# MOSBY'S
## CONFEDERACY

Tilted Mill
ENTERTAINMENT

# Mosby's Confederacy

# Game Manual
## v1.0

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# Getting Started

You are John Singleton Mosby. You have just formed and taken command of the 43rd Battalion Virginia Cavalry. You are charged with defending Loudoun and Fauquier counties from Union incursion, as well as harassing the enemy's flanks and supply lines by any means you see fit. Though you begin with few trained soldiers and inferior firepower, you have knowledge of the terrain, the sympathy of area towns, and a keen sense of partisan tactics. Over time, you will take the horses and munitions you need to create a fighting force that the Union cannot deny. Union operations in your Confederacy will be ground to a halt and your name will live on forever...

Mosby's Confederacy is played in a series of turns. On each turn, you interact with the towns on the Confederacy Map and choose a single tactical mission to undertake. Your overall goal is to earn as much Renown as possible before the end of 1864, by capturing, routing, or killing Union soldiers and completing mission objectives.

## Resources

There are three basic resources that you will gather and use:



Horses:
Mounted soldiers move faster, take less damage, and intimidate enemy soldiers. You gain horses by capturing them during missions. To increase the number of horses you may keep, use the "Expand Stable" action in towns.

Horses that leave a mission wounded may not survive the trip home.

**Munitions:**
Use this resource to improve soldiers' weapons in a particular town. You also need munitions to take soldiers on a mission. More experienced soldiers require more munitions. To increase the amount of munitions that area residents are willing to hide for you, use the "Increase Cache" action in towns.

You gain munitions from captured supply carts and captured or killed Union soldiers.

**Reputation Points:**
Reputation is earned by completing mission objectives, or by capturing, routing, or killing Union soldiers. You spend Reputation in towns to convince the locals to help you (see the "Towns" help section).

Your Renown is the total amount of Reputation you have earned, whether or not you have spent it.

# The Confederacy Level

The Confederacy Map, where you begin the game, shows the area of your operations. Your progress can only be saved from this screen. Each time you return to the Confederacy Map, you may choose a new attribute, use your reputation to influence towns, and plan a mission. You don't gain experience in missions like your soldiers do; instead, you choose leadership skills to develop. Each turn, click on the Attributes button by your portrait to choose a new skill.

# Towns

Cultivating towns in your Confederacy is key to the long-term strength of your campaign. The soldiers that live in a town truly call that place home and can be called to fight in nearby missions. For details on how to interact with towns, see the "Towns" help section.

# Missions

Each turn, you will choose one mission to undertake and decide which soldiers to take with you. See the "Planning Missions" help section for more information on the mission briefing. The mission marker on the Confederacy Map gives you an idea of what to expect in each mission:

A mission to capture supply wagons to gain Munitions. These missions are well-scouted, and the map (available in the mission by pressing 'M') will show, roughly, where your target is. Completing all of the objectives will decrease the strength of enemy soldiers in nearby missions, but increase their alertness.

A mission to capture Union Horses. These are also well-scouted. While a mission like this will help to fill your stables, it will have little impact on nearby Union forces.

A combat mission against a large Union force. These missions are poorly scouted, and your map won't show enemy positions. It would be wise to take a few scouts. Completing all of the objectives will weaken Union forces nearby and increase their alertness.

A mission that is a mix of all of the above in healthy measure; some also ask you to capture Union officers in their tents. Capturing officers will reduce leadership in nearby missions (fewer well-trained soldiers and more recruits will be present).

A special, historical mission that represents a turning point in your career. These tend to be more difficult missions.

# Towns
## Information

Town Support
A measure of the town's willingness to risk their lives for your campaign. Support is a requirement for some town actions and determines how far the town's soldiers will travel to fight with you. Hovering the mouse over a town will show you the distance its soldiers will travel; pressing the "S" key toggles a display showing that distance for all towns. Towns care about the well-being of their sons and fathers. When one is killed, the town's support weakens.

Munitions Cache
The amount that this town contributes to your total munitions limit.

Stable Size
The amount that this town contributes to your total limit of horses.

Heal Rate
Soldiers who live here recuperate by this amount every turn they spend out of combat.

Weapon Quality
The quality of a soldier's weapon affects his range, rate of fire, and lethality.

## Improvements
You can influence towns by using your Reputation to take the following actions.

Expand Stable
Increases the number of horses you may keep.

