

# **GRAND TACTICIAN'S**

## **OFFICERS' HANDBOOK TO**



INCLUDING  
CAREER CAMPAIGN INSTRUCTIONS  
DLC SPECIFIC FEATURES

VERSION 1.131

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1862



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### **Amendments**

- 0.99 - For the Beta Version of the DLC.
- 1.00 - For the Release Version of the DLC.
- 1.13 - Updated with Camp Feature.
- 1.131 - Updated Camp Feature description.





"Tell me what brand of whiskey that Grant drinks. I would like to send a barrel of it to my other generals."

- ABRAHAM LINCOLN, AFTER HEARING PERSISTENT RUMORS THAT GENERAL GRANT HAD A DRINKING PROBLEM.

## INTRODUCTION.

Welcome to Grand Tactician: The Civil War (1861-1865) - Whiskey & Lemons!

When we released Grand Tactician: The Civil War two years ago, after one year in Early Access, we had quite unique wargame engine, that we felt had much further potential stored in it. After the release, a lot of work has been devoted to improving all aspects of the game, out of necessity, from fixing bugs to improving the AI to balancing - as a game of such complexity will never be perfect.

We've also been adding further features we thought were missing from the release version. One of these features was the Avatar system, that allowed players to add custom commanders in the campaign game. At first, the idea was to add a very subtle touch of role-playing element, that many of the game's fans are known to enjoy - to see what would come out of the avatar. Maybe the avatar survives a few battles, maybe dies, or maybe even rises to play an important role in the war?

After some further consideration, the idea of a proper career mode started to feel more and more intriguing. What if player would control only one character, with the AI taking care of all the higher-level management of the war? The engine, as it was then, we felt, could facilitate it. Such a game play mode is not common in the genre, but usually quite high up in the *grogards*' wishlist. In the development team we thought it would make a lot of sense and a fun and refreshing experience, breathing further life in our labor of love we've worked on for the past seven years.

So, we decided to take deep dive in this rabbit-hole and adjust the engine to allow a more personal approach to the American Civil War. And here it is, in form of Whiskey & Lemons!

The result is not perfect by any means, and we'll keep on improving it further. But the system works, creating memorable moments of excitement, tediousness, frustration and sneer. It invigorates the stories Civil War commoners and enthusiasts alike have learned to love in history classes, by studying the topic, or by having watched or read something about it in the popular culture. We also hope our way of handling professional officers' career, its ups and downs, with a "subtle hint" of gallows humor, will entertain those in the know.

Why call it "Whiskey & Lemons," then? When we thought about the legendary commanders of the American Civil War, there were great many stories surrounding them. Some generals were known for their (real or alleged) love of whiskey, a particular general has a story of lemons surrounding him. *What kind of stories will you be remembered by?*



We are, sir/ma'am, Your very ob't se'v'ts,

Grand Engineer Corps.



## *TITLE FOURTH – WHISKEY & LEMONS DLC.*

### PART FIRST.

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## APPENDIX A. – WHISKEY & LEMONS DLC SPECIFIC PROJECTS



## *TITLE FOURTH – WHISKEY & LEMONS DLC.*

### PART FIRST.

#### General Rules for the Career-mode Campaigns.



"Just thirty years ago I began my military career by receiving my appointment to a cadetship at the U.S. Military Academy and today ... that career is ended in disaster and disgrace."

- GENERAL JOHN C. PEMBERTON, FOLLOWING HIS CRUSHING DEFEAT AT THE BATTLE OF BIG BLACK RIVER BRIDGE DURING THE VICKSBURG CAMPAIGN, IN MAY, 1863.

Whiskey & Lemons DLC adds a new Career game play mode for the campaigns. In this mode, you create your own character and join the war on either side, playing in the role of your character. The Career mode only allows playing army commanders, navy appointments are unavailable.

Your control over the war will be limited to the character's position, and the AI will run your nation's government and high command of the military up until the point, when the President appoints you to lead the nation's military - if this ever happens.

During the Career, you will need to follow your commanders' orders to gain prestige, that allows advancing your Career to higher positions and ranks. Though, it's not mandatory - you may choose to play in the lowest levels for the whole campaign.

The highest position you may achieve is that of Commanding General (Union) / General in Chief (CSA). In that position, all the armies and fleets of your nation are yours to command. Before that, you can only freely give orders to those units that are directly under your command. With prestige, you may also try to influence other commanders and the politicians to follow your advice.

If you found the game's normal campaign mode overwhelming, you may also like the career mode due to the limited responsibility, as you are not supposed to run the whole war, only your own unit(s).

The campaign winning conditions remain unchanged from the main game campaigns.



## Lesson I. - Starting a Career, Creating Your Character, Questionnaire



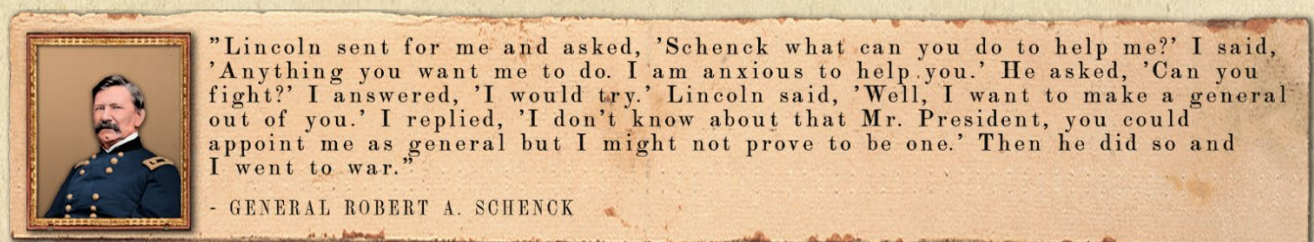
### Starting a Career:

Career mode is available for most campaign scenarios in the game, except the Tutorial and the pre-war Spring 1861 scenarios, when you own Whiskey & Lemons DLC. Select the campaign from the list, and in the bottom choose **Start New Career**. The realism and difficulty options, and the starting policies work just like in a non-career campaign, except the setting in **Automanage** -option is irrelevant for careers.

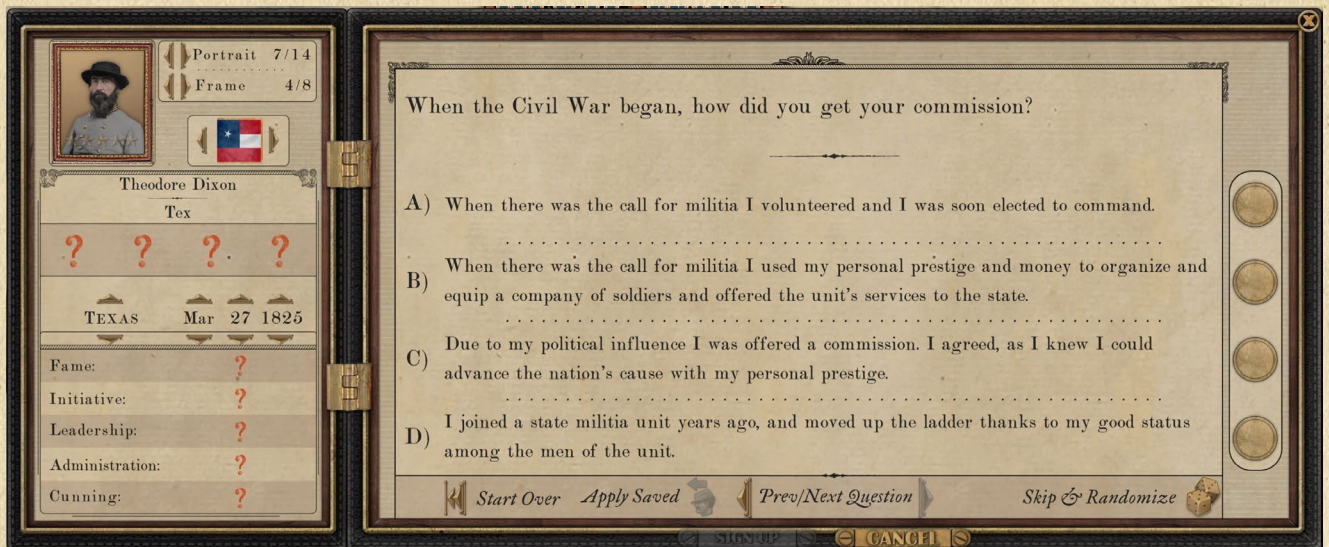
When playing the game's main campaign scenarios, the Career, too, is brigade scale. This means you will start the game as a brigade commander (infantry/cavalry), or an artillery battalion commander. In some special cases (early campaigns with military reforms not yet complete) you may also start as regiment/battery commander.

In the new regiment level Eastern Theater campaign scenarios, you will start the war as a regiment commander (infantry/cavalry) or a battery commander in artillery.

**NOTE:** If you have created custom commanders, the activated ones will appear in the Career campaign, just like in a non-career one.







### Creating Your Character:

After selecting ***Start New Career***, you will create your character. First, fill the left side information:

- Portrait & Frame using the ***left/right arrows***,
- Personal Battle Flag using the ***left/right arrows***,
- Name & Nickname by ***clicking and typing***,
- Home State and Date of Birth by clicking the ***up/down arrows***.

**Portrait:** you can use your own custom commander portraits in addition to the default ones. See Grand Tactician manual, Article VI, for further instructions.

**Battle Flag:** you can use your own custom battle flags. To add custom flags:

- Create the custom flag image: PNG format, size 256x256 pixels.
- Add the custom flag image to folder: Modding\BattleFlags\[Alliance ID]\
  - o Note: Alliance ID: 0 = Union, 1 = CSA
- Rename the custom flag to a running number, starting from 1000.
  - o 1000.PNG, 1001.PNG, 1002.PNG, etc.

