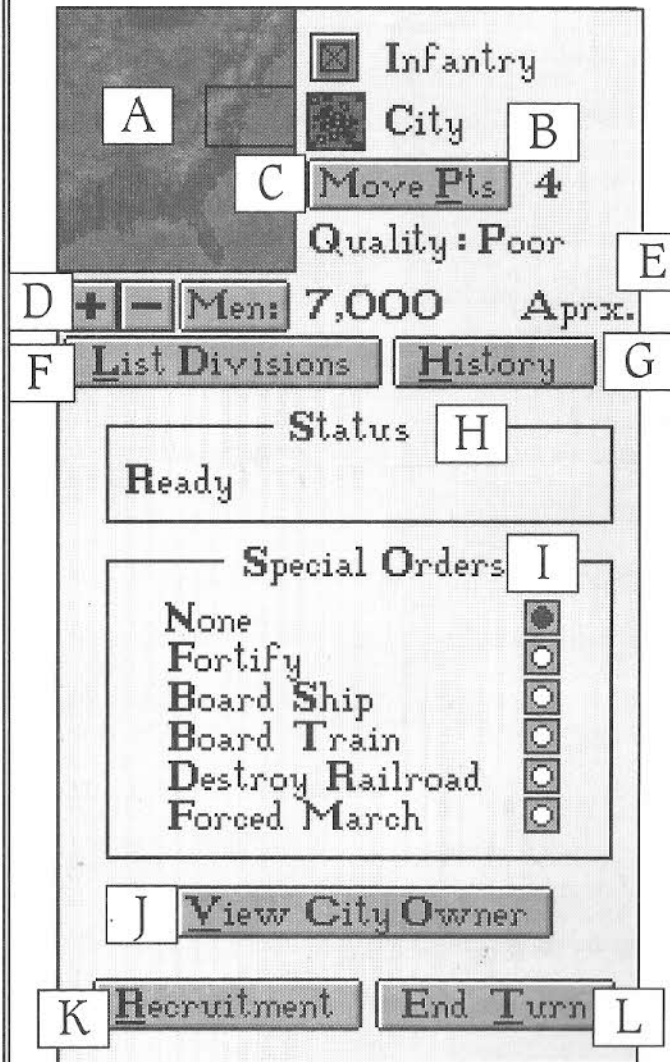


# CAMPAIGN REFERENCE CARD

The function of each icon and data display are described below: also, the letters on this diagram are used throughout the Campaign Manual for reference.



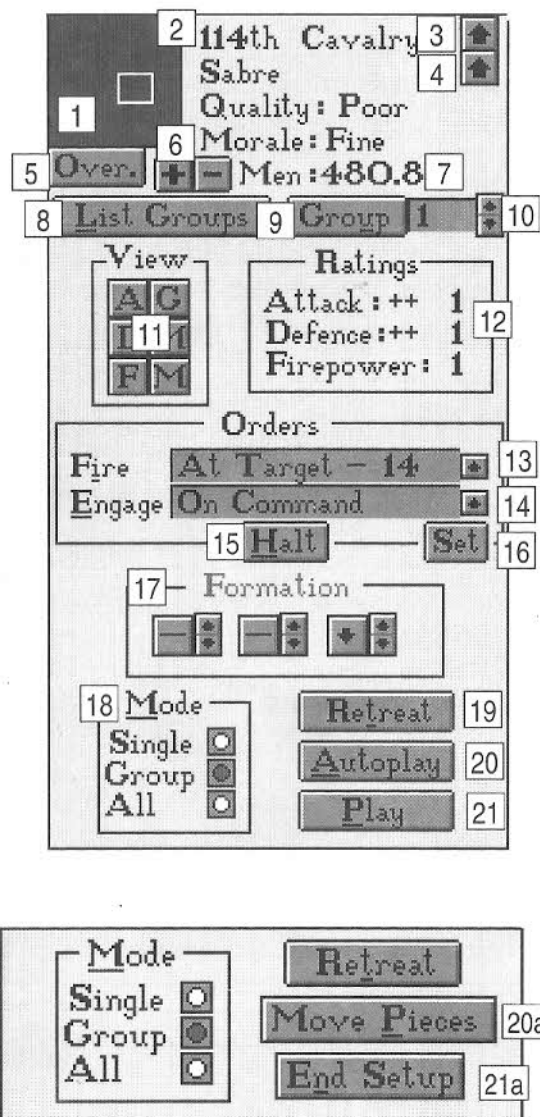
- A) **Micro-Map:** The black rectangle in this green rectangle shows what area of the campaign map is shown in the Display Window. Clicking on a location on this map will shift the Display Window to it.
- B) **Unit Statistics:** Lists several statistics for the selected unit.
- C) **Movement Points:** Pressing this button displays the costs needed for the selected unit to move in each of the eight possible directions. The number next to this button shows the selected unit's current store of movement points.
- D) **Select Next/Previous Unit**
- E) **Men in Square / Division:** Pressing this button lists the total number of men (including those from other units) in the square containing the selected unit. If a division is selected, the display next to this button shows the number of men in it.
- F) **List Divisions:** This button accesses a screen that lets you to view, combine and split your divisions.
- G) **History:** This button accesses a screen listing the battle history of the war.
- H) **Status Display:** Displays the current status of the selected unit.
- I) **Special Orders:** Displays which orders, if any, are available to the selected unit. Pushing the buttons to the right chooses an order.
- J) **View City Owner:** Toggles the display of "F" and "C" squares to identify the owners of each city on the map. These letter-squares will obscure your view of any divisions in those cities; however if the selected unit is in a city it will be shown.