Increase Cache
Convince the townspeople to hide more munitions for you, raising the total amount you can store.

Raise Support
Adds to the town's support for you, increasing the distance that soldiers are willing to travel and enabling other actions.

Drill Soldiers
Raises Discipline for all the soldiers of the town.

Field Hospital
Increases the speed with which soldiers recover from injury.

Upgrade Weaponry
Improves the range, rate of fire, and lethality of the weapons owned by the soldiers of the town (requires Munitions as well as Reputation).

# Planning Missions

When you have selected an attribute for yourself and finished working with the towns in your Confederacy, choose a mission to undertake.

By clicking on one of the brass mission markers, open the Mission Briefing. Here, you can read about the mission and pick which soldiers to take with you.

The text of the mission briefing will give you a very rough estimate of the size of the enemy force, their alertness, and the proportion of well-trained officers to recruits.

Shown on the left are soldiers that would be willing to join you on this mission, grouped by home town. Shown beneath the briefing text is the roster of soldiers you are taking with you. The roster always includes you, John Mosby.

You can add or remove soldiers to the roster by double-clicking their portraits; you may also select them and use the "Add Soldier to Roster" and "Remove Soldier from Roster" buttons.

Any soldier may be given a horse by selecting him and clicking the "Add Horse" button. If you would like to give all of your soldiers horses, hold the shift key.

If you don't have enough munitions or horses to support the current roster, you won't be allowed to start the mission until you have removed soldiers or mounts.

Once you are satisfied with your roster, click the "Enter Mission" button to begin. If you haven't chosen an attribute for yourself this turn, you'll be prompted to do so.

Over the course of the campaign, the strength of the enemy will, in general, increase. Completing mission objectives can affect the strength, alertness, and leadership of nearby Union forces.

# Combat Controls
## Grouping and Commanding Soldiers

To group your soldiers into squads, select up to five soldiers (by shift-clicking soldiers on the map or their portraits, or by drag-selecting a group of soldiers on the map) and pressing the Ctrl key and a number (1-5). Any time you press that number key, that group will be reselected.

To move a soldier or squad, select it and right-click where you want them to go. To attack, right-click the enemy. You will not be able to see enemy soldiers or mission objectives until you are close enough (how close depends upon the Perception of your soldiers), so be careful not to rush forward thinking no one is there!

# Key Controls

| | |
|---|---|
| WASD or arrow keys: | move the camera |
| Mousewheel: | zoom in or out |
| + and - : | increase/decrease game speed |
| M : | display scout map |
| H : | show help |
| C : | toggle display of soldier detail cards |
| I : | toggle display of icons over soldiers |
| Left-click: | select a soldier |
| Left-click & drag : | select a group of nearby soldiers |
| Double-click : | center the camera on the selected soldier |
| Shift-left-click : | select additional soldiers (up to five) |
| Ctrl-(1-5) : | assign selected soldiers to a squad |
| 1-5 : | select the squad with that number |
| Right-click : | move to a position, attack an enemy or capture an objective |
| F1 : | order selected soldiers to use only rifles |
| F2 : | order selected soldiers to use only pistols |
| F3 : | order selected soldiers to use only melee weapons |
| F4 : | order selected soldiers to choose their own weapon (according to distance to the enemy) |
| F5 or Q : | toggle Stealth for selected soldiers |
| F6 or E: | toggle Charge for selected soldiers |

# Combat UI

The buttons in the lower-left of the screen do the following:

Toggle soldier detail cards

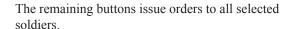Open menu

Open the scout map

Open this help system

The remaining buttons issue orders to all selected soldiers.

Order soldiers to use only rifles

Order soldiers to use only pistols

Order soldiers to use only melee weapons

Order soldiers to move stealthily, or stop moving stealthily if they already are



Order units to charge on their next attack

Note that there are smaller versions of these soldier controls on each soldier's info card. These can be used to issue orders to individual soldiers in a squad.

# Soldiers
## Specializations



John Singleton Mosby: You are the leader of the 43rd Battalion of Virginia Cavalry. You must survive for your story to continue. Unlike other soldiers, you choose your attributes on the Confederacy Map (one per turn) rather than gaining them through promotions. Over time, you can become a formidable force in the field or a master of strategy on the Confederacy Map based on the attributes you choose.