**Name:** Type in format FIRST NAME, MIDDLE NAME(S) FIRST LETTER(S), FAMILY NAME. For example:

William A. Foote

The game will recognize the format and use the name correctly in different contexts.

**Nickname:** a short nickname derived from the name. Example:

Bill

With sufficient fame, the game will use this nickname in tandem with an adjective, that depends on your character's personality or actions during the Career. Example:

Wild Bill



**Home State:** the State your character represents at the start of the campaign. This will affect the units you will be given the opportunity to lead, as well as anything that has to do with support “in your home state” during the Career.

**Date of Birth:** ...is just that.

### The Questionnaire:

Your character’s personality and starting attributes will be determined according to your answers to a very specific Civil War Questionnaire™. Answer the questions as honestly as you can for the best results:



**Select the answer** that best describes you.



**Move to next/previous question.** Note: some answers lead to different questions. You may not move to next question without answering the previous one.



**Start Over:** go back to start of the questionnaire. If you already finished the questionnaire, you may no longer edit some of the character’s details. Starting over allows changes.



**Apply Saved:** Whenever you create a new character, its questionnaire answers are saved. If you enter name and nickname of a character you have earlier created, using the appropriate nation, this button becomes available. Clicking loads the questionnaire answers.



**Skip & Randomize:** all the remaining questions will be randomly answered.

### Starting Attributes and Personality:



Your character’s starting attributes and personality are shown on the left side, when the questionnaire is finished:

- **Prestige & Money:** the starting amount, depending on your answers.
- **Commander Type:** these show your rank, your officer type (volunteer, politically appointed, professional incl. branch) and Mexican War of 1846-48 veteranancy.
- **Personality:** your personality influences many things and can also change during the Career. See the tooltips for more information.
- **Attributes:** these are the same categories as for all commanders in the game (experience, fame, initiative, leadership, administration, cunning.) Experience is shown under your character’s portrait. Don’t worry if the attributes are initially low - during the campaign you can

improve them in many ways.

Notice, that once the character has been created and the campaign has started, you can no longer edit the character’s basic information (portrait, state, date of birth, name, nickname, commander type.)















When the character is ready, click **Sign Up** to start the campaign.

### Determining Personality:

Your character's personality is evaluated in six different categories (loyalty, piety, social life, heroism, stress control and political views,) between values 0 and 1. If the personality is leaning to either extremity of its axis, it will be shown as an icon, and it will have specific effects and could attract certain types of companions and incidents. At the very extremes, the effects and incidents will be more extreme as well - in good and bad - while slight emphasis on either direction usually brings subtle and advantageous effects. If the value is near the middle, this personality category is neutral, and does not benefit or hamper your career in any way.

Here's an example on how personality is determined and its direct effects. Example, **heroism**:

Value:	Result:	Description:	Direct Effects:	Attracted Companions:
0-0,1	<b>Cowardly</b> 	<i>The troops and other officers think you are a coward. In battle you appear shaky, and some of your subordinates think you're unfit to lead.</i>	-Decreased Leadership -Decreased Readiness -Increased Incident Chance	  -Persuasive Logistician -Committee Investigator
0,1-0,3	<b>Prudent</b> 	<i>You are known to avoid danger, not risking yourself or your men in the heat of battle. Some see weakness in it, others think prudence is a good thing.</i>	-Increased Administration -Slightly Increased Incident Chance	  -Commendable Courier -Conforming Staffer
0,3-0,7	<b>Neutral</b>	-	-	-
0,7-0,9	<b>Heroic</b> 	<i>You have a reputation of being very brave and not afraid to put yourself in harm's way. The soldiers around you find it very inspiring.</i>	-Increased Leadership -Slightly Increased Incident Chance	  -Trusty Sergeant -Resolute Officer
0,9-1	<b>Reckless</b> 	<i>You are no coward, that's for sure. But the people around you think you lack any self-control when it comes to danger. Many fear your recklessness will get them killed.</i>	-Decreased Leadership -Increased Fame -Increased Incident Chance	  -Suicidal Flag-Bearer -Inglorious Partisan



"...an officer of standing & truth, but I know of no Division to which he can be assigned."

- ROBERT E. LEE, IN A TACTFUL NOTE TO CONFEDERATE PRESIDENT JEFFERSON DAVIS, IN MARCH, 1865, CONCERNING GENERAL DANIEL RUGGLES.



## Lesson II. - Prestige & Money, Appointing Command, Influencing Decisions





"An expensive ornament to the military school whose courtier-like services in the salon have immeasurably exceeded his military services in the field."

- GENERAL IRVIN MCDOWELL'S DIVISION COMMANDER DANIEL TYLER'S THOUGHTS ABOUT HIS COMMANDER.

### Prestige & Money:



In the Career, you have two "currencies" you can use, Prestige  and Money .

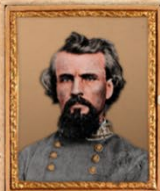
**Prestige** is your personal influence and importance in the society and in the eyes of the decision makers. Prestige can be used on to advance your career. Prestige can be high even, if you are militarily a *ne'er-do-well*.

**Money** is for buying stuff and is earned through officer's pay and via Actions (see Lesson III.)

You can always see the amount of Prestige and Money you have in the top Career Panel. See the tooltips for further information regarding recent changes.

Your starting Prestige and Money depend on the answers you gave in the questionnaire. Politically active officers may start with higher initial prestige, which gives many opportunities to quickly advance in the hierarchy, especially during the early war months. Prestige is gained through following orders, capturing battlefield objectives and inflicting casualties in battles, and via certain Actions.

Wealthy officers can use the money to equip and feed themselves and to choose more expensive Actions for the benefit of oneself, or the unit.



"I went into the army worth a million and a half dollars, and came out a beggar."

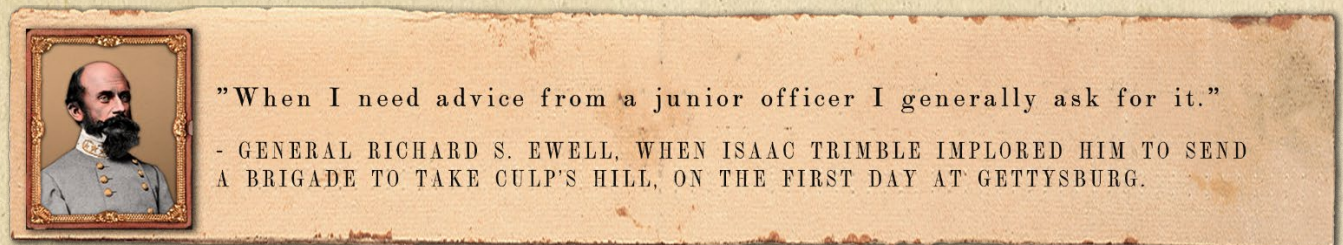
- GENERAL NATHAN B. FORREST.





### Appointing Command:

When starting your Career, you will be given a choice of units to command. Depending on your home State and prestige, the list contains infantry, cavalry and artillery units of different qualities. **Select** any unit in the list to see where it is on the map. **Click Continue** when you are satisfied with the unit to start the war with.



### Influencing Decisions:

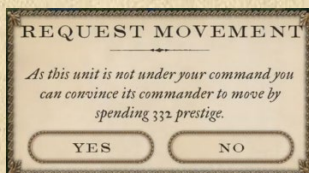
You can use your character's personal prestige to influence your commander, other officers, and even the government. On the campaign layer, following decisions that would otherwise be out of your control, can be influenced:

- Movement and activity of units not under your command,
- Policies,
- Projects.

**Units:** select a unit on the campaign map by **left clicking**. In the bottom (orders-) panel you can influence the commander's decisions regarding construction and movement (forced march, stopping) by **clicking** the appropriate buttons.

You can also request the commander to move his unit. Select the unit and **right click** on the position you would like the unit to move. If sufficient prestige is unavailable, the request cannot be





confirmed. When confirming the request, prestige is consumed, and the unit moves out. Notice, that sometimes more urgent orders from the high command may overrule the movement you requested. This does not return the consumed prestige.

The cost of requesting movement depends on your rank and position, size of the unit and the distance to cover, and relationship with the commander of the unit.

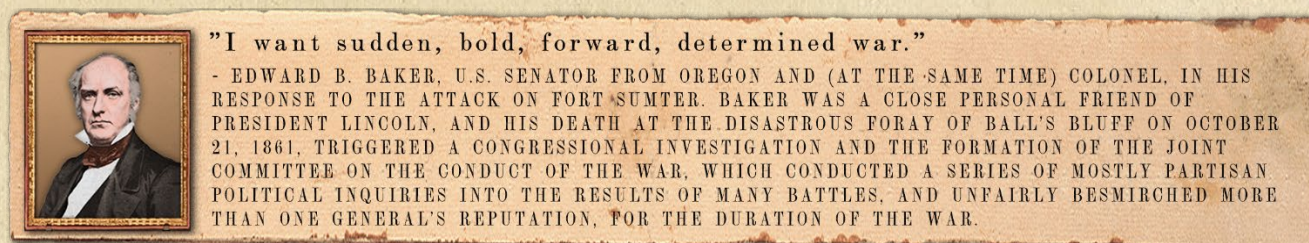
When your requested movement is being carried out, you may choose to hasten it by proposing forced march. This costs further prestige. Stopping the movement, you requested is free.

**Policies & Projects:** When you open the **Policies** or **Projects** panel, you can use your personal prestige to convince the decision makers to follow your advice.

In case of policies, the policy currently being activated will be overruled and the one you selected will be chosen instead.

