENTS

Throughout the course of a battle, reinforcements will automatically arrive on the battlefield. Every new unit that arrives on the battlefield will do so from a *reinforcement area*. (Reinforcement areas will also be the target destination of routed units.) To see the locations of a battlefield's reinforcement areas, select *Show Reinforcement Areas* from the *Display* menu.

You may also check your *Reinforcements Report* at any time to check when and where each reinforcement unit will arrive. This report is available from the *Officer's Reports* menu, or from the *Command Tent*.

The Reinforcements Report lists your scheduled reinforcements based on the reinforcement area at which they will arrive. Step through each reinforcement area by clicking on the left and right arrows on the screen.

The report will list the unit name, leader, time of arrival, and number of men for each reinforcement unit.

Beyond a certain period, the exact time of arrival of your reinforcements will be uncertain, and will not be listed.





PLAY LEVEL

You may set the difficulty level of your game by selecting *Options* from the menu bar and clicking on *Beginner*, *Intermediate*, or *Advanced*.

You may want to play on the Beginner level until you feel comfortable with your understanding of the game. The higher levels offer a more challenging and complex battle simulation, which will require careful planning, precision troop movement, and skillful leader management.

On the higher levels, leader and Corps Commander deaths will be handled in a more realistic way. Your commanding officers will have a higher likelihood of being killed or wounded in each engagement.

Play level will also influence the effect of movement on your units:

On the *Beginner* level, unit movement will expend Movement Points, but will not affect a unit's Health and Morale.

On the *Intermediate* level, movement will expend movement points, and will reduce a unit's Health and Morale uniformly, regardless of leader influence and unit quality and experience.

On the *Advanced* level, the effects of movement on a unit's organization and health are modified by its leader's organization, and the unit's quality and experience.



AFTER COMBAT REPORT

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After every engagement, a report will appear over the main battlefield map, detailing how each engaged unit fared in the confrontation. The *after combat report* will list firepower lost, casualties, army morale changes, and supply changes for each unit involved in the engagement. This will allow you to evaluate the outcome of the engagement easily.

When two stacked units are involved in an engagement, their numbers are combined and displayed together.

This report will appear automatically after each engagement, as long as the *After Combat Report* option under the *Reports* menu is activated. While this option is deactivated, the report will not appear.





BATTLE RESOLUTION

Each battle will end at a predetermined time and date, which will be displayed at all times on the *Casualty Report* screen. When the battle is over, the performance of both sides will determine the winner.

In simple terms, the army that performs better on the battlefield – the one that loses fewer men; retreats less often; and captures and holds more positions — will win the battle. The determination of battlefield victory is done internally, by the game system.

Combat resolution in ***ROBERT E. LEE: CIVIL WAR GENERAL*** is designed to reflect the ambiguous nature of Civil War battles, many of which ended with no clear winner or loser. The result of a battle will often be an issue of comparative performance rather than outright victory or defeat. In the game, a battle may end in a Draw, or in one of several levels of victory, in the following order:

Tactical Victory
Minor Victory
Strategic Victory
Major Strategic Victory

The outcome of the battle will be displayed along with the numbers for the winning army in the *Casualty Report* screen after the battle ends.

The resolution of a battle is based primarily on *relative changes* of both armies' Army Morale. These changes are calculated by the game system as "victory points." If, through the course of a battle, your army gains 3,000 Army Morale points, you will end the battle with 3,000 victory points. The side with the greater number of victory points at the end wins the battle. The level, or degree, of the victory is deter-



mined by the size of the gap between the victory points of the winner and the loser.

Both sides begin each battle with 0 victory points. As the battle progresses, victory points are added or subtracted, point for point, along with Army Morale points. A gain of 100 Army Morale points, for example, would mean a gain of 100 victory points. A loss of 20 Army Morale points would mean a loss of 20 victory points.

The only Army Morale losses that are not reflected in an army's victory points are those that are "spent" to enable a unit to charge or to rally a routed unit. If you spend 30 Army Morale points to enable a unit to charge, your Army Morale decreases by 30, but your victory points remain the same. Any Army Morale gain that may result from the charge, however, *will* be reflected in the player's victory points. Thus, the charge can be a key strategic element of a battle.

To win a battle do the following, often:

- * Win engagements by driving enemy units from their positions.
- * Cause enemy units to surrender and retreat.
- * Rout enemy units.
- * Hold and defend the high ground.
- * Kill enemy leaders and Corps Commanders

Army Morale increases with all of the above actions. Victory points, as a reflection of Army Morale fluctuations, therefore serve as a good overall measure of each army's battlefield performance.

You may monitor your victory points at any time by selecting the Casualty Report from the *Officer's Reports* menu.





WEAPONS

Each unit will appear on the battlefield armed with a specific type of weapon: cannons for artillery, and shoulder arms for other units. Some unit types will have access to specialized weapons. Between battles in a campaign game, you may use your Army Supply points to upgrade the weapon of each unit.

SHOULDER ARMS

Infantry, Cavalry, and Specialists will be equipped with shoulder arms. Each type of shoulder arm will have two combat ratings: *weapon power*, and *hand-to-hand* performance. Both will range from 0 to 99.