Recruit: These are the rough ranks of untrained soldiers that have volunteered to help your cause. They aren't molded yet into a specialization like the soldiers below. Once they are promoted, they will gain specializations and keep them for the rest of their careers.



Ranger: Rangers are tough and stealthy, trained to take advantage of risky situations and throw the enemy off-guard. They tend to develop skills that affect their Guile and proficiency with melee weapons and pistols.



Scout: Scouts are the soldiers least well-suited for direct combat. They make up for this with excellence in reconnaissance. A properly placed Scout can observe large areas.



Rifleman: No one lays down consistent and heavy rifle fire like a Rifleman. As they are promoted, they become increasingly proficient with rifles. With enough training they will effectively coach nearby soldiers in riflery.



Cavalryman: Cavalrymen are fearsome when mounted. They develop skills that let them ride more quickly, charge more effectively, and fight more effectively from the saddle.

## Soldier Statistics

Health: The measure of the wounds a soldier can sustain before death. Wounded soldiers are less effective.

Perception: Affects a soldier's ability to detect enemies and fire a weapon accurately.

Courage: A prime factor in a soldier's ability to remain calm. Also affects skill in close combat.

Discipline: Soldiers with high Discipline reload more quickly and are less likely to panic. "Drill Soldiers" in local towns to improve the Discipline of soldiers from that town.

Guile: Guile is a measure of how difficult it is to detect this soldier. It is especially important when attempting to move stealthily.

These statistics improve as a soldier gains combat experience and is promoted.

## Ranks

Recruit : This rank is synonymous with the soldier type by the same name. Soldiers of this rank have yet to specialize in a particular type of combat. These new soldiers have varying base statistics and their usefulness in combat can differ greatly as a result.

Corporal : Upon being promoted to Corporal, a soldier gains a specialty. He will keep it for the rest of his career.

Sergeant : Seasoned soldiers who have gained enough combat experience to make them truly valuable in the field.

Lieutenant : With enough experience behind them, these soldiers begin developing skills that affect soldiers around them.

Captain : This is the highest rank available to your soldiers. Captains generally gain attributes that make them either independently formidable in the field or valuable assets to the soldiers around them.

# Combat Situations

The icons over a soldier's head give important information about his state of mind:

Investigating: This soldier has seen or heard something suspicious. He's ready for trouble, and won't be surprised by gunfire.

Alarmed: The soldier is reasonably certain that there is someone in the area, is likely to call for help, and is prepared for combat.

In Combat: The soldier is firing on an enemy or is under fire. If a soldier enters combat without investigating or being alarmed first, he will panic more easily.

Panicking: Several factors play into a soldier's ability to stay cool under fire. Having high Courage and Discipline helps. Being outnumbered, outflanked, facing mounted soldiers, and seeing friendly soldiers injured or killed can force him into a panic. Panicked soldiers are at a great disadvantage when trying to fire and reload their weapons. If they panic long enough, they will flee or surrender.

Fleeing: This soldier refuses to fight and flees the battlefield, heading to the nearest exit point. Soldiers flee when they are too panicked to continue fighting, but are not outnumbered.

Surrendering: The soldier gives up fighting and puts himself at the mercy of his enemies. Soldiers surrender when they are in panic and outnumbered.

# Things to Keep in Mind

You can leave a mission at any time by getting mosby to an exit point on the map. It is not required that you complete any or all of the objectives in a given mission.

Often you will have to decide between the health of your soldiers and the success of a given mission. Choose wisely.

Surprising and flanking your enemies makes them much more likely to panic, surrender and flee.

Higher elevations give a Perception bonus to soldiers.

While Union forces will continually gain some degree of strength as the war rages on, you have some influence over how this plays out. Your choices of which (and degree of success with) missions will influence the disposition of Union forces in subsequent turns.

Range is a key factor in a soldier's ability to hit a target. Remember this when you send your soldiers in to charge or simply close to pistol range. These are both risky propositions not to be taken lightly.

Units with a gold star in the corner of their portrait are the "first fifteen" soldiers that Mosby used to start his Confederacy. They are the only ranked soldiers that you start with and their Attribute sets are unique.

Patrols and pickets most often line roads to keep a lookout for large forces.

Developing Mosby via Attribute selection is crucial to success over the course of the campaign. Look ahead to the man you want him to be down the road rather than just choosing an Attribute that makes sense in the moment.

When a soldier dies in combat the support level of his home town suffers. He is replaced with a new random recruit.

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