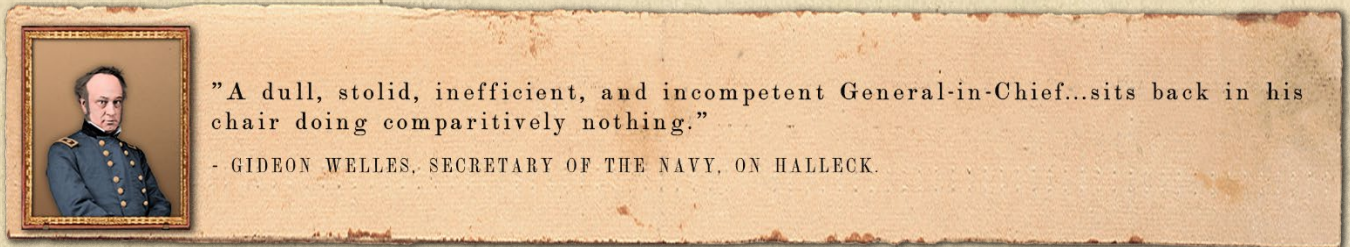
In case of projects, you can activate any if you have the required prestige available - regardless of available subsidies.

In both cases, *moving mouse cursor* over the appropriate icons will show the cost in prestige:





## Lesson III. - Career Management, the Career Panel: Commander, Headquarters, Actions, Biography, Camp



Manage your career using the Career Panel. On top of the screen, you have quick information and the button to open the panel:



1. Your **portrait**. *Click to open* the large panel. The portrait will indicate if you are wounded or sick.
2. Your current **prestige**. See tooltips for latest changes.
3. Your current **money**. See tooltips for latest changes.
4. Active **incidents**. See tooltips for further information.
5. *Click* to move camera to your character.
6. *Click* to move to active orders. See tooltips for the mission statement.
7. *Click* to open **Camp**.
8. *Click* to hide the small panel.

### The opened Career Panel - Commander:



1. **Tabs:** Commander, Headquarters, Actions, Biography. *Click* to change the tab.



2. **Commander** information, personality, attributes. See the tooltips for further details and recent changes.
3. **Promotion progress** bar: shows progress toward being eligible for the next promotion. The pointer moves right as you engage in battles and other activities. Once the bar is full, it starts blinking, indicating that you will be promoted if you have a required command level. See Lesson IV. Levels of Command.
4. **Influence promotion** button: if you have sufficient prestige available, you may pull some ropes and wangle yourself the eligibility for next promotion instantly. See the cost of prestige in the tooltip. Apply by *clicking*.
5. **Your health information:**



The **heart** symbol shows your current health. See tooltips for further information. Low health means you are less resistant to illnesses. Increase your health with good nutrition.



The **weight** symbol shows your current weight. See tooltips for further information. Weight increases with high quality food. If you're flyweight, you're more likely to get injured in melees. If you're heavy, you may suffer health problems, and larger uniforms cost more money.



Your **diet** can be changed *clicking the slider*. Higher quality rations are available for increased cost. You get only the lowest level rations for free. Poor provisions don't provide sufficient nutrition to stay healthy, though will help losing weight. High quality rations cost more, improve your health, but also weight in the long term.



"Now I know it is serious, for William has no flesh whatsoever."

- SPOKEN BY THE WIFE OF GENERAL WILLIAM MAHONE, AFTER BEING INFORMED THAT HER SLIGHT HUSBAND (WHO WEIGHED ABOUT 100 POUNDS) HAD SUFFERED A "FLESH WOUND" AT THE BATTLE OF SECOND MANASSAS, IN AUGUST, 1862.

6. **Your Items:** You can buy your character items, that provide different kinds of bonuses:
  - a. **Uniform** (hat, jacket, trousers): higher quality uniforms will increase your prestige in addition to highlighting your stunning looks.  
NOTE: the uniformed image will also show all injuries and disabilities on it. See the tooltips for details.
  - b. **Mount:** all horses provide faster movement for your character in battles. Depending on the type, there are other effects as well.
  - c. **Sword:** an officer waving his sword will surely rally the men more effectively than one waving his arms. Rare and prestigious swords will provide other effects as well.
  - d. **Sidearm:** different kinds of pistols will increase your martial prowess in the eyes of your men.
  - e. **Other Items:** the other stuff that fits in your pockets, choose wisely.

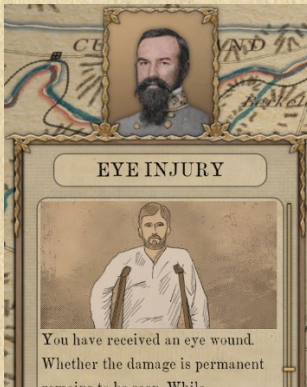




All items cost money. **Click** the item (or the empty placeholders) to get a list of items available in said category. **Click** to purchase. See the tooltips for further information about the effects. **NOTE:** certain items require a higher command.

7. **Your Civil War Ranking:** How your character compares among historical counterparts. When you gain prestige, you will increase your ranking.

*How high can you get?*



## INJURIES

You may get wounded during a battle, or due to an incident. After the battle, you will be informed about the type of the injury.

All injuries can either heal (with time) or become permanent disabilities. While you are wounded, you will still retain command of the unit, but many of the duties are taken over by other officers, reducing your attributes for the duration.

All permanent disabilities will have long term effects on you through changing attributes or personality. They may also earn you fame or even a new nickname.

See the Career Panel, Commander tab, for detailed information about your current injuries and disabilities. They are shown as bandages on your uniform. See the tooltips for further information about their severity and effects.

During the campaign you may get wounded and maimed, but not killed. This is a game design decision to not abruptly and seemingly randomly end the campaign - it's out of the player's hands anyways.



"I am short a cheek-bone and an ear, but am able to whip all hell yet."

- GENERAL JOHN M. CORSE AFTER BEING WOUNDED AT ALTOONA, GEORGIA, OCTOBER 6, 1864.





"I once had the honor to serve as a staff officer under this consummate master of needless defeat."

- FUTURE NOVELIST AND WRITER AMBROSE BIERCE, ON GENERAL OLIVER O. HOWARD (WHO OFTEN HAD THE MISFORTUNE TO COMMAND THE WRONG UNITS IN THE WRONG PLACE AT THE WRONG TIME).

## Headquarters:

In the Headquarters tab you will find the available staff positions in your unit's headquarters, as well as companions that are accompanying you during the campaign.

The number of staff positions depends on the command level you currently occupy. The staff is divided into two parts:

- **General staff:** these are staff officers who are appointed specifically for you. If you change your unit, they will follow you.
- **Staff Corps:** these staff officers occupy positions in the headquarters of the said unit. In case you change your unit, they will not follow you to your new unit.

In addition, there can be maximum of six **companions** in your headquarters. They will also always accompany you wherever you go but may also at any time depart to look for other adventures.



**Click** on an empty or occupied staff position to appoint an officer. Ten candidates with required rank and background are available. See the tooltips of the staff position for details about the role and requirements of the said position. **Click** on an officer in the list to appoint him.

Appointing staff officers costs prestige. The more efficient the staffer, the more expensive it is to appoint him. See the prestige cost in the bottom of the staffer cards.





Staff officers' efficiency, or **Staff Skill**, is shown in stars under the commander's portrait. Higher the skill, higher the bonus to your unit. You can see the detailed breakdown of effects in the tooltip shown for the icon to the left. Staff officers' bonus is applied to you personally and all units under your command.

**NOTE:** if you are appointed Commanding General (Union) or General in Chief (CSA), the staff positions available are the nation's general staff, and will not change if you choose to have field command in any unit under your command.






## COMPANIONS

Your personality will attract different kinds of important and interesting people along the way. These **companions** stick with you as you enjoy their company (genuinely, or by force.) They will provide you with attribute increases and certain effects on your career, allowing unique Actions and Incidents. Some effects are positive, others not so. But you cannot get rid of the companions for as long as your personality attracts them.

You'll get a notification when a **companion** joins you or parts ways with you. The companions are shown in the **Headquarters** tab.

Examples of Companions and their effects:

Companion:	Description:	Effect of Presence:
<b>Man of the Cloth</b> 	<i>The Lord protects his flock, this priest reminds the men in the sermon every time they head for combat. Knowing the man upstairs is on their side dispels fear and improves morale.</i>	-Increased Leadership -Action: <i>Offering</i> (Increases your annual profits)
<b>Charming Major</b> 	<i>When there's a party, this officer is right at home. He knows how to keep the guests happy, the ladies laughing and dancing, and the wine flowing. In company of such a gentleman it's easy to arrange practical matters without the usual bureaucracy and rigidity.</i>	-Increased Fame -Action: <i>Grand Party</i> (Increases your prestige)
<b>Resolute Officer</b> 	<i>A staunch officer, speaking in gruff voice and inspiring confidence in the men when he speaks of the high-ground, pounding his chest with dust coming out of his worn uniform. With a soldier like this by your side, the men know to trust your ability to make wise decisions.</i>	-Increased Initiative -Action: <i>Mission Command</i> (Increases your initiative)



"His loss does not seem too regretted, as it appears he was always ready to neglect his military duties for an assignation."

- BRITISH LIEUTENANT COLONEL ARTHUR FREMANTLE (A MILITARY OBSERVER) ON EARL VAN DORN.





## Actions:

During your career you can use your prestige and money to perform certain **Actions**. Open the **Actions** tab to see all available actions. The actions are divided into six categories. Depending on your rank, you can perform one or more actions per category. Your camp activities affect availability of Actions - see Camp below.