Sharps Carb 44/44		
Org 96	Qual 55	Exp 60
Hlth 87	#Men 1420	→ 1420
Mor 71	MP 27	SP 8 FP 22

The capabilities of a weapon can have an enormous effect on a unit. Soldiers who receive reliable, light-weight, and accurate weapons will have higher morale and will perform well in combat. Soldiers with cheap, outdated, or poorly made weapons may resent it and perform accordingly.

Weapon Power is the normal attack capability of the shoulder arm at firing range. It is a major component of a unit's firepower. Shoulder arms with high weapon power will tend to be accurate, reliable, and quick to reload.

Hand-to-Hand is the close-range fighting capability of the weapon. It comes into play whenever a unit



charges. During a charge, a unit will first launch a normal attack (using its *weapon power* rating), and then it will immediately advance to the enemy line and engage in hand-to-hand combat (using its *hand-to-hand* rating).

Shoulder arms will fit into five basic classes:

Smoothbores: These technically outdated throwbacks to the days before the rifled barrel will have the lowest weapon power, and a reasonably high hand-to-hand capability. Smoothbores are identified by the letters “SB” following the weapon name.

Rifles: This category includes all grooved-barreled shoulder arms not in the carbine and repeater categories. Rifles are identified by the letters “RF” following the weapon name.

Carbines: These short, compact rifles will have a medium to high weapon power, and a low to medium hand-to-hand capability.

Repeaters: Units armed with repeaters are fortunate. Repeaters will generally have both high weapon power and high hand-to-hand capability, although you they will be relatively expensive to resupply.

Specialty Weapons: There are two types of specialty weapon in the game: target rifles, and shotguns. Target rifles may only be purchased for Specialist units. They are well suited for precision sharpshooting. They will have the highest weapon power, and poor hand-to-hand capability. Shotguns may only be carried by cavalry units. They will have very low weapon power, and high hand-to-hand capability.





CANNONS

There are nine types of cannon in the game. Each cannon type will have a **Range** (R) expressed as the maximum number of hexes it can fire, and an artillery **Power** (P) rating, expressed as a number that will modify the unit’s firepower. The *Artillery power* rating displayed in the unit information display is the cannon’s power rating at a range of 2 hexes.

12tt Napoleon SBR8			
P15			
Org 95	Qual 64	Exp 66	
Hlth 95	#Men 175	→ 175	
Mor 78	MP 12	SP12	FP 0

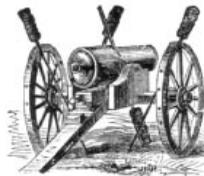
Range

Artillery power

The firepower of an artillery unit will depend largely on the Artillery Power of the cannon at the specific distance of the attack, and on the number of guns the unit operates. You can determine number of guns in a unit by looking at the unit’s effective number if soldiers. The unit operates one gun for every nine soldiers.

Cannons come in two varieties: *Rifles* and *Smoothbores*. *Rifled* cannons will only use *Canister* and *Solid Shot* (see Artillery, page 51-52). *Smoothbores* will use all ammunition types.

While *Rifles* are capable of firing further, *Smoothbores* are more destructive than *Rifles* at closer range. *Rifles* are identified by the letters “RF” after their weapon type, *Smoothbores* by “SB.”



THE COMMAND TENT

The Command Tent is your headquarters. Here you may access reports that can help you gauge the progress of the current battle and make important tactical decisions.



Move your mouse pointer over the figures of the Command Tent and watch the text window at the bottom of the screen to find each report.

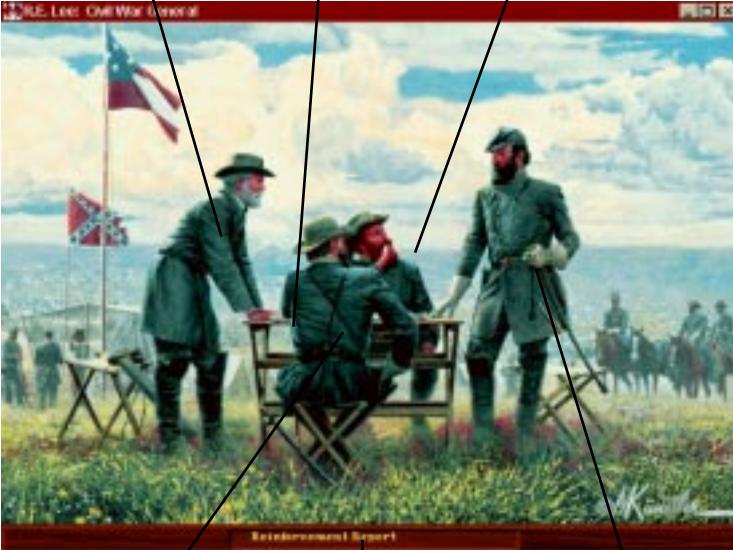
To return to the game, click on Robert E. Lee.

To view the *command map* click on the table. The command map shows the battlefield terrain and the placement of all troops currently on the field.

