

## Ultimate General: Civil War “Game Guide”



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## Main Menu

When you launch the game, you can select the following in the menu:



### Campaign

The campaign starts from 1861 and ends at the speculative battles of Washington or Richmond on 1865.

*See also:* Campaign start

### Historical Battle

In this section, you will find several epic historical battles that include all the historical facts and data but can play out differently according to your actions.

### Custom Battle

Here you have a list of speculative battles that are ideal for a short play session.

### Load

In this window are all your saves that are categorized in three sections Campaign/Historical/Custom depending where you made them, in Campaign or Historical or Custom Battle.

*See also:* Army management, Battle interface



## Options

In Options there are customization settings for the following:

Resolution: By default your monitor's native resolution is selected.

Window mode: If it is enabled, you can play the game in window mode. By default, it is disabled.

Sound: Move the slide bars to set the desired volume level for Music and Sound Effects.

Controls: You can assign different keys for several battle commands.

All your changes will have effect only if you click the button "Apply". Pressing the button "Back" returns you to the Main Menu.

*See also:* Battle interface

## Battle Basics

The following information will help you get started with the basic gameplay aspects of the battlefield.

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## Map controls

- **Moving the map:** Press middle mouse button and move the mouse to position the map to the desired location. Alternatively use the cursor keys.



- **Zoom in/out:** Use the middle mouse button to zoom. Wheel down to zoom-in and wheel up to zoom-out.



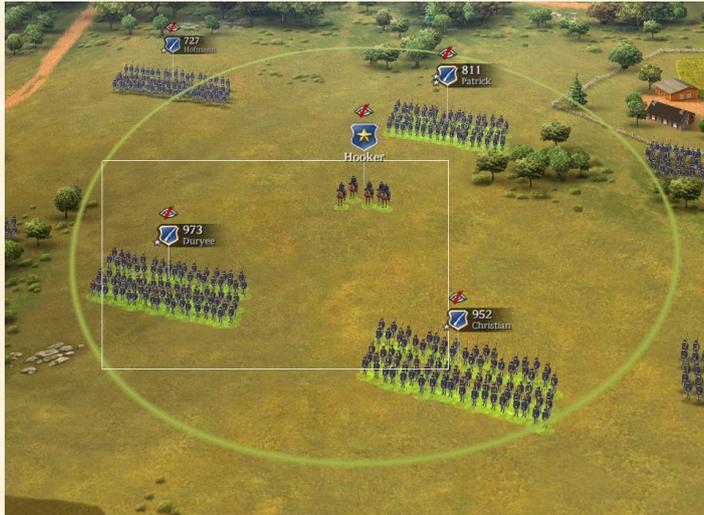
## Selection

- **Select single unit:** Left-click on a unit to select it. The selected unit becomes highlighted with green color.

*See also:* Army icons



- **Deselect:** Click on empty map area to cancel your selection.
- **Multiple selection:** Hold Ctrl and left-click on individual units to select multiple of them or hold left mouse button and draw a square above them.

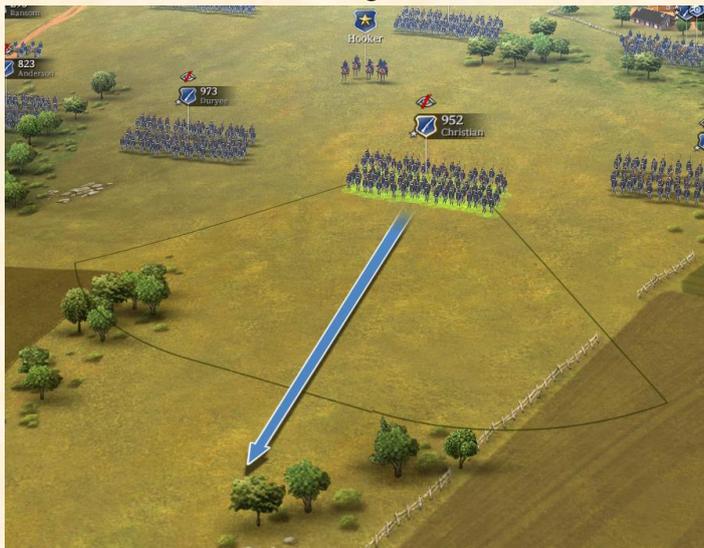


[Watch the tutorial video](#)