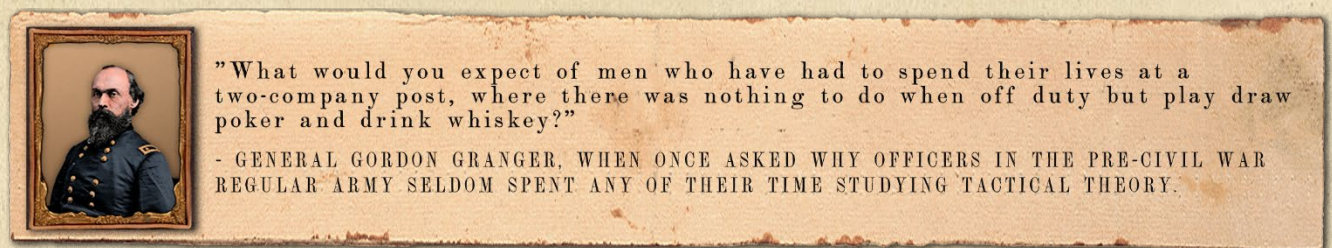
The **Action** cards are shown in the bottom of the panel. The color in the upper right corner of the card indicates the category. Cost in either prestige or money is shown in the bottom of the cards, next to the level of the card (number). Actions currently unavailable to you are shown gray. See the tooltips for information about the action's effects.

When you select an Action *by clicking it*, the card is moved on the table. It will take time to perform the action. During this time an hourglass icon is shown in the bottom right corner. See the tooltips for detailed information about the delay.

Before the selected action is ready, you cannot choose another action even in available categories. If you are unhappy with the choice, with *right click* you may remove the action for as long as it has not become active. Removing the action returns the used money/prestige.

Once an action is performed, the used card will occupy one of the available slots and cannot be later removed. *So, choose wisely*. Any active card on the table can be re-played if there are available slots in the category. In this case the card(s) will show higher level and allow re-applying the same bonus.

Your **personality** and **companions** may allow unique actions to be performed. Certain actions can change your personality.

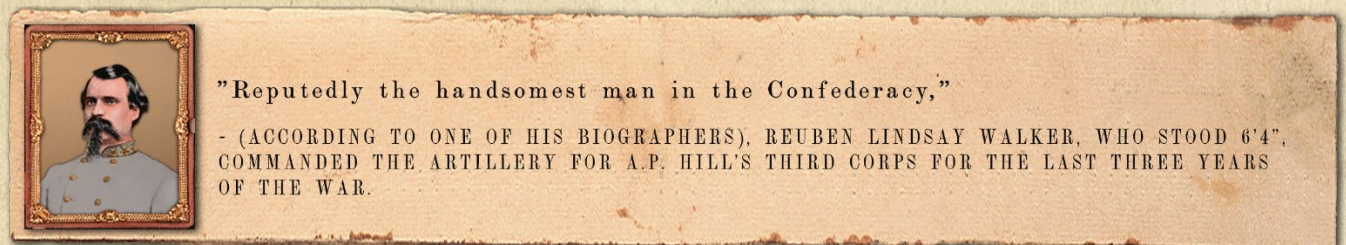






## Biography:

The final tab in Career Panel, **Biography**, records all major actions taken by you during your career. Use the bookmarks on the right side of the screen by *clicking* them to filter the shown information.







## Camp:

Whenever your unit is not active on the campaign map (marching, involved in a battle), your troops are encamped. Even though camp life is not as exciting as being on a campaign, there is a lot to do in the camp. Manage the use of your personal time in the Camp screen shown above:

1. On the top of the camp image, you see following information in addition to the camp name:



**Time left:** You can choose how to use the 24 hours available to you in the various camp **Stations**. This clock symbol shows any unplanned hours in your daily routine.



**Activity:** When your unit is not encamped or you are wounded, a small symbol is shown next to the clock symbol, with a tooltip explaining the situation. For example, when marching, men are encamped only for the night, so less time can be spent in camp.

2. **Show All Camp Stations:** The camp screen contains 13 **Stations**, dotted around the camp image - highlight them all and show your time consumption and Station effects on the image by selecting this setting - by default it is on.
3. **Camp Station information and UI:**



1. **Your daily routine:** the number of hours you spend in this Station daily.
2. **The Station's effect:** each station provides bonus or malus depending on how much time you spend there. The rough bonus level is shown 1-5 yellow stars while malus with 1-5 red stars.
3. **Click** the highlighted Station to change your current activity there.







## CAMP STATION CONTROLS

When clicking on a camp Station, a small panel with following information and controls is opened:












1. **Number of hours** you currently spend in this Station.
2. **Bonus/malus level** in 1-5 yellow/red stars.
3. **Detailed bonus/malus** this Station currently produces.
4. **Time info:** How many hours you have spent in this Station during the past month and minimum hours you must spend (applies only to Resting -station; you cannot go on without sleeping).
5. **Employ Companion:** if a companion with qualities in this activity is available, he/she can be employed by you. An employed companion equals two hours of your time.
6. **Change Routine:** using the up/down buttons change how many hours per day on average you want to spend in this Station.
7. **Apply Changes** and close the panel.











## CAMP STATIONS

Station:	Description and Effects:	Time:	Companions:
 Planning with Staff	Participate in planning with your staff in the HQ. The commander providing direction and guidance will improve the level of staff work, and improve the staff members' staff skill.  Staff Skill of Staff Members +/- 50%  Unlocks Actions*: <ul style="list-style-type: none"> <li>• Engineer Corps</li> <li>• Logistics Corps</li> <li>• Signal Corps</li> <li>• Staff Standards</li> <li>• Camp Rules</li> </ul>	Minimum for bonus*: 2h  Maximum bonus at***: 5h	
 Consult Subordinates	Discuss tactical and other pressing matters with your subordinate commanders. This will build trust between you and them and increase their attributes in carrying out your orders.  Grudge and Attribute Influence (from your attributes) +/- 50%  Unlocks Actions: <ul style="list-style-type: none"> <li>• Reassurance</li> <li>• Reconcile</li> </ul>	Minimum for bonus: 2h  Maximum bonus at: 5h	





 <p>Consult Companions</p>	<p>Spend time together with one of your companions to improve your relationship. This will greatly increase the positive effects the companion has on you.</p> <p>Attribute effect from employed Companion up to x2.</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>As per employed Companion</li> </ul>	<p>Minimum for bonus: 0h</p> <p>Maximum bonus at: 3h</p>	<p>ANY</p>
 <p>Military Studies</p>	<p>Read books about military sciences and the art of war, do tactical studies on maps and play wargames to improve your military thinking and attributes.</p> <p>Player attributes up to +5%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Study Operations</li> <li>Study Leadership</li> <li>Study Logistics</li> <li>Study Tactics</li> </ul>	<p>Minimum for bonus: 0h</p> <p>Maximum bonus at: 3h</p>	
 <p>Leisure Time</p>	<p>Sometimes it's good to take some time to yourself, and your mind off the tedious and stressful military matters. This allows you to put your mind and effort into things that will improve your personal wealth and prestige. Leisure time allows you to focus on your Actions, making implementing them faster.</p> <p>Action execution speed from 50% to 150%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Fundraising</li> <li>Buy Stocks</li> <li>Gamble</li> <li>Throw a Party</li> <li>Fame and Fortune</li> </ul>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	
 <p>Inspect Logistics</p>	<p>Good tactics and well trained troops win battles, properly arranged logistics win wars. Spend time making sure your logistics is in order and your unit will remain properly supplied. This improves supply efficiency.</p> <p>Supply efficiency +/- 50%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Buy Supplies</li> </ul>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	
 <p>Drill the Troops</p>	<p>Drill is important training, as it allows large units to maneuver in coordinated and controlled fashion on the field of battle, especially when under fire. Drilling improves training of your unit, which makes them more efficient in battle.</p>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	



	<p>Training efficiency +/- 50%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Grand Review</li> </ul>		
 <p>Motivate the Men</p>	<p>Be seen among the rank and file. The men will appreciate their commander taking the time to listen to their worries and stories. This will increase camaraderie between you and the soldiers, and improve morale in your unit.</p> <p>Morale recovery +/- 50%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>High Spirits</li> </ul>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	
 <p>Recruitment</p>	<p>Spend time in the nearby communities to promote the military cause and to motivate the men to volunteer. A steady flow of local recruits to your unit will be helpful in replacing losses due to combat or attrition.</p> <p>Speed of replacements from 50% to 150%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Recruitment Campaign</li> <li>Organize Recruitment</li> </ul>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	
 <p>Engage in Politics</p>	<p>A military camp draws the attention of many local political figures, who want to be seen contributing to the military cause. Engage in political debates and activities to improve your status and gain prestige.</p> <p>Prestige up to 1000 per year</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Political Compromise</li> <li>Political Rally</li> </ul>	<p>Minimum for bonus: 0h</p> <p>Maximum bonus at: 3h</p>	
 <p>Exercise Troops</p>	<p>Live fire exercises, bayonet drills and other combat exercises will make the men more combat ready. Exercising the troops will increase their perk experience.</p> <p>Perk experience growth speed from 50% to 150%</p> <p>Unlocks Actions:</p> <ul style="list-style-type: none"> <li>Infantry Specialist</li> <li>Cavalry Specialist</li> <li>Artillery Specialist</li> </ul>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	
 <p>Inspect Readiness</p>	<p>Take measures to see to the readiness of your unit. Inspect the pickets and semaphore stations, and make sure the guards are up to task. Keeping the men on their toes will improve your unit's readiness.</p> <p>Readiness recovery +/- 25%</p>	<p>Minimum for bonus: 2h</p> <p>Maximum bonus at: 5h</p>	



	Unlocks Actions: <ul style="list-style-type: none"> <li>Vigilance</li> </ul>		
 Rest	Take time off, eat, sleep and relax. Neglecting rest will have negative impact on your health in the long term, but sometimes commanders may need to sacrifice their own time to make sure pressing matters get sorted out.  Influences your health: lack of sleep reduces health and proper rest increases health recovery.	Minimum required****: 3h  Minimum for bonus: 6h  Maximum bonus at: 9h	
<p>* These Action cards become available only if spending any time in this Station.</p> <p>** If less than this time is spent, it's counted as you are being negligent, and malus is generated. If more hours are spent, bonus is generated. The actual value is slightly less than stated here for balance purpose.</p> <p>*** If you spend on average this number of hours per month in this Station, maximum bonus will be generated.</p> <p>**** You must sleep minimum of 3 hours on average per day. If you are sick or wounded, minimum rest will be higher.</p>			

## CAMP RULES REGARDING BONUS & MALUS

When you personally engage in activities within the camp, you can guide and direct how things are to be done, and your presence also boosts the effectiveness of your subordinates.