Return to game

Command map

Casualty Report



Objectives report

Text window

Reinforcements report



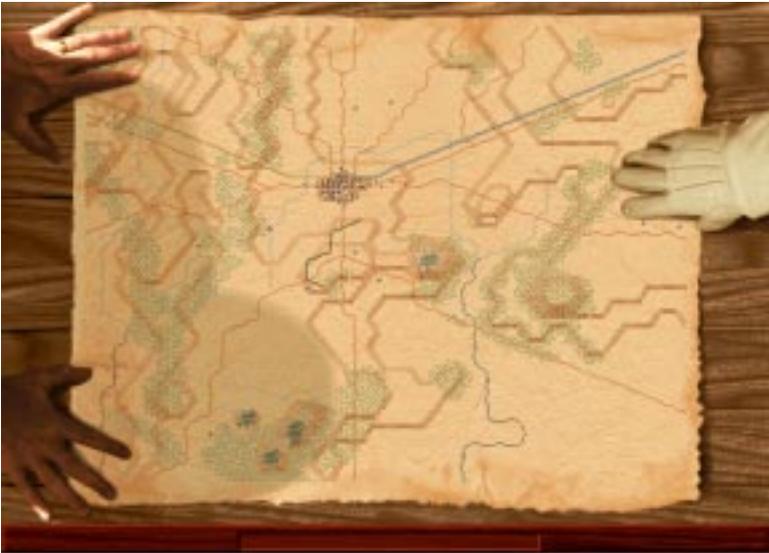


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To view the *casualty report*, click on the general who is seated and facing you.

To view the *objectives report*, click on the general who is seated with his back to you. The objectives report will give you the historical background of the current battle, as well as some strategic suggestions as to how each side might approach the battle.

To view the *reinforcements report*, click on the standing general. For information about the reinforcements report, see page 95.



The Command Map



ROBERT E. LEE: CIVIL WAR GENERAL

THE CAMPAIGN GAME

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The full Campaign game in ***ROBERT E. LEE: CIVIL WAR GENERAL*** is a progression of seven historic battles, plus a climactic, fictional, Confederate invasion of Washington D.C. The campaign game can be played by one player commanding the Confederacy against the computer-controlled Union. To win the game you must command your army successfully through each battle, reach Washington, and take the Union capital. Only then will the sovereignty of the Confederacy be recognized.

The designers of this game have taken a historical liberty in crafting the campaign game. The Rebel army at First Manassas was commanded by Gen. Joseph E. Johnston — Robert E. Lee was not actually present. We have included this battle because it is historically important (and we thought it would be fun!).

The Campaign game in ***ROBERT E. LEE*** consists of all single-day and multi-day battles. Your performance in each battle largely determines the condition of your troops at the start of each subsequent battle. Between battles, you will be able to purchase new weapons, replace leaders, and assess the condition of your army.

After each battle, each unit's experience rating will change according to the amount of action it saw. Combat will improve a unit's experience rating, but heavy casualties will necessitate reinforcements, and green recruits are likely to reduce a unit's quality and experience, damaging its overall effectiveness. Remember: Confederate manpower is limited.

When a unit leader or Corps Commander is killed or





wounded beyond recovery, he will be gone for the rest of the campaign. This could damage your army severely.

The condition of each unit at the beginning of any battle may differ from its condition as displayed in the weapons purchase screen. This is due to the unpredictable effects of marching upon health, organization, and morale. Remember: many of your men have marched a long way under harsh conditions just to reach the battlefield.

BETWEEN BATTLES

After a battle ends and before the next one begins, you will have an opportunity to review your troops, evaluate the effects of the previous battle, check the status of any injured officers, and update the weaponry of your units.

CASUALTY REPORT SCREEN

The first report you will see after a battle ends is the Casualty Report screen, which displays the numbers of killed, wounded, missing, and surrendered men, the leaders killed or replaced, and other information about your army and the enemy's. Your goal in each battle is not only to win, but to keep your army as strong and stable as you can. Even if you win a battle, heavy losses will make your job difficult, if not impossible, in the long run.

FIELD HOSPITAL RECOVERY REPORT

This report lists each of your leaders that have been wounded in the previous battle, along with their current health and status. It is available throughout

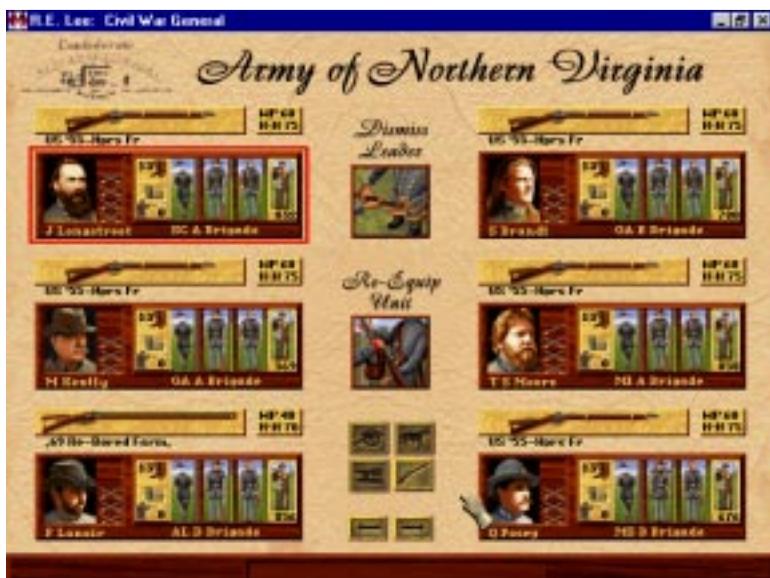


the game under the Officer's Reports menu. The Leaders who recover may resume their field command in the next battle. The death or retirement of skilled leaders can be a serious blow to your army.