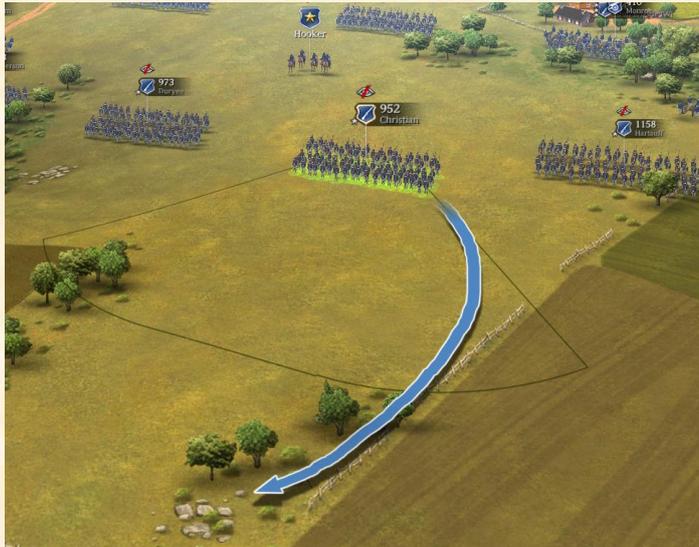
### Moving a single unit

There are two ways to move a unit:

1. Left click to select unit, then right click to destination.



2. Left click on a unit, then drag and draw an arrow to destination. This method is useful for creating flanking maneuver paths.



The unit will automatically form a column formation if the destination is far away. Moving in column makes the condition to deplete very slowly. [Watch the tutorial video](#)

*See also:* Condition bar

### Moving a group of units

- **Move entire Corps/Divisions:** Select Division or Corps from the Army Icons panel and right click to destination. [Watch the tutorial video](#)



- **Move a custom group of units:** Select multiple units and right click to destination.

*See also:* Selection, Army icons

- **Create frontline:** Select a group of units, hold right mouse button to desired destination and draw a line to shape your frontline formation.

[Watch the tutorial video](#)

### Halt

Double left-click on a unit to stop its movement. You can also select the unit and press “HALT” button.

*See also:* Halt/Hold

### Run

Use the button “DOUBLE QUICK” or R key to toggle Run/Walk mode. Running makes units to move quicker at the expense of faster condition loss. Cavalry and Skirmishers run by default and Artillery auto-limbers if ordered to travel for large distance.

*See also:* Double Quick

### Unit rotation

- **Rotate at place:** Select unit and while pressing Left-Shift button, move your mouse left or right to rotate.
- **Rotate at destination:** Select unit, press right mouse button on destination and rotate. Release at the desired facing.



### Range attack

Units automatically target and fire at nearest threats. You can manually select a target as follows:

Select your unit then right click on an enemy to target for a range attack. The unit will move until the enemy gets inside the weapon’s fire arc. In certain circumstances the manual attack will be auto-cancelled to protect from nearby threats. [Watch the tutorial video](#)

*See also:* Weapons

## Charging

Charge is a very strong tactical choice to clear an area from enemies due to its melee bonuses. Charge also spends more condition than other actions and makes your units vulnerable to gun fire. Double right-click on an enemy to charge. Alternatively press the CHARGE button to auto-charge at nearest threat. If condition is low, the unit will refuse to charge. [Watch the tutorial video](#)

*See also:* Charge

## Falling back

The safest way to execute a tactical withdrawal is to use the Fall back command. Press the FALL BACK button or F key and the unit will move back to a safer position while shooting the enemies in front. In contrast, by ordering a unit to simply move back it will expose its rear to the enemy, becoming much more vulnerable. [Watch the tutorial video](#)

*See also:* Fall Back

## Wavering

While morale is critically low (about 17% or lower) the unit is uncontrollable and automatically falls back. The flag will become slightly whiter to show the wavering state. Pay attention to units in wavering mode and try to deal with the enemies threatening them because they will be ineffective and prone to break your lines.