As an example, if you do not consult with your subordinates at all, they will start resenting you, and the result will be -50 relationship among you and them as well as them no longer receiving more than half the bonus according to your attributes.

If you then employ a companion or invest on average 2 hours daily to consult with your subordinates, within a month you will remove the malus and things are neutral. If you invest 5 hours per day, within a month you will have increased relationship with them by 50 of current (for example from 40 to 90 or from -30 to 20), and their attributes will be amended with 50 percent more by your attributes.

The bonus & malus are not fixed but will dynamically change according to average time spent during the past month.

Note, that if your unit is moving or engaged, less time will be spent in camp.



"The first thing in the morning is drill, then drill; then drill again. Then drill, drill, a little more drill. Then drill, and lastly drill. Between drills, we drill, and sometimes stop to eat a little and have roll-call."

- OLIVER NORTON, 83RD PENNSYLVANIA INFANTRY.



## Lesson IV. - Levels of Command, Grudge, Incidents

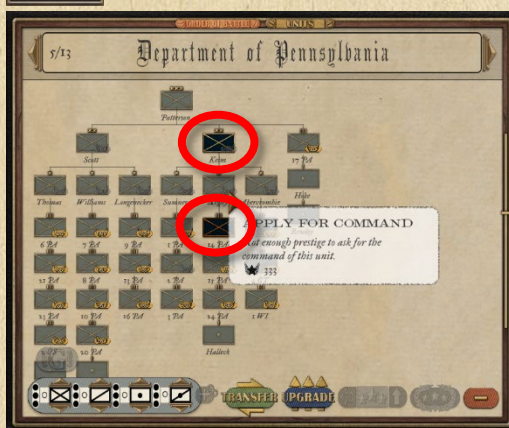


"...prima facie the fault is on you; and while that remains unchanged, for me to put you in command again, is to justly subject me to the charge of having put you there on purpose to have you lose another (division)."

- PRESIDENT ABRAHAM LINCOLN, IN A LETTER TO GENERAL ROBERT H. MILROY, WHO HAD REQUESTED COMMAND OF A DIVISION AFTER HAVING HAD OVER 3,000 OF HIS MEN CAPTURED AT THE SECOND BATTLE OF WINCHESTER IN MID-JUNE, 1863 WHEN MILROY (WHO ESCAPED) PERMITTED HIS TROOPS TO BE TRAPPED IN THE TOWN.



Later during the campaign, you may ask to command another unit, or headquarters. This is possible via **Military** panel, **Armies** -tab:



This icon is shown next to all units or HQs available for you to command.

If it's gray, you don't have sufficient prestige to command said unit.

You may also be offered a higher command, in which case you may choose to accept or decline, and there will not be a prestige cost. This could happen when you are eligible and there is an opening due to casualties or promotions.

Your **rank** limits the available command positions.

During the early war, before Organization Reform

(project that introduces Army Corps organization), high positions are available to lower ranks than after the reform. This opens possibilities during the early war, if you happen to have high prestige.

The unit(s) under your command (as well as the maneuver unit on campaign map which you are under, if not commanding it) will be shown with darker color in the Order of Battle and on campaign / battle maps, as highlighted in the above image.

The required ranks (min/max) pre- and post-Organization Reform (OR) for different command levels are:

Command Lvl	Union Pre-OR	Union Post-OR	CSA Pre-OR	CSA Post-OR
Company / Battery	Lieutenant - Lt.Col.	Lieutenant - Lt.Col.	Lieutenant - Lt.Col.	Lieutenant - Lt.Col.
Battalion	Captain - Lt.Col.	Captain - Lt.Col.	Captain - Lt.Col.	Captain - Lt.Col.
Regiment	Lt.Col. - Colonel	Lt.Col. - Colonel	Lt.Col. - Colonel	Lt.Col. - Colonel
Brigade	Colonel - Brigadier Gen.	Colonel - Brigadier Gen.	Colonel - Brigadier Gen.	Colonel - Brigadier Gen.
Division	Colonel - Major General	Brigadier Gen. - Major General	Colonel - Major General	Brigadier Gen. - Major General
Pre-OR Armies & Corps	Brigadier Gen. - Major General	Major General	Brigadier Gen. - General	Major General - Lt. General
Army	N/A	Major General - Lt. General	N/A	Major General - General



Army Group*	N/A	Major General - Lt. General	N/A	Lt. General - General
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\*Army Groups are available in the main game's campaigns after the Command Reform -project.

*Example:*

*To be eligible to command a post-Organization Reform Division, you will need the rank of Brigadier General. To become one, you will need to command a brigade first and get the promotion.*

The required ranks overlap from unit to unit for game play purposes and allows moving up from the bottom to the very top. This requires some acrobatics in the lowest ranks - normally you would not have seen a Lieutenant Colonel commanding a mere artillery battery. But as the game does not fully model battalions and staff positions for the player, there needs to be the possibility to be promoted that high to allow moving to regiment command later.

In the game player needs to ask for the command of the next unit or headquarters. This way players who for any reason wish not to advance higher in the hierarchy, can remain in their current command level without being forced to advance any higher.

Your **rank** also **limits the number of units** you can have under your command. For example, as a colonel commanding a brigade (in regiment level campaign), you may only command four (4) units. When promoted to brigadier general, this number is six (6). If you reach this limit, or assume command of a unit, that has more units to start with, you may no longer recruit new units.



"A disposition and earnest desire on my part to do the most I could with the means at my command...made me tolerate General McClelland long after I thought the good of the service demanded his removal. It was only when almost the entire army under my command seemed to demand it that he was relieved..."

- OFFICIAL REPORT OF GENERAL U.S. GRANT, REMOVING GENERAL JOHN A. MCCLELLAND FROM COMMAND OF THE LATTER'S CORPS, IN JUNE, 1863.

### Levels of Command:

You will always start the campaign in the lowest (unit) level. This unit is attached to a headquarters (brigade scale campaigns: division, regiment scale campaigns: brigade). You may then move up the chain of command, which requires prestige and promotions.

During the career campaign, your nation's government will take care of economy, politics and projects. You may use your personal prestige to influence the decisions regarding the two latter, as they can have a direct military effect.

Military management costs prestige (recruitment, changing commanders, requesting new weapons.)

Here are the available command levels and their main functionality descriptions (compared to non-career campaigns), from game play perspective:

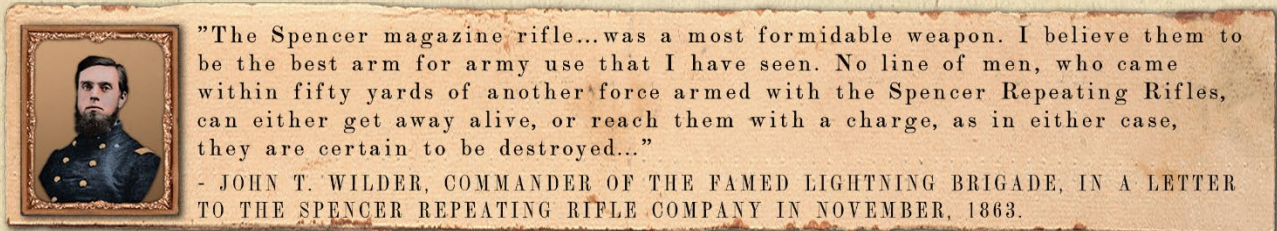
	Brigade Scale	Regiment Scale	Functionality
1	Brigade	Regiment	You control only your own unit. You cannot recruit new units or manage the order of battle. You can manage your own unit (change uniforms, request new weapons if available, renaming.) Any campaign movement requires influencing your commanders, costing prestige.



			Fighting battles manually is restricted to those your unit is involved in. During battles, there is no deployment phase, but your commander(s) will decide initial deployment. You will receive battle objectives from your higher ups.
2	Division	Brigade	<p>You control your headquarters and all units attached to it. You can recruit and manage order of battle within your headquarters, including changing commanders. You can manage all units attached to your headquarters (change uniforms, request new weapons if available, renaming.) Any campaign movement requires influencing your commanders, costing prestige.</p> <p>Fighting battles manually is restricted to those your unit is involved in. During battles, there is no deployment phase, but your commander will decide initial deployment. You will receive battle objectives from your higher ups.</p>
3	Corps / Early Army	Division	<p>You have an independently movable maneuver unit on the campaign map. Moving it does not cost prestige. You can recruit and manage all the units and headquarters attached to yours, including creating new headquarters. You will receive campaign objectives from your higher ups.</p> <p>Fighting battles manually is restricted to those your unit is involved in. In battles you can now deploy your unit in the pre-battle deployment phase and during the night. You will not receive exact orders from your commanders but are to operate according to battle type and battlefield objectives.</p>
4	Army	Corps / Early Army	<p>You can move your headquarters and all the attached next level headquarters on the campaign map freely. You can manage all units within your order of battle.</p> <p>You can manually fight any battles, that any subordinate units of your grouper participate in. If your headquarters (and hence, you) is not present in the battle (due to being out of range), all gained prestige is halved.</p>
5	Army Group	Army	<p>You can move and manage all headquarters and units attached to your <i>Grouper</i>. (See Part Second.)</p> <p>You can manually fight any battles, that any subordinate units of your grouper participate in. You will not be personally present on the battlefield as a movable headquarter -element, but you will gain attributes and prestige from your subordinates' actions.</p>
6	Commanding General (Union) / General in Chief (CSA)		<p>You have full command of all the armies and fleets of your nation. You can freely manage, recruit and move units as you like. You can also take over weapon procurement for your military.</p> <p>You can manually fight all battles you'd like. If you have a field commission, you can be present in the battle personally as well.</p> <p>You may become a commanding general only by being appointed to one by the President of your nation. You cannot apply to become one. What is required, is the highest rank (within your nation's military), and higher combination of fame and experience than any other officer currently has.</p>



NOTE: at all levels you can use prestige to influence decisions made by your commanding officer, other officers, and the government. The higher your position is, the less prestige influencing will cost you. See **Influencing Decisions** below.