THE ARMORY

The next screen, the Armory screen, will allow you to manage the weaponry and leadership of your units. In the Armory screen, you may select the different unit types, or branches, of your army by clicking on the four buttons at the bottom of the screen.

You may select any displayed unit by clicking on its display. Use the right and left arrow buttons to flip through all your units for the selected branch (artillery, cavalry, specialists, and infantry). The selected unit will be indicated by a white frame. Here, you may dismiss any unit leader (see page 72), or you may selected a unit to equip with new weapons.





Purchase weapon button

To purchase a new weapon for the selected unit, click on the *purchase weapon* button. This will take you to the weapons purchase screen.

Here, you will be able to upgrade (or downgrade) weapons, if you wish to, on a unit-by-unit basis. The weapons purchase screen has an information panel that displays the selected unit and allows you to select other units, dismiss leaders, and buy weapons.

To the right of the unit display on the information panel are three pictures with numbers beneath them. The first (beneath the picture of the wagon) is your total Army Supply points. The others, *unit weapon price*, and *unit supply price*, are discussed below.

The main screen area will display each weapon that is available for purchase for the selected unit. In the



Dismiss leader

Select unit type

Army supply

Show Army of Northern Virginia roster

Purchase weapon (weapon price)

Supply price



ROBERT E. LEE: CIVIL WAR GENERAL

case of infantry, cavalry, and specialists, these will be shoulder arms. Each weapon box will include several pieces of information about the weapon. Weapon power (WP) and Hand-to-hand performance (H-H) are the weapons' long and close-range combat capability (see Weapons, page 100).

For Artillery units, you will be able to purchase cannons. The values for cannons types are: Power (P), a rating that influences the artillery unit's firepower, and Range (R), the maximum number of hexes that cannon is able to fire.

Note: The Power rating given for each cannon type is the weapon's power rating at a distance of two hexes. Cannon power will vary with different ranges.

The box that is highlighted with a red frame is the weapon that the selected unit currently carries. A white frame will appear around the weapon that is currently selected. The two prices displayed in each box are the *weapon price* and the *supply price*.

Weapon price



Supply price

Weapon Price

The dollar amount on the bottom left corner of each weapon box is the purchase price per weapon. When you buy a new weapon for a unit, this price will be multiplied by the number of men in the unit to determine the total cost to you in army supply points.

As you select each weapon, its *unit weapon price* will be displayed on the information panel, beneath the picture of the soldier receiving a weapon. This is the





price to outfit the entire unit with the selected weapon. Whenever you purchase a new weapon, the unit will trade in the weapon that it has previously carried. The trade-in value of the unit's current weapon will be subtracted from the cost of the new weapon. If the weapon you purchase is cheaper than your previous weapon, you will come out ahead in the transaction, and your army supply will increase.

If the *unit weapon price* for the selected weapon is **red**, it indicates the price you must pay for the weapon. If the *unit weapon price* is **green**, it indicates the amount that will be refunded to you if you buy the weapon.

Supply Price

Each weapon box will also display the cost of supplying ammunition to units carrying the weapon. The dollar sign at the bottom center of each weapon box is accompanied by both an ammunition icon *and* a number.

The icon represents the number of ammunition rounds that weapon type will have when fully supplied. Large bullets represent five rounds, small bullets represent one round. The number to the right indicates the cost of a full supply for a single soldier.

While in battle, you will most likely have to resupply your units with more ammunition. On the information panel, the number beneath the picture of a soldier holding an ammunition packet indicates the *unit supply price* — this is the cost to bring the entire unit from 0 supply to full supply.

Note: each time you purchase a new weapon for a unit, the purchase price includes a full supply of ammunition. The unit resupply price is displayed for your reference. You will not have to purchase ammu-



nitiation until after the next battle has begun.

PURCHASING WEAPONS

To purchase a weapon, make sure that the unit displayed on the information panel is the one you wish to re-arm. Then select the new weapon from the weapon boxes above, and click on the “Purchase Weapon” button. All transactions will be completed when you click *Done* to exit the screen and begin the next battle.



SELECTING OTHER UNITS

You may select other units in your army from the weapon purchase screen by clicking on the *Army roster* button and selecting a unit from the list that appears. You may also click through your units one by one by using the up and down arrow buttons just to the left of the leader portrait.



*Army Roster
button*





MENU ITEMS

You may display or hide your menu bar by using the “*Menu Bar*” button on the control bar at the bottom of the screen, or by pressing the <m> key on your keyboard. A checkmark next to a menu item indicates that that option is currently activated.

FILE MENU

New: begins a new game.

Save Game: saves your current game. When you select this option, a window will appear, prompting you to name your game and specify which directory the game will be saved to. You may overwrite a previously saved game by selecting its name from the list that appears. Click on “Save” to save a game or overwrite a previously saved game file. You may only save a game during your turn.

Load Saved Game: displays a list of previously saved games. Select one from the list, and click on “Open” to resume play.

Exit: exits the game program.

OPTIONS MENU

Play Level: Select *Beginner*, *Intermediate*, or *Advanced* to set the play level of your game. See Play Level, page 96 for more information.

Full Visibility: determines which enemy troops you, the General, can see (see page 84).

Line of Sight: sets line of sight to *Beginner*, *Intermediate*, or *Advanced* (see page 84).

Video Clips>: activates the live action video clips that



appear throughout the game. Turning video clips off may make the game move more quickly. While clips are turned on, you may end any individual clip by left-clicking your mouse.

Sound Effects: controls the game's ambient sound effects.

Music: controls the game's background music. **ROBERT E. LEE** includes a complete soundtrack of authentic Civil War songs. While music is on, you may choose to listen to *Historic* renditions of the songs, modernized *Alternate* renditions, or a *Random* selection of both.



Show After Combat Report: toggles an information panel that will appear after each engagement (see page 97).

End of Turn Resupply: While this option is activated, the player will be prompted automatically at the end of each turn to resupply each unit that has not used any movement points. A message panel will appear, allowing the player to choose a resupply level.

Set Speed Controls>: allows the player to adjust the speed of the map scrolling, and the speed at which units will move on the battlefield. Click on this option and adjust the sliding bars in the window that appears. Experiment with these speed settings to find the best ones for your computer.

GAME CONTROLS

End Turn: ends the current player turn.

Dig in: orders the currently selected unit to dig into its current position. See page 74 for more information.

Rest and Resupply Current Unit: Orders the





currently selected unit to rest. When you issue this command, you will be prompted to choose a supply level for the unit. See page 75 for more information.

Change Formation: orders the currently selected unit to switch its formation. See page 76 for more information.

Toggle Confederate Data: switches the Confederate unit and leader information on the bottom of the main game screen between the graphic display and detailed display.

Toggle Union Data: switches the Union unit and leader information on the bottom of the main game screen between the graphic display and detailed display.

Get Next Unit: selects the next unit in the current player's army that is awaiting orders.

Get Previous Unit: selects the previously selected unit in the current player's army.

Center on Current Unit: adjusts the main map display so that the currently selected unit is in the center.

Remove Unit from Queue: removes the selected unit from the game's internal list of units (its "command queue"). When a unit is removed from the command queue, it will not be selected when you use the *Get Next Unit* and *Get Previous Unit* commands to cycle through your units. You will still be able to select such a unit manually.

Reassign Corps Commanders Next Turn: If you activate this option during your turn, you will be prompted at the beginning of your next turn to reassign your Corps Commanders. You must activate this option each turn that you want to reassign Corps



Commanders.

DISPLAY MENU

Grid: controls the display of the hex grid on the main map.

Overview Window: toggles the display of the overview window.

Show Movement Range: darkens any map hex that is beyond the selected unit's movement range for the current turn.

Show Ready Units: highlights all units that still have movement points available for the current turn.

Show Routed Units: indicates the locations of all routed units that have not already been rallied.

Show Low Supplied Units: indicates the locations all infantry, cavalry, and specialist units with less than 4 units of ammunition; and artillery units with less than 5 units of ammunition.

Show Corps Commanders: indicates with gold stars the locations of your Corps Commanders. Corps Commanders are your best and highest ranking field commanders — their number will vary from battle to battle.

Show Reinforcement Areas: displays the reinforcement areas of both armies on the battlefield (see page 95).





OFFICER'S REPORTS

Command Tent: displays the command tent screen. The command tent screen allows you to look at your command map, view various reports, or return to the current game. Move your mouse pointer around the command tent portrait and watch the text window below to locate each action.

Casualty Report: displays your updated casualty report, which includes the time and date when the battle will end, as well as numbers of dead and wounded. It also shows your current victory points.

Command Map: displays a single-screen map of the battlefield that is larger and more detailed than the overview window. The Command map may help you assess the geography of the battlefield as you devise a combat strategy. You may not issue commands or move troops from the command map.

Reinforcements Report: tells you which friendly units will arrive on the field, when they are due to arrive, and from which reinforcement area they will enter (see page 95).

REPORTS

Each report displays its information on the battlefield map itself, directly on the appropriate hex or unit. When two units are stacked in a single hex, unit reports will display a value for each unit.

Toggle Hex Numbers: Each map hex on each battle field is numbered. This switch controls the display of the hex numbers on the main map.

Resting Units: indicates whether or not each unit is resting.



Movement Left: displays the number of remaining movement points for each unit for the current turn.

Movement Max: displays the total number of movement points per turn for each unit.

Times Defended: displays the number of times each unit has defended itself against an attack in the current half-hour turn (see page 93).

Natural Cover: displays the natural cover value for each occupied position (see page 81).

Prepared Cover: displays the prepared cover value of each hex that contains a visible unit (see page 81).

Terrain Morale Boost: Some hexes provide exceptional battlefield advantages and will carry an automatic bonus that is added to the morale of any occupying unit. A unit with 60 morale, for example, would have 62 morale after moving to a hex with a morale boost of 2. This morale boost lasts only as long as the unit remains in the hex.

Terrain Height: displays the elevation of each hex, ranging from 1 to 7.

Unit Morale Level: displays the morale rating of each visible unit.