*See also:* Morale, Falling back



## Retreating

When the morale of a unit drops to zero, then it enters retreat mode (flag blinks with white color). While in retreat mode the unit is completely uncontrollable, does not shoot back nearby enemies and runs away until it finds safety. Moreover, a retreating unit becomes vulnerable to flank or rear attacks or to being captured by the enemy.

See also: [Withdraw](#), [Morale](#), [Surrendering](#)



## Surrendering

If a unit retreats, has high losses and is surrounded by enemies, it is very likely to surrender. A surrendered enemy is indicated with a special flag and becomes controllable for your side. Surrendered units can be liberated from friendlies if they approach near enough. So, it's advised to protect your captured units because they are a valuable loot! You can send them out of the map by using the WITHDRAW button or manually move them on exit zones of the map.

See also: [Withdraw](#)



## Shattered

When units sustain losses exceeding 70% they may completely shatter and vanish from the battlefield. A shattered unit is recognized from the remaining group of soldiers who flee off the map with their flag absent. The shattered unit is considered completely destroyed and will be no longer available in the campaign.



## Holding

Because units have self-awareness, they will auto-target and shift to make continuous lines or they will skirmish. To override this behavior, you can press the button HOLD or H key. Units in hold mode will stand their ground without auto-movement, allowing you a stricter control over them. Hold mode will be cancelled if the unit is attacked from the rear or morale becomes critically low.

*See also:* Halt/Hold, Wavering, Retreating

## Ground

The terrain plays extreme role in tactics because every inch of ground provides different amount of cover that can be used to protect your soldiers. For example, it's preferable to deploy your units in forested areas than in grass terrain because they will receive far less casualties from incoming fire. Furthermore, hills and generally the higher ground provide bonus in spotting range, morale and accuracy making them excellent defensive positions.

*See also:* Terrain

## Fortifying

Depending on the battle, you can find special map areas that can be occupied by infantry or artillery and gain large defensive bonuses. These areas are indicated with a silver shield flag.

[Watch the tutorial video](#)

*See also:* Fortifications



## Flanking

A good General should always protect the flanks and rear of his army and persistently attack those of the enemy. You should flank your enemy and avoid being flanked! Damage and morale shock are much increased when receiving attack from flanks or rear. When one of your units receives attack from the sides you see the sign “FLANKED” and when attacked from the rear “REAR FLANKED”.

*See also:* Morale



## Mounting/Dismounting

Cavalry equipped with rifles (Carbine Cavalry) may also dismount and fight on foot as skirmishers. Dismounted cavalry is much more vulnerable in melee but is benefited from a significant cover bonus. [Watch the tutorial video](#)

*See also:* Cavalry, Skirmishers, Mount/Dismount

## Detaching skirmishers

Infantry brigades can detach from their ranks a skirmisher unit. Those skirmishers are equipped with the weapon of the brigade and because they fight in loose formation they have a significant cover bonus, making them ideal to delay and harass large enemy brigades. [Watch the tutorial video](#)

*See also:* Detach/Attach Skirmishers, Skirmishers

## Ammo & Supply Wagon

Ammo is not unlimited and will decrease as your units shoot at enemies. Your supply wagons, if present in the battlefield, will re-supply with ammo the units inside their radius.

Artillery shots are more expensive in supply so you need to manage carefully your artillery barrages to save more ammo for your army. When the ammo for the supply wagon or the the units is low, indications appear to help you take appropriate actions.

When units are out of ammo supply, they will still be able to fire but with much reduced reload speed and efficiency, simulating the effect of scavenging for ammo in the battlefield.