## WEAPON PROCUREMENT

When you are the Commanding General (Union) or General in Chief (CSA), you control weapon procurement for your military. Unlike in non-career campaigns, you have only a limited annual budget to use. Within this budget, you can make orders for new weapons, that will then be produced by your nation's industry or imported from abroad. Only weapons that are made available through Projects can be purchased or imported.



The new career campaign specific controls for weapon procurement are seen in the above image:



The fiscal (annual) budget for weapon procurement remaining. When you place orders, this the cost may not exceed this value.



Click this icon to use your personal prestige to increase the available budget for weapon procurement. As you are so convincing, the money is made available with all haste.

Otherwise, weapon orders function exactly like in the non-career careers. This includes unlocking the weapons via projects, availability for production or import, and influence of standardization of different weapon types within your nation's military and automanagement of weapon purchases.





"I think General Lee has treated me very badly and I shall never forgive him for it."

- PHILIP ST. GEORGE COCKE. ANGRY AND DEPRESSED AT BEING PASSED OVER FOR COMMAND BY MEN HE FELT WERE NOT HIS EQUALS IN EXPERIENCE OR ABILITY, COCKE, WHO HAD BEEN COMMENDED FOR HIS ACTIONS AT THE BATTLE OF MANASSAS, COMMITTED SUICIDE ON DECEMBER 26, 1861.

## Grudge:

Officers are many times people of great personalities, *bold dash and bayonet*, with a "subtle hint" of narcissism. They are placed in leadership positions of strict hierarchy and expected to perform under immense pressure and following unforgiving rules. As a rule of thumb, all one's superior officers happen to be incompetent morons who have been appointed by accident or injustice, while junior officers are unbearable grumblers lacking experience to even comprehend the highly demanding tasks one is required to selflessly perform for the good of the nation and people.



*(The author of this Handbook reserves the right to publish this statement, thanks to 20 years of selfless and extremely successful, yet underrated & -rewarded service in the military, including the general staff - and a masters' degree in military sarcasm.)*

This was very much true also during the American Civil War, and many times personalities clashed.

### COMMANDER RELATION

The relation between this commander and you is at 32 %. Bad relations may lead to feuds, thus longer order delays and unwanted actions of subordinates. Commanding officers may better follow your advices if relations are good.

+33 % "matching attitudes"

MEN: 12368 (10295)  
DISABLED: 261  
GUNS: 24  
MORALE: Eager

BG. JOSEPH E. JOHNSTON

READINESS

SUPPLIES: 100%  
AMMUNITION:  
PROVISIONS:  
FORAGE:

SITUATION:   
STATUS: Entrenching  
INTELLIGENCE: Blind  
CONDITION: Good  
TRAINING: Untrained

Your relationship with fellow officers is shown in their portrait photo's frame. This can be positive (green), neutral (blue) or negative (red.) If negative, there's some **grudge** between you and the said officer.

Relationship affects prestige costs when influencing commander decisions and managing officers. With grudge, more prestige is needed to get your way through.

Commanders that despise one another will not eagerly carry out other's orders. High grudge value increases order delays. During battles, grudge can trigger feuds that hamper command and control: your subordinates may react independently or even straight down refuse to take orders from you. (For more information on Feuds, see Grand Tactician Manual Title Third, Lesson III.)

When starting a career campaign, you will establish relationship with other officers in the same army. With most officers you will have neutral relationship. Once they get to know you, this may change.

Your actions and advice may change the relationship. For example, promoting someone may improve your relationship, especially if the promotion comes as a surprise. On the other hand, having someone follow your advice that leads to a disaster, will surely lower relationship.



Severe and long-lasting grudge can lead to Incidents as well. For this reason, it may be a good idea to consume that extra prestige to remove an officer you cannot stand from your unit, rather than waiting for the possible, and with time probable, confrontations...



"God damm you to hell, sir! Don't you understand the English language? I ordered you to advance in line and support the Second Maryland, and what in hell are you doing flanking around in this corn?"

- BRIGADIER GENERAL SAMUEL STURGIS, DRESSING DOWN THE COLONEL OF THE 48TH PENNSYLVANIA, AT THE BATTLE OF ANTIETAM, SEPTEMBER 17TH, 1862.



"With Brigadier General Jones, I feel sure of opposition, insubordination, and inefficiency to an extent that would in a short time ruin discipline and subvert authority in that brigade. I must beg the Commanding General to avert such a calamity from my division..."

- J.E.B. STUART, IN A LETTER TO ROBERT E. LEE BEGGING THAT JONES NOT BE ASSIGNED TO HIS COMMAND. OCTOBER 24, 1862.

## Incidents:

These are special events that happen without you being able to fully control them - or at least choose when they occur. Incidents can take place due to your **personality, companions or grudge** - or seemingly randomly - both on the campaign and the battle layer.



When an incident occurs, you will be notified. Incidents will be active for a time period, depending on type. In the small Campaign Panel, icons will show all active incident effects. See the tooltips for detailed information.

Certain incidents have positive effects, others negative ones. When incidents occur due to personal grievances e.g., grudge, the effects can be far-reaching.

When you see incidents occurring and understand why this may be, you could try to mitigate the risk of further similar incidents by personnel management or via actions. For example, if the root cause seems to be alcohol, or a companion related to it, it may be a good idea to sober up. This will of course cost money or prestige that could be used for other purposes as well. It's all about decisions.



"Send for a clergyman, I wish to be baptized. I have been basely murdered."

- GENERAL WILLIAM "BULL" NELSON, HIS LAST WORDS. NELSON WAS SHOT BY A FELLOW OFFICER JEFFERSON C. DAVIS DURING AN ARGUMENT.



## Lesson V. - Career Battles

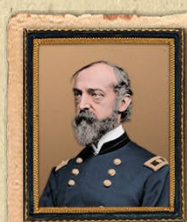
In career mode, you can fight only battles unit(s) under your direct command are participating in. When engaged, you can choose whether to fight the battle manually in the battlefield layer, or autoresolve the battle on the campaign layer. You may also initiate an assault during a siege, if your unit is involved and readiness is sufficient.

During battles, you will earn experience and fame like any other commander in the game, but also prestige from following orders, capturing objectives and inflicting casualties. Routing enemy units earns you prestige, while getting your unit(s) routed will cost you prestige. If you are not personally present on the battlefield (for example you are an army commander with one of your corps engaging alone), you will receive less prestige than if you were directly involved.



When you are personally present on the battlefield, your unit or headquarters will be indicated with your battle flag you selected when creating your character. All units under your command are indicated with darker NATO-symbol.

When you are commanding a brigade (regiment scale campaign: regiment) or a division (regiment scale: brigade), your unit(s) will be deployed by your commander(s) at the start of the battle and during the nights in multi-day battles.



"General Sickles, this is in some respects higher ground than that to the rear, but there is still higher in front of you, and if you keep on advancing you will find constantly higher ground all the way to the mountains."

- GENERAL GEORGE GORDON MEADE TO GENERAL DAN SICKLES, ON JULY 2, 1863, AFTER HE HAD DISCOVERED THE LATTER HAD ADVANCED HIS CORPS TO THE PEACH ORCHARD AT GETTYSBURG AGAINST ORDERS, AND WHEN MEADE POINTED THIS OUT, SICKLES HAD RESPONDED THAT HE DID SO TO 'FIND HIGHER (I.E., BETTER) GROUND.'

### FOLLOWING ORDERS



Likewise, before reaching a corps command (or early army, regiment scale: division), you will receive orders from your commander. The orders are shown in a panel like in the above image, and as an **objective zone** with your personal battle flag on the map. The latest order you ought to follow is also shown in the tooltip of the button under the small Career Panel. *Click* the button to move camera to the objective zone.



You may hide the objective zone by using the appropriate button in the Map Information Settings in the Tools Panel.

When you reach corps command (regiment scale: division), you can independently choose how to carry out the battle, depending on type and objectives. You may receive requests for support from other units. The area where you are requested to fight is shown in a similar way as an objective zone.





When units under your direct command reach the given objective zone, you will receive prestige for following orders. Also, if you fight within this zone and inflict casualties on the enemy, you will receive more prestige compared to fighting elsewhere on the map.

You are not forced to follow the orders but can use your own initiative. As the orders are rather broad, without specific details given, you may also choose how to best carry them out. This is to prevent situations, where the AI commander would deploy your unit in places where no enemies are seen during the battle - making the game play rather frustrating.

It's good to remember, though, that soloing may not be a good idea. If not supported by other units, or if outside the command radius of your higher headquarters, your unit may suffer severe morale hits it would otherwise not, if fighting alongside other units.



"I am sorry to say that the opinion of the field officers of the brigade as regards their commander is ... that General Evans has entirely lost the confidence of the greater portion of his men; that he is careless, rude, unkind, and as often absent from his command as he possibly can be; that he has never drilled his brigade; that he is never with it during a fight ... and, in their opinion, (is) entirely unfit for his responsible task; that their earnest wish would be to be transferred to some other command."

- LT.COL. AFRED ROMAN, ASSISTANT INSPECTOR GENERAL, NOVEMBER 6, 1863, REPORTING ON GENERAL NATHAN G. EVANS.