HELP

Select the Help menu to access a Windows Help file containing a complete game reference for **ROBERT E. LEE: CIVIL WAR GENERAL**. Use the Help file as a reference while you play.





PART 3: APPENDIX

HISTORICAL CONSIDERATIONS

ROBERT E. LEE: CIVIL WAR GENERAL was designed to mirror, as closely as possible, the historical conditions of Civil War combat. Several considerations have, therefore, been incorporated into the combat system.

Different unit types, for example, will tend to have certain characteristics in keeping with historical accuracy. Artillery units, for example, are likely to be of higher quality than other units. This accounts for the fact that gunners received relatively high levels of training and were usually more highly educated than the average infantry or cavalry units. The elite Specialist units will also have high ratings.

The resource discrepancies between North and South will also come into play as campaigns progress. Some of the best, most advanced weapons will only be available to the Union.

The South's soldiers are likely to be better than the North's in the early stages of the war. Yet the quality of the Rebel soldier is likely to decline as time passes and reinforcements join the ranks. While the Union had a vast pool of manpower and the resources to improve and expand training, the Confederacy had neither. Toward the war's end, the South had to turn to the very young, the old, and the generally ill-suited to fill its ranks.

Between battles in a campaign game, the game action will be recounted in the form of first person narrative "letters." These letters contain actual passages from authentic Civil War letters, diaries, and other accounts.



ROBERT E. LEE: CIVIL WAR GENERAL



STRATEGY HINTS

1) ***The Dance of Death:*** 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. This represents the difficulty of defending against multiple waves of attacks from different quarters. 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. Then withdraw these units one at a time to vacant positions behind them while replacing them with the extra brigades, and have fresh brigades attack. If, by some miracle, the enemy unit has survived these attacks you may still be able to perform some 'leapfrog' suicide attacks to finish him off. 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) ***Charge!!!*** Knowing when to charge can be a key to victory. Just because a unit is willing to charge doesn't mean that you should order it to. There are some situations in which you should always charge, such as when attacking infantry in movement formation or limbered artillery, or when making a rear attack.

4) ***Cover the rear:*** Make an effort to outflank your enemy's line with pickets and cavalry. Once the battle is underway, you can use these units to set up rear attacks. Then, have a strong brigade attack from the opposite side of the unit (charging, if possible, and getting the rear attack bonus.) Another advantage to getting cavalry in his rear area is to attack fleeing and retreating units. Do so whenever you get the chance.

5) ***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. Once he has, move your weakened units to the rear to rest and have all of your fresh units converge on his weak ones.

6) ***Back him into a corner:*** Units with no avenue of retreat will surrender when forced to retreat or rout. Units cannot retreat across impassable rivers. Any time you have an opportunity to surround an enemy unit, do so. Surround him first and then attack with



everything you've got. Forcing a large brigade to surrender the first time it retreats can change the course of a battle.

7) ***Hit and Run:*** Mounted cavalry can often attack without fear of counterattack. This is because they are the only unit that can move, attack, and then move to safety. Be sure that you are out of range of enemy artillery units though. Mounted cavalry, with their horrible natural cover ratings, make a juicy target for artillery.

8) ***Sniper Attacks:*** Specialists are very fragile but they are useful because they don't enter the enemy's position when attacking. Their attack is "free," and they will always have a chance of wounding an enemy leader. In addition to a larger spotting range, specialists also have more movement points than infantry and don't have to change formation. If done properly, a specialist can execute an attack and move out of harm's way in the same turn.

9) ***Make them come to you:*** It is always better to wait for your enemy to come to you. Aside from the obvious benefits of choosing terrain and entrenching, you will have several turns to rest your troops while your opponent will be losing health and organization just moving up to your position.

10) ***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.

11) ***Travel on roads:*** Excessive maneuvering can take a heavy toll on your troops. If enemy infantry or cavalry can attack you, you must change to combat formation. Otherwise, always move in movement for-





mation and try to stay on roads or at least on open grassland.

12) **Rest:** Once a battle gets underway it is very tempting to keep throwing units into combat as soon as their morale is high enough to attack. Don't. If half of your units in one area of the battlefield need to rest, move all of your units in that area to defensive terrain, dig in and rest. Wait until nearly all of them can attack before going on the offensive again. This will ensure that many of them will be fit enough to attack repeatedly.

13) **Rivers, bridges & fords:** It can be nearly impossible to fight your way across some of the 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.

14) **Upgrade:** In Campaign play, when upgrading your weapons, you may be better off equipping several brigades with mediocre weapons. If you overbuy, you may be unable to resupply the more expensive weapons, and if you never upgrade, half your army will go to Gettysburg armed with farmers' weapons!



MULTIPLAYER GAMES

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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. You may play any battle as a multiplayer game, but the campaign game is available only as a single player game.

Hotseat games

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

To play a two player game with a modem connection, both players will be required to have a **ROBERT E. LEE** 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 panel 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 *Wait for Connection* 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 *Make Connection*. We recommend that you do not change the *Init String* entry that has been set for you in this screen.

Once the connection is made, the player who has initiated the modem connection must set up the game (choose a battle, 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

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.

Chat Mode

During a modem or null modem game, 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.

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*.





DESIGNER'S NOTES

I always wondered how people become addicted to something. Now, I often find myself asking a different question, "How come more people aren't addicted to computer games?"

