

ROBERT E. LEE: CIVIL WAR GENERAL QUICK REFERENCE



CONFEDERATE SIDE

INFORMATION PANEL

UNION SIDE



- Dig in
- Rest & Resupply
- Change formation
- Go to command tent
- Display menu bar
- Charge Button
- Leader
- Turn indicator
- Date & time
- Terrain display (see Terrain Types below)
- End Turn

UNIT INFORMATION DISPLAY

The unit information display provides a detailed view of a unit's status. It includes a unit type icon (Infantry, Artillery, or Cavalry), movement points (MP), supply (SP), and firepower (FP). Below the main display, there are three rows of unit icons representing Morale, Organization, and Health, each with 'high' and 'low' indicators. The unit type is also indicated by the icons shown in the bottom right.

- Movement points (MP)
- Supply (SP)
- Firepower rating (FP)
- Morale
- Organization
- Health
- Unit type
- # of fighting men
- Infantry
- Artillery
- Specialists
- Cavalry
- high
- low

UNIT-TYPES & FORMATIONS

(shown in small, medium, and large sizes)

INFANTRY, MARCHING FORMATION



INFANTRY, COMBAT FORMATION



CAVALRY, MOUNTED



CAVALRY, DISMOUNTED



ARTILLERY, UNLIMBERED



ARTILLERY, LIMBERED



SPECIALISTS (single size and formation)



TERRAIN TYPES



Grass



Forest



Road/Grass



Road/Forest



River



Bridge



Town



Stone wall



Sunken road



Railroad track



Pontoon bridge



Rocky knoll



Stream

KEYBOARD-COMMANDS

M = Toggle Menu Bar

Ctrl-N = Start new game

Ctrl-S = Save game

Ctrl-L = Load saved game

Ctrl-X = Exit

Ctrl-T = End turn

Ctrl-U = Toggle Union data

Ctrl-C = Toggle Confederate data

+ (plus sign) = Select next unit

- (minus sign) = Select previous unit

Ctrl-G = Toggle hex grid

Ctrl-O = Overview window

Ctrl-F2 = Show movement range

Ctrl-F3 = Show ready units

Ctrl-F4 = Show fleeing units

Ctrl-F5 = Show low supplied units

Ctrl-F6 = Show Corps Commanders

Ctrl-F7 = Show reinforcement areas

Ctrl-A = Go to Command Tent

Ctrl-P = Casualty Report

Ctrl-M = Command Map

Ctrl-R = Reinforcements Report

Ctrl-B = Objectives Report

F2 = Toggle hexnumbers

F3 = Resting units

F4 = Movement left

F5 = Movement max

F6 = Times defended

F7 = Natural cover

F8 = Prepared cover

F9 = Terrain morale boost

F10 = Terrain height

F11 = Unit morale level

F1 = Help contents

Shift-F1 = Search help topics

A = Reassign Corps Commanders next turn

S = Skip unit

F = Change formation

C = Center on current unit

D = Dig in

R = Rest unit

FOR-ADVANCED-PLAYERS

THE WEAPON PURCHASE SCREEN

Purchase weapon Full Supply cost



Army Supply

Weapon purchase price



Show Army of Northern Virginia Roster

Dismiss Leader

DETAILED UNIT INFORMATION



Weapon power

Hand-to-hand rating

of Men: original still living