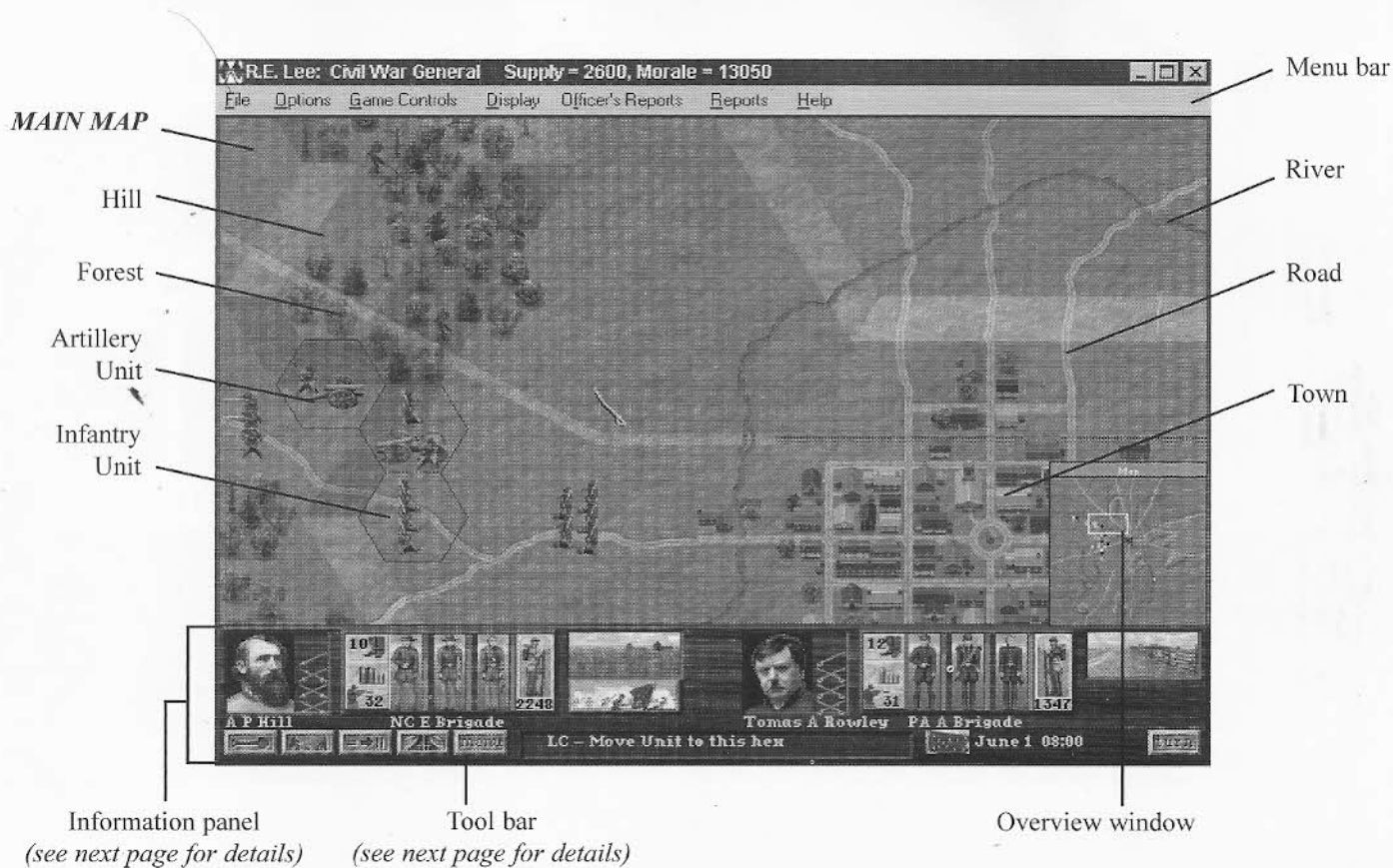


ROBERT E. LEE: CIVIL WAR GENERAL QUICK REFERENCE



INFORMATION PANEL

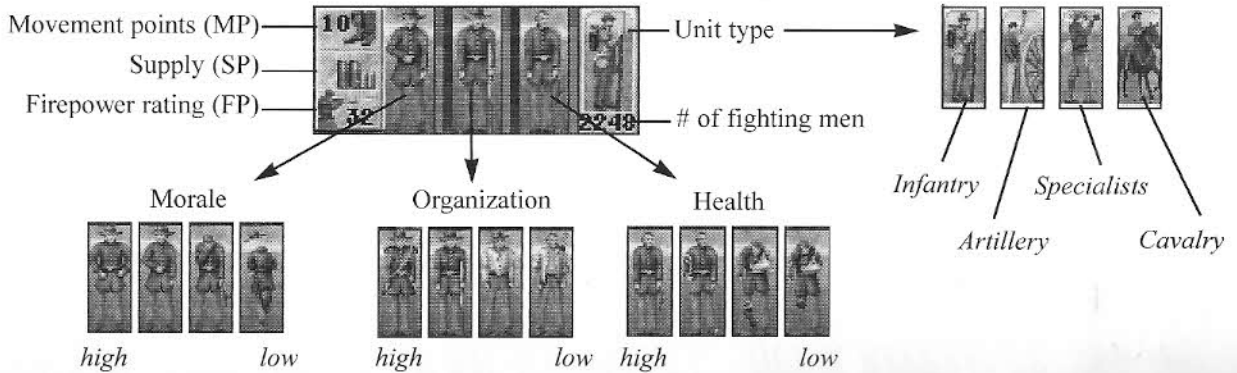
CONFEDERATE SIDE

UNION SIDE



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

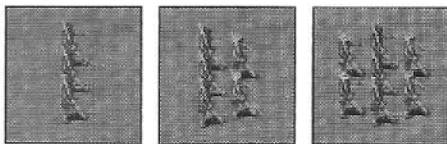
UNIT INFORMATION DISPLAY



UNIT TYPES & FORMATIONS

(shown in small, medium, and large sizes)

INFANTRY, MARCHING FORMATION