In making **ROBERT E. LEE: CIVIL WAR GENERAL**, I never stopped asking myself this question. I also found myself asking: is this game accurate and does it properly measure the factors that are important in battle? Is this game easy to use? Is this the best Civil War Experience on the market? I think it is. OK, I am slightly biased.

I have always been fascinated with what motivates soldiers to fight in any era, and since I was nine I have been simulating history's battles on cardboard beaches with paper soldiers. Until two years ago, I saw the American Civil War as just another war, and not anything special. But like many of you, I found my glimpse into the Civil War to be absolutely fascinating, and something that would change me forever. I began to feel an obligation to design and produce this game so that it would accurately capture part of this war's spirit, and serve as a tribute to those who fought.

Since the dawn of time, the common footsoldier has determined the outcome of every military conflict. Technology and tactics have evolved and will continue to change, yet one constant remains, and will remain for some time to come: an army's ability to fight and its overall effectiveness in battle is mostly determined by the morale of the men who do the fighting. This simple truth is particularly evident on all of the bloody battlefields of the American Civil



ROBERT E. LEE: CIVIL WAR GENERAL

War.

In twenty years of playing and analyzing games, I have never played one that dealt with the genuine well-being of the men on the field. I wanted to make a game that forced you as the general to constantly think of your men and the state of their morale. Are your men tired, hungry and in need of *rest*? Have you marched them efficiently and avoided “partial movements” that would damage their *organization*? Do they have a leader who will direct their fire effectively and *influence* them to fight valiantly? Does their leader inspire *loyalty* in the heat of battle? What kind of civilian life did they lead, and how did this affect their *quality* as soldiers? Have they learned from their *experience*?

What kind of weapon did they have? What type of terrain do they occupy? Are they attacking as the first wave or the second wave? How many will hide behind the nearest tree as soon as the firing begins? All of these are factors of warfare. Why are they never represented in wargames?

I wanted a model in which one extra man on your firing line could make a difference — where one man could generate that lucky shot that hits the enemy general from 400 yards away.

My deepest desire in designing **ROBERT E. LEE: CIVIL WAR GENERAL**, was to create a product that Civil War enthusiasts could play, regardless of prior gaming experience. I wanted common sense, and not a rule book, to be your guide. I feel we have achieved this.

I would like to thank the people in the credits. You all gave much more than I could have asked. I hope you, the player, feel the same way, and feel that this is the best Civil War package you have ever had the plea-





sure of getting to know. I hope you enjoy playing it as much as we did making it!

Jeffrey Fiske
May, 1996

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TECHNICAL TIPS

Tech Tip for Win95 only:

If you maximize the window during game play, the Win95 tool bar 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 for sound to work 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.

Graphics seem to be in wrong color

This game was designed to run in 256 color mode. Please make sure that your display is set to this number of col-



ors. To fix in Windows 3.1 please read below in the Win 3.1 tips. For Win95 please do the following: Close any running applications, and left click on the Icon that says, "My Computer", (unless you have renamed it, in which case click on this Icon instead.) Then click on the Control Panel folder, followed by the small picture of the monitor marked "Display." Select the tab marked Settings, and move the slider bar under Color Palette to 256. While you are here, you may want to set your screen size to 640 X 480. This will enable Robert E. Lee to be played in full screen mode. Although the game will work fine, and plays just as well in higher resolutions(800X600 or 1024 X 768), full screen is not available.

Memory Requirements: This game is designed to run on a machine that has at least 8 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 the system task 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.

When things aren't working:

1. *Is my video card set to a standard 256 color mode?*

"Video mode" refers to the number of pixels displayed on the monitor along with the number of colors each pixel can represent. The default video mode for most installations of Windows 3.1 is 640x480 pixels with 16 colors, usually referred to as standard VGA. This game requires a 640x480 pixel 256 color, or better, display mode. If the video mode has greater than 256 colors, you may experience some slowdown in performance, but otherwise it should work fine.





To find out what video mode your machine is using:

Go to the Program Manager (the main starting view of Windows) and open the “Main” program group. Double click on the “Windows Setup” icon. This will give a listing of a number of settings for Windows, including “Display”. On most systems, this entry will indicate the resolution as something like “SVGA 640x480x256” (this indicates 640 by 480 pixels with 256 colors).

If the Windows Setup Display does not clearly state how many colors are being used, consult the documentation for your computer to find out how video resolution can be changed; this should give you some indication of how to find out what mode your machine is currently using. Sometimes a “Set Resolution” utility can be found in a group in your program manager that might give a push button interface to the whole process of display management. If necessary, call the company that sold you your computer (a list of computer manufacturers is included later in this document) to find out this information.

2. How do I change the video mode to 256 colors?

First, consult the documentation, the computer vendor or manufacturer to find out how your specific machine should change between video modes. Sometimes it is as simple as running a program and choosing “640x480” and “256 colors” in a list of options. If not, read on.

Most video hardware for Windows machines includes a set of “drivers”, software files designed to manage the specific hardware through various Windows modes. If you have an older machine, contact the manufacturer for updated video drivers.