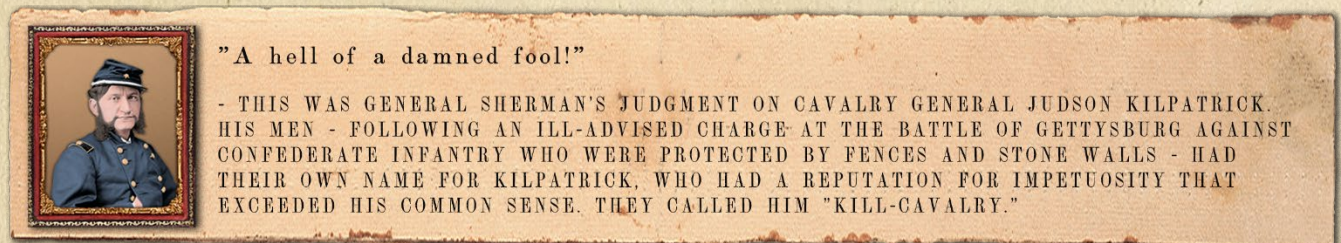
## TAKING COMMAND OF OTHER UNITS



At the start of the battle, you may only give orders to units that are directly under your command. You may also convince other officers to follow your advice or lead during battles, using your prestige.

This can be done by **selecting** any unit or headquarters, and then **clicking Take Command** -button. Cost of the action depends on size of the unit in question (single regiment, or full division) and the relationship between you and the commander of the unit.

In game terms, the unit will now be controlled by you. You will also receive prestige from any unit that you have taken over. After the battle is over, the unit will no longer remain under your command. Remember, if your advice caused high casualties for the unit in question, the commander may regret listening to you and grudge may ensue.



## BATTLE RESULTS

After the battle you will see how much prestige you earned:



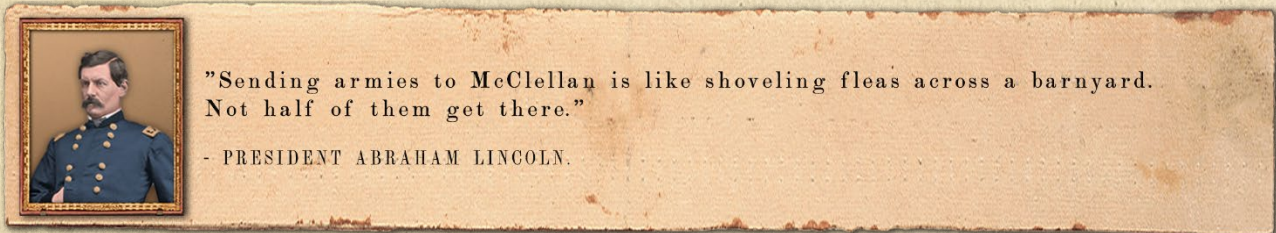


## PART SECOND.

### DLC Specific Features.

When you own Whiskey & Lemons DLC, there are new features and campaign scenarios available also outside the career mode.

### Lesson VI. - Groupers



The new regiment scale campaign uses same command structure as the original brigade scale ones. For that reason, an additional command level was required. This command level and mechanic is called **grouper**. Like the name suggests, it allows multiple highest-level headquarters to be grouped under a single commander. A grouper provides all units attached to it and in range bonus in order delays, morale recovery, readiness recovery and reinforcement times, thanks to improved coordination.

In the brigade scale campaigns the groupers are called **Army Groups**. In the regiment scale campaigns groupers are used for **Armies**.

To enable groupers, following projects are needed:

Brigade scale campaigns - **Command Reform**,

Regiment scale campaigns - **Organization Reform**.



When groupers are available, new ones can be created by **clicking** the "plus" sign on the left side of the NATO-symbol in OOB window or the unit list under the compass.

A small list appears, and you can either create a new grouper, if sufficiently experienced commander of required rank is available, or assign the unit in question to an existing grouper.

The number of units that can be attached to a grouper depends on the commander's experience and the grouper qualities (Army Group, Army.)

When a grouper is created and units are grouped, the provided coordination bonus will not be instant. It will take time for the command structure to be fully aligned for best effect.





Grouper controls and information:

1. **Select a grouper** by *clicking* the colored bar on the left side of a grouped unit's NATO-symbol.
2. **The grouper** is shown on map. The position is not an exact position of the grouper commander's headquarters, but instead the point closest to all grouped units. The grouper has a command radius, so keeping all the grouped units close together is beneficial.
3. **Grouper name:** you can change the name by *clicking* the name and *typing*.
4. **Grouped units:** the list shows the units (*click* to move camera), and the coordination progress in stars and days. See tooltips for further information. On top of the list is the current/maximum number of units in the grouper.
5. **Grouper bonus:** this bonus is applied when grouped units are within the command radius and coordination progress is finished (5 stars.)
6. **Change commander:** when *clicked*, a list of suitable commanders is shown. *Click* on the commander to appoint.



7. **Ask for command:** in career campaigns you may ask to be assigned commander of this grouper (Army Group, Army) if you have sufficient rank and prestige.

NOTE: during a career campaign, if you are a grouper command, you will not personally appear in the battles. You can control all units attached to the grouper. You will receive experience, fame and prestige from the actions of your subordinate units.



## Lesson VII. - Garrisons



"A very commonplace individual of no brains, or whose limited apportionment was long since ossified in the small detail of an infantry garrison."

- MAJOR GENERAL PHILIP KEARNY ON HEINTZELMAN.

Single units can be deployed as **Garrisons** via the OOB panel by *selecting* the unit and *clicking* the new **Deploy Garrison** -button. The unit will be detached from the parent headquarters in the position the HQ is occupying.

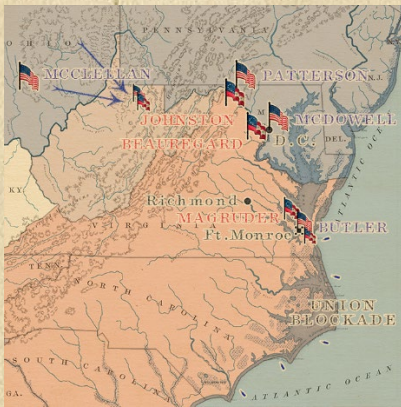
The garrison will create frontlines to prevent enemy from capturing surrounding terrain and infrastructure (IIPs, cities, buildings.) The garrison functions like a fort, except it does not have extra heavy weapons or defensive works, and it does not take time to construct. If the garrison is emptied by transferring the unit(s), the garrison will disappear from map. If the garrison is engaged by the enemy, a battle will commence. If the garrison is forced to retreat, it will join a nearby army.



In career mode, only the Commanding General (Union) or General in Chief (CSA) can deploy garrisons.



## Lesson VIII. - Eastern Theater Campaign, Scenario-specific rules and features



### MAP & SCENARIO

The Eastern Theater campaign is a **regiment scale** focus campaign. The map is centered around State of Virginia and its surrounding States.

The map contains limited number of States where fighting can take place. The rest are regarded “**off-map**.” Off-map states have limited recruitment potential, especially for those States that historically had most of their regiments sent to the western theater.

“Off-map” States are also present in the economy system as trade nodes. Confederate trade nodes will lose their potential at the time the presented trade routes became unavailable due to Union advances. The small parts of Kentucky, Tennessee and Georgia on the map cannot be entered by either nation’s units.

The campaign and battle preferences have been balanced to fit the more focused map and smaller units.

### DIFFERENCES TO MAIN CAMPAIGNS

- Starting policies are limited to historical ones, 3 per nation.
- Instead of brigades, the fighting units are infantry/cavalry regiments (1,000 men) and artillery batteries (4-6 guns).
- Maneuver units on campaign map are divisions and corps (or early army) headquarters.
- Army level (after organization reform) is represented by groupers.
- New mechanics for West Virginia and new campaign objectives for both nations, see campaign objectives in strategy panel.
- European interventions provide only naval reinforcements, siding with the Confederates, in addition to the national morale effects.
- New project to increase size of artillery batteries from 4 to 6 guns.

### JUNE 1861 SCENARIO – “ON TO RICHMOND!”

This scenario starts after the war has already begun, but no large-scale fighting has yet taken place. Both sides have been feverishly mustering volunteer regiments and first large armies have been formed and deployed. Majority of Union regiments are three-month volunteers, whose contract will expire during the summer. Union has already established initial blockade of southern ports, but naval power is still limited. Union lead elements have crossed the Potomac River from Washington D.C. and have captured Alexandria, VA.



Loyalty in State of Virginia is divided. Population in the western part of the State has remained mostly loyal to the Union. The Confederacy has only limited number of militias there. Taking advantage of the situation, major general George B. McClellan's troops from Department of the Ohio have already secured the Ohio River crossings and pushed inland to the military depot of Grafton, along the important Baltimore & Ohio Railroad that connects the eastern Union States to mid-western ones. If western part of Virginia is fully captured and secured by Union forces, the population will join the Union and later a new State of West Virginia can be formed.



"The shot that struck me down was the best ever fired for the Confederacy."

- GENERAL JOSEPH E. JOHNSTON, ON BEING WOUNDED AT THE BATTLE OF SEVEN PINES, MAY 31, 1862. JOHNSTON'S WOUND FORCED HIM TO LEAVE THE FIELD, RESULTING IN COMMAND OF THE ARMY OF NORTHERN VIRGINIA BEING GIVEN TO ROBERT E. LEE.

The scenario's starting Order of Battle<sup>1</sup> is the situation in early to mid-June 1861:



### Union Armies and Departments

Commanded by Winfield Scott.



*"When I proposed that you should come here to aide me... you had my friendship and confidence. You still have my confidence."*

- General Winfield Scott in a letter to General McClellan, after the latter had failed to provide necessary information to Scott, thereby embarrassing him at a meeting of the Cabinet. September 27, 1861.

After the bombardment and surrender of Fort Sumter on April 12-13, 1861, President Lincoln called for 75,000 strong militia to serve for three months to quell the rebellion. The quota was soon fulfilled, but this also led to protest in southern States that so far had remained neutral. Soon, further States seceded and joined the Confederate States of America. While this was ongoing, the volunteers mustered, drilled and prepared for a short war that would be over by Christmas. The recruitment quotas were increased, and longer contracts introduced, but Union leadership is in hurry to fight, as the three-month contracts will expire starting late July. In addition to the volunteers, Union armies have small number of regulars with combat experience fighting as units.

Union armies in the east are organized into departments with their respective area of operations. The largest, Department of Northeastern Virginia, forms the largest army that is to march south to take Richmond.

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<sup>1</sup> Main source used: <https://civilwarintheeast.com/>





#### **Department of Washington (Joseph K.F. Mansfield)**

*"Why do the regiments I sent to you yesterday return so precipitately to Alexandria without a shot? Stop this stampede."*

*- Brigadier General Joseph Mansfield, to General Theodore Runyon, July 22, 1861.*

The Department of Washington was established on April 9, 1861. It consisted of the District of Columbia including its original territory of Alexandria County, Virginia, and the State of Maryland as far as Bladensburg. The Department was charged with the defense of the national capitol and served as the assembly point for the thousands of volunteers pouring in from all over the North to build an army to end the rebellion.



#### **Department of Pennsylvania (Robert Patterson)**

*"You tell me you arrived last night at Hagerstown, and McClellan writes you are checked at Harper's Ferry. Where are you?"*

*- General Winfield Scott, to General Robert Patterson, June 16, 1861.*

The department was created on April 19, 1861, to consist of the states of Pennsylvania, Delaware, and Maryland and the District of Columbia. Its original mission was to open and hold the communications routes between the northern states and Washington.

When that was largely accomplished by occupation of Baltimore, the Department was then tasked with holding Confederate General Joseph Johnston's forces in the Shenandoah Valley and preventing him from sending reinforcements to Beauregard at Manassas.



#### **Department of Annapolis (Nathaniel Banks)**

*A "most incapable Federal commander."*

*- British military observer Colonel Arthur J.L. Fremantle on Nathaniel Banks.*

The Department of Annapolis was created on April 27, 1861, to control the vital corridor from the northern states into Washington. General Orders #12 removed from the Department of Pennsylvania part of Maryland "to include the counties for twenty miles on each side of the railroad from Annapolis to Washington, as far as Bladensburg," to become the Department of Annapolis.



#### **Department of Virginia (Benjamin F. Butler)**

*"I was always a friend of southern rights, but an enemy of southern wrongs."*

*- General Benjamin Butler, while military governor of New Orleans.*



The department was created on May 22, 1861, to include any areas within 60-mile radius of Fort Monroe. The department consists of forces in Fort Monroe and Camp Hamilton (Ft. Monroe Garrison) and in Newport News.



#### **Army of Northeastern Virginia (Irvin McDowell)**

*"You are green it is true, but they are green also; you are all green alike."*  
- President Abraham Lincoln to General Irvin McDowell, as he was not making an attempt to move his troops to Virginia in summer of 1861, insisting they were not ready to fight.

The Department (Army) of Northeast Virginia was created on May 27, 1861 to consist of part of Virginia east of the Allegheny Mountains and north of the James River, except an area 60 miles around Fortress Monroe.

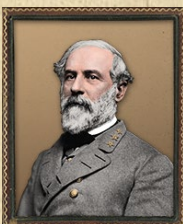


#### **Army of Occupation (George B. McClellan)**

*"If he had a million men he would swear the enemy has two millions, and then he would sit down in the mud and yell for three."*  
- United States Secretary of War Edwin M. Stanton commenting on General George B. McClellan.

General Orders No. 14, issued by the Adjutant General's Office in Washington, D.C., on May 3, 1861, combined all Federal troops in the states of Ohio, Indiana, and Illinois in a new military department called the Department of the Ohio, with headquarters in Cincinnati, Ohio.

In the spring and early summer of 1861 forces from the Department were used to occupy the area of western Virginia that wanted to remain in the Union. This force is sometimes referred to as the Army of Occupation.



#### **Confederate Armies and Departments**

All Virginia's forces commanded by Robert E. Lee.

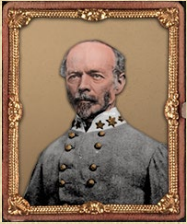
*"This has been a sad day for us, Colonel, a sad day; but we can't always expect to gain victories."*  
- General Robert E. Lee to Colonel A. J. Lyon Fremantle of the British Army after the failure of Pickett's Charge at the Battle of Gettysburg on July 3, 1863.

At the outbreak of war, Lee was appointed to command all of Virginia's forces, which then encompassed the Provisional Army of Virginia and the Virginia State Navy. Later Lee was charged with the conduct of military operations in the armies of the Confederacy. He was referred to as Davis' military adviser but exercised broad control over the strategic and logistical aspects of the Army, a role similar in nature to the current Chief of Staff of the United States Army.



The Confederate forces in east were organized into four main armies. In June, 1861, the forces operating in western part of Virginia (future West Virginia) were organized under a single command.

The Confederate forces are not as well organized and equipped as the Union forces, and they lack any regular formations with combat experience as a unit. The Confederates' advantage, especially during the early months of the war, is defending their homes - morale is higher when troops are fighting in their home States, or within other States of the Confederacy.



#### **Army of the Shenandoah (Joseph E. Johnston)**

*"Johnston is a great soldier, but he has an unfortunate knack of getting himself shot in nearly every engagement."*

*- General Winfield Scott, April, 1847. Johnston was wounded in the Seminole War, Mexican War, and the Civil War.*

The Confederate Army of the Shenandoah was organized on June 17, 1861, at Winchester. It was created to defend the Shenandoah Valley of Virginia from Union Army attacks during the early months of the war. The Army originated with the various militia and volunteer companies sent to seize and defend the town of Harpers Ferry, Virginia.



#### **Army of the Potomac (P.G.T. Beauregard)**

*"He never had much brains... He always stops to quarrel with his generals."*

*- Mary Chesnut on General P.G.T. Beauregard.*

The Confederate Army the Potomac was organized on June 20, 1861, from all operational forces in northern Virginia. It guarded the northern border of Virginia as far west as the mountains.



#### **Army of the Peninsula (John Magruder)**

*"Magruder was a born soldier... He would fight all day and dance all night. He wrote love songs and sang them, and won an heiress rich beyond comparison."*

*- Confederate major John N. Edwards, writing of his acquaintance with General John B. Magruder. After the Battle of Malvern Hill, Magruder was charged of incompetence and for being "under the intoxicating influence of ardent spirits," which, true or not, ruined his reputation and secured him a transfer to Texas.*

The Confederate Secretary of War LeRoy Pope Walker ordered the Department of the Peninsula into existence on May 26, and the military force was named for the department. The Army of the Peninsula defended the eastern approaches to Richmond. It's sometimes referred to as Hampton Division or Magruder's Army.





#### **Department of Norfolk (Benjamin Huger)**

*"I can't help but think that a display of his forces on the left flank of the enemy, by Gen. Huger, would have completed the affair... Slow men are a little out of place upon the field."*

*- General James Longstreet, in a private letter to General Joseph Johnston on Huger's poor performance at the battle of Seven Pines, May 31, 18*

The Department of Norfolk was responsible for the defense of North Carolina and Southern Virginia.



#### **Army of the Northwest (Robert S. Garnett)**

*"They have not given me an adequate force. I can do nothing. They have sent me to my death."*

*- Robert S. Garnett, before being sent to the Alleghenies to face a force led by George B. McClellan that was five times the size of his own. Garnett died at the battle of Corrick's Ford, July 13, 1861. He was the first general officer of either side to die in the Civil War.*

On June 8, 1861, Confederate troops operating in northwestern Virginia were designated the Army of the Northwest.



## APPENDIX A. – WHISKEY & LEMONS DLC SPECIFIC PROJECTS

TABLE I - PROJECTS REQUIRING MILITARY SUBSIDIES

### COMMAND REFORM

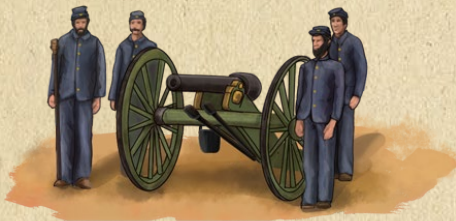


Finance a military organization and leadership reform, that will allow multiple armies and independent corps to be grouped under sufficiently experienced commanders into Army Groups. This way of organizing highest field command will improve unity of command, and will result in improved coordination of operations, management and supplies.

*This project is available only in Brigade level campaigns.*

Requirements: Military III Policy.

### 6-GUN BATTERIES



Traditionally, American artillery batteries were comprised of four artillery pieces, two sections of two guns. During the Mexican War this usually was two cannons and two howitzers. To increase the firepower of field artillery batteries, introduce a new organization with six pieces and three sections. This is particularly useful when number of available guns is not severely limited. To simplify training and logistics, all guns in a battery are of same caliber.

*This project is available only in Regiment level campaigns.*



"For about two hours, we stood in the tempest of death... three of our ammunition chests were blown up, and several men burned... I believe every man at the guns had made up his mind to die there, for it did not seem possible for any of us to get out alive."

- SAMUEL BLACK, LIEUTENANT FIRST IOWA ARTILLERY, IN HIS DESCRIPTION OF THE ARTILLERY DUEL BETWEEN 21 CONFEDERATE GUNS AND SIX FEDERAL CANNON THAT WERE PART OF THE DIVISION OF (THOUGHT JUST A COLONEL AT THE TIME) EUGENE CARR, AT THE BATTLE OF PEA RIDGE, MARCH 7-8, 1862. CARR LATER RECEIVED THE MEDAL OF HONOR FOR HIS ROLE IN THE FIGHT.





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