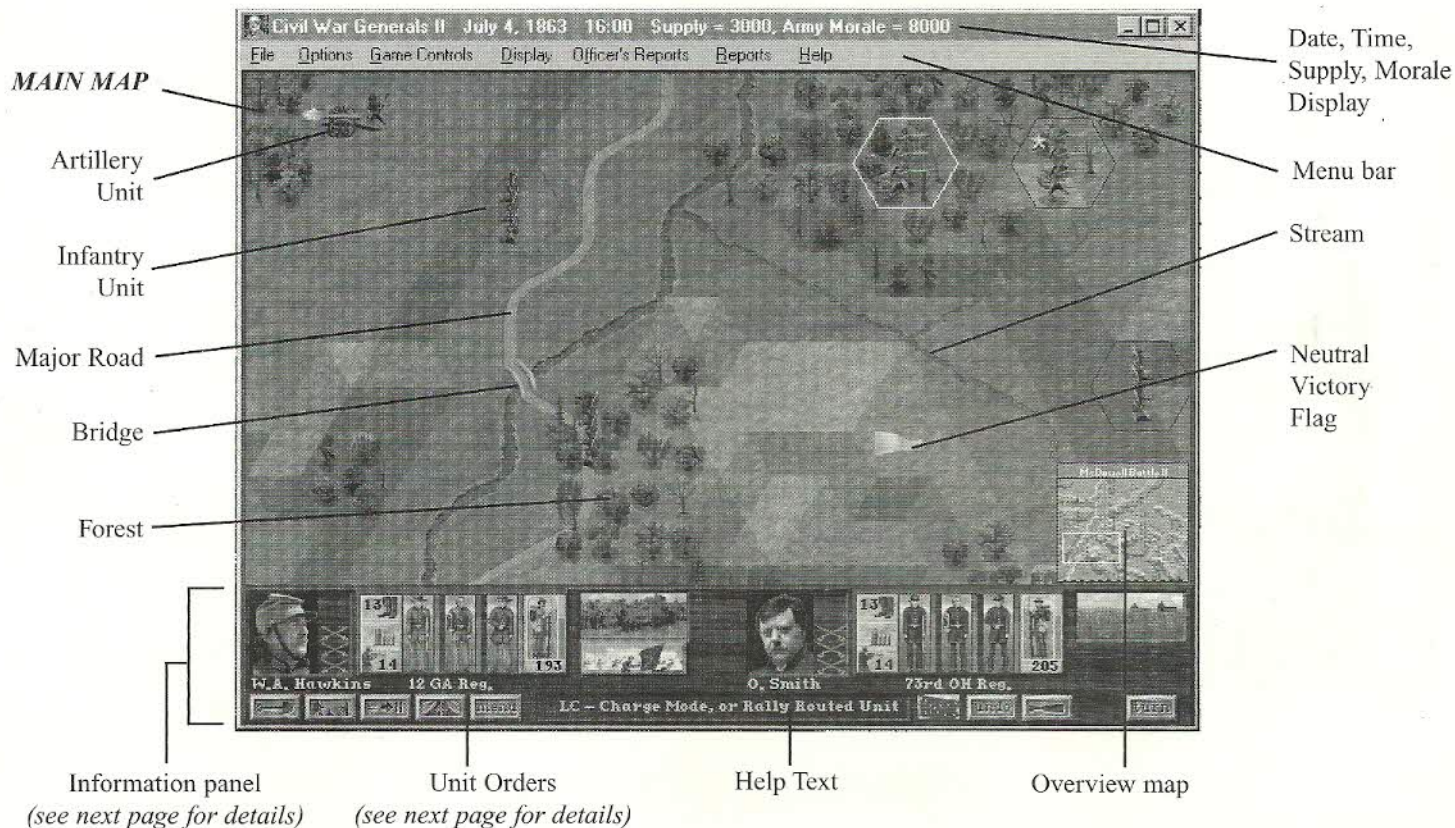


CIVIL WAR GENERALS 2: GRANT, LEE, SHERMAN QUICK REFERENCE



INFORMATION PANEL

CONFEDERATE SIDE

UNION SIDE



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

UNIT INFORMATION DISPLAY

Movement points (MP) — 13

Supply (SP) — 5

Firepower rating (FP) — 5

% of original men dead — 755

% of original men alive but not fighting

% of original men alive and fighting

of men that will fight

Organization: high, low

Health: high, low

Morale: high, low

UNIT TYPES

Infantry Marching	Infantry Combat	Artillery Limbered	Artillery Unlimbered	Specialist
Cavalry Mounted	Cavalry Dismounted	Horse Artillery Limbered	Horse Artillery Unlimbered	Scout
Corps HQ Moving	Corps HQ Established	Mortar Limbered	Mortar Unlimbered	Gunboat
Engineer Moving	Engineer Working	Heavy Artillery		Mortar Gunboat
				Frigate

TOOLBAR

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

KEYBOARD COMMANDS

M = Toggle Menu Bar

Ctrl-N = Start new game

Ctrl-S = Save game

Ctrl-A = Save As

Ctrl-L = Load saved game

Ctrl-O = Options

Ctrl-X = Exit

Ctrl-T = End turn

U = Undo Move or Formation Change

D = Dig In

R = Rest and Resupply Current Unit

F = Change Formation

+ (plus sign) = Select Next Unit

- (minus sign) = Select Previous Unit

C = Center on Current Unit

S = Skip Unit

A = Reassign Division Commander

(Next Turn)

T = Talk (Multiplayer Chat Mode)

G = Grid

O = Overview Map

Z = Zoom In/Out

I = Times Defended Markers

M = Movement/LOF Range Grayout

H = Terrain Help (right click)

L = Show LOS From Any Location
(right click)

P = Show LOS Path (Current Unit to
Target)

Ctrl-F2 = Show Victory Point Locations

Ctrl-F3 = Show Ready Units

Ctrl-F4 = Show Fleeing Units

Ctrl-F5 = Show Low Supplied Units

Ctrl-F6 = Show Corps/Division
Commanders

Ctrl-F7 = Show Reinforcement Areas

Ctrl-C = Command Tent

Ctrl-P = Casualty Report

Ctrl-R = Reinforcement Report

Ctrl-B = Objectives Report

Ctrl-W = Weapons Purchase Screen

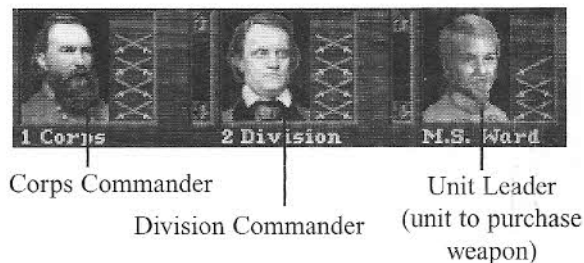
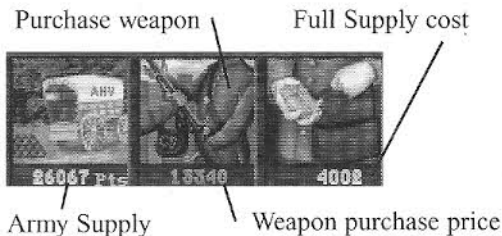
Ctrl-H = Hospital Report

F1 = Help Contents

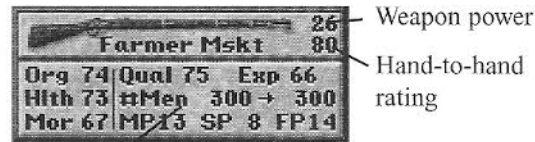
Shift-F1 = Search Help Contents

FOR ADVANCED PLAYERS

THE WEAPON PURCHASE SCREEN



DETAILED UNIT INFORMATION



of Men: original → still living