INFANTRY, COMBAT FORMATION



CAVALRY, MOUNTED



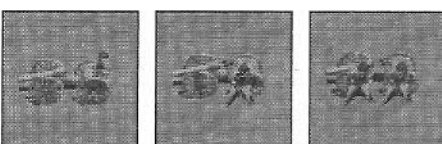
CAVALRY, DISMOUNTED



ARTILLERY, UNLIMBERED



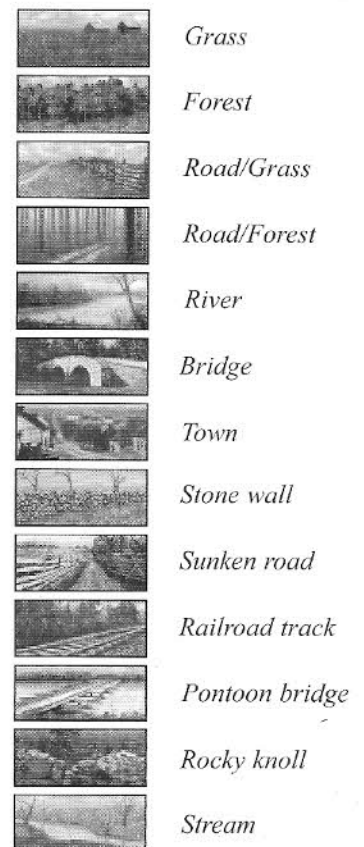
ARTILLERY, LIMBERED



SPECIALISTS (single size and formation)



TERRAIN TYPES



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

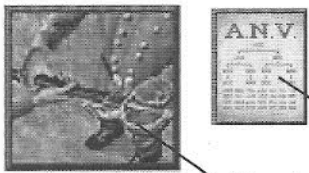
FOR ADVANCED PLAYERS

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