Get out your Windows install diskettes and set them aside, as some video mode changes require access to resources from them; usually there are 6 in the set. If you have a “video driver” diskette, get that out too. Run the “Windows Setup” program from the “Main” program group in the “Program Manager” (the initial Windows



screen). (If you run into any problems where Windows will not display properly after running Windows Setup, you can run the DOS version of Setup, which is located inside the Windows directory and set the display for VGA, before contacting either the vendor or manufacturer of your computer for more information on video configuration).

If the “Display” setting indicates 256 colors, you are already in a 256 color video mode. If you are experiencing problems with this video mode, try using some other 256 color mode.

To change drivers, click on the “Options” menu, choose “change system settings”, click on the arrow to the right of the display setting and scroll down to an appropriate driver listing. If your hardware specific video drivers have been previously installed (very likely) they should be on this list. Windows version 3.11 (either for workgroups or not) or later, include in this list Super VGA 256 color video drivers. Since some video cards require specific drivers, you should usually use the ones that came with the hardware.

If your video drivers are not on the list, scroll to the very bottom of the list and choose “Other Display (Requires disk from OEM)...”. At this point, insert the video drivers disk that came with your system and make sure the disk path is correct, usually either “A:\” or “B:\”. Choose the appropriate driver (640x480x256 is optimal) and follow the prompts if asked for further disk insertion.

IMPORTANT: DO NOT USE XGA, VIDEO 7 OR 8514/A DRIVERS UNLESS YOU ARE ABSOLUTELY CERTAIN THAT THE CARD YOU HAVE IS OF THE APPROPRIATE TYPE.

If you try to use the 256 color drivers that come with Windows 3.11 or later, be aware that they require a VESA compliant video card. VESA refers to a standard set of calls for Super VGA cards that allows different programs to work properly with Super VGA displays.





If you are not sure whether or not your video hardware is VESA compliant, a program included in the game install, called UNIVESA.EXE, can be used to make non-VESA compliant SVGA cards use VESA calls; the file can be found in the UNIVESA directory inside the game directory and can be added near the end of your AUTOEXEC.BAT file, so long as it is above the "WIN" line. Note that UNIVESA will not work if you don't have an SVGA card, and may not work if the SVGA card is too old.

TECHNICAL SUPPORT

System configuration or installation problems may cause any one of a number of different error conditions. Refer to the README file in the game directory for information on error messages and possible solutions.

Direct your inquiries to the Technical Support Department if your question is about hardware and software compatibility specific to Sierra games (i.e., sound card configuration and memory management).

Technical Assistance is only a phone call away. For convenient, person-to-person service, call (206) 644-4343 in the US or (44)734-303 171 in the UK. If you prefer, you may request assistance by facsimile; the US fax number is (206) 644-7697, while the UK fax number is (44) 1-734-303-362.

If you choose to write or fax us with your request, please give detailed information on both your computer system and the nature of your problem. Include your address and telephone number in case we need additional information.

Send postal inquiries to :

Sierra On-Line

Attention: Technical Support
P.O. Box 85006
Bellevue, WA 98015-8506



Sierra On-Line Limited

4 Brewery Court

Attn: Technical Support

The Old Brewery,

Theale, Reading, Berkshire

RG7 5AJ United Kingdom

Sierra Technical Support is also available through:

Sierra US BBS: (209) 683-4463

Sierra UK BBS: (44) 1-734-30-4227

Compuserve: GO SIERRA

Prodigy: (Technical Support ID - WBWW55A)

America On-Line: Keyword Sierra

Internet: <http://www.sierra.com>

Call Sierra's own BBS with your computer modem and browse our technical knowledge database, get game hints online or download game patches and other files. You'll find the answers to the most commonly asked questions by selecting index choice #8 from the Main Menu. Set your communications program to 8 data bits, 1 stop bit, no parity. (8-1-N).





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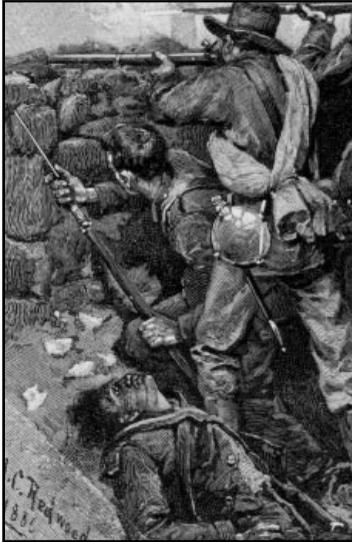


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GAME MANUAL



FEATURED ARTISTS



Michael Fairchild

Mort Künstler's amazing artistry draws you into the game, bringing your command post to life. Considered America's foremost historical artist, Künstler's paintings are in the collection of museums throughout the world. Six books have been published on Künstler's work, including his latest, *Jackson & Lee, Legends in Gray*, by Rutledge Hill Press. A one-hour television special, entitled *Images of the Civil War - The Paintings of Mort Künstler*, was shown on the A&E network. The major works of Mort Künstler are available as limited edition fine art prints, published by American Print Gallery, Gettysburg, PA.



Jay Wertz's battle scenes come to life through generous use of re-enactment footage, some created specifically for Robert E. Lee: CIVIL WAR GENERAL™. Wertz has been shooting Civil War re-enactment footage for educational media for the last fifteen years, and most recently has produced and directed a documentary for the Smithsonian Institution.