K) **Recruitment:** This button accesses a screen where campaign statistics are displayed, and new troops are recruited into your forces.

L) **End Turn:** This button ends the current turn and gives control to the other side.

# Edward Grabowski's *THE BLUE AND THE GRAY* BATTLE REFERENCE CARD

The function of each icon and data display are described below; also, the numbers on this diagram are used throughout the Micro Miniatures Battle Manual for reference.



- 1) **Micro-Map** — The white rectangle in this green rectangle shows what area of the battlefield is shown in the Display Window. Clicking on a location on this map will shift the Display Window to it.
- 2) **Piece Statistics** — Lists four statistics for the selected piece.
- 3) **Mount/Dismount** — This special button mounts and dismounts cavalry pieces. It affects the selected piece in single and all modes; it affects the piece's entire group in group mode.
- 4) **Change Weapon** — This special button switches cavalry pieces between wielding guns and sabres. It affects the selected piece in single and all modes; it affects the piece's entire group in group mode.
- 5) **Overview** — Displays one of two maps of the whole battlefield. The battle can be viewed in real-time from the larger map.
- 6) **Select Next/Previous** — If in single or all mode, these buttons jump from piece to piece in your army; if in group mode, they jump from group to group.
- 7) **Number of Men** — In group mode, this displays the number of men, and the number of pieces, in the selected group separated by a dot. In single and all modes, this displays the number of men in the selected piece.
- 8) **List Groups** — Allows you to Transfer one group into another one.
- 9) **Change Group** — When this is turned on, clicking on pieces adds them to the selected piece's group. Works only in single and group modes.
- 10) **Group Number** — In Single Mode, the up and down buttons allow you to change the group to which the currently selected piece is assigned.
- 11) **View Buttons** — Display stats for each piece located in the **Display Window**. Buttons in order: Attack, Group Number, Defense, Morale, Firepower, Men in Piece.
- 12) **Ratings** — Displays the battle ratings for the selected piece. If in single mode, "++" and "--" will show ratings positively and negatively affected by terrain.
- 13) **Order: Fire** — Displays the firing orders for the selected piece. If in single mode, a number will show the range of the selected piece's weapon. The arrow button changes the order for the piece and, depending on which **mode** you are in, its group or the entire army.
- 14) **Order: Engage** — Displays the engagement orders for the selected piece. The arrow button changes the order for the piece and, depending on which **mode** you are in, its group or the entire army.
- 15) **Halt** — Stops the movement of the selected piece and, depending on which **mode** you are in, of the group or the entire army.
- 16) **Set** — In single mode, this special button sets the artillery target for a selected artillery piece.
- 17) **Formation** — In group mode, the arrow buttons next to the three gray boxes order a group to make a formation with a certain **direction, thickness** and **facing** (respectively).
- 18) **Mode** — Select one of three buttons (Single, Group, All) to control which mode you are in; affects who receives your movement (and Order) commands.
- 19) **Retreat** — Concede defeat and escape the battle.
- 20) **Autoplay** — Calculate the rest of the battle automatically and give the result.
- 21) **Play** — Enter battle mode and unpause the game.

At the start of a battle, the Control Panel is configured slightly differently for Setup Mode. Buttons 20 (Autoplay) and 21 (Play) are replaced with the following two buttons:

20A) **Move Pieces** — This button immediately acts out all setup orders given thus far.

21A) **End Setup** — This button begins the game (where all orders are now acted in realtime).