[Watch the tutorial video](#)

*See also:* Army management, Supply Wagon, Unit card

## The Generals

The American Civil War army organization is simulated. The Corps Generals are special units in the battlefield that encourage with morale boost all subordinate divisions and brigades. Division Generals do not appear in the battlefield as units but abstractly contribute to the army by increasing the efficiency of their subordinate brigades. Finally, the brigade officer, the leading officer of a single unit, benefits with his own abilities the soldiers under his command.



Generals can get wounded or die during a battle and this has a huge impact for your army. A Corps General can be eliminated by direct enemy fire and may no longer inspire with his command radius. A division or brigade officer may become casualty each time one of their brigades is under fire. The unit that loses one of its officers (Brigade or Division General) will suffer from an efficiency penalty that can make it very ineffective, no matter its experience.

[Watch the tutorial video](#)

*See also:* Officers

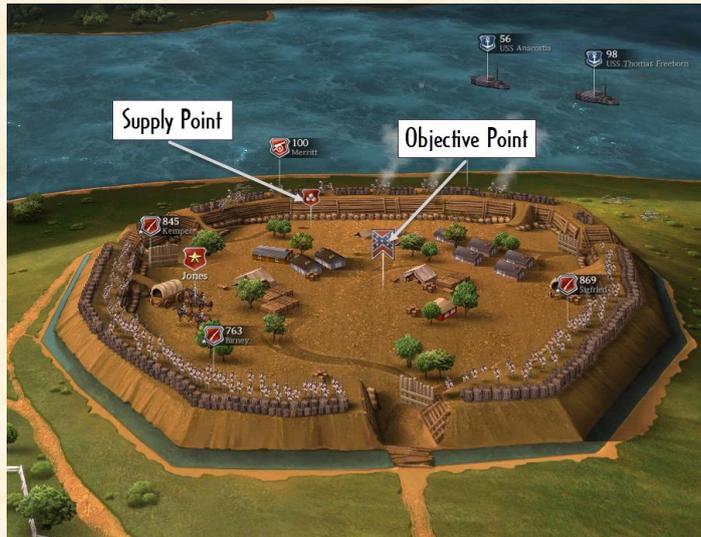
## Strategic points

Usually in every battle you will have to secure a series of objectives located on the map in order to gain tactical advantage or claim victory. There are three types of strategic points that are captured by the side that has more soldiers within their radius:

[Watch the tutorial video](#)

- **Objectives:** Your objectives are usually static points on the map and are indicated in the objectives panel. Your mission in every battle will always be related to some Objectives that must be secured to obtain victory. When an objective is contested, its status is updated in the objectives panel to assist you in understanding the current battle situation.

*See also:* Objective Conditions Button

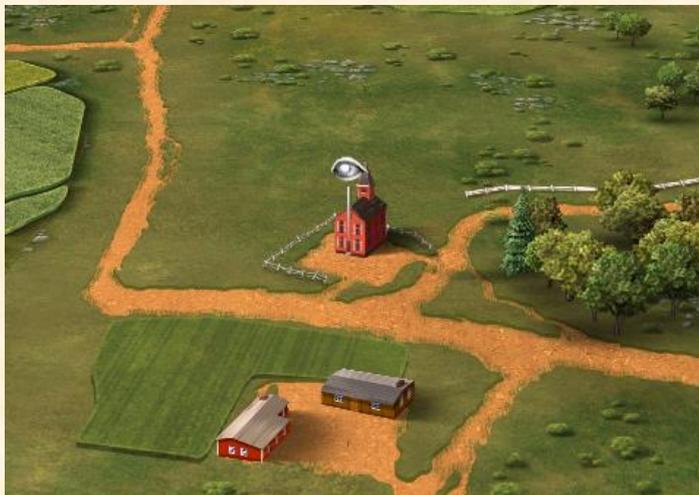


- **Supply points:** These static supply points offer ammo supply within their radius for the side that owns them.

*See also:* Supply Wagon

- **Visibility boost points:** Located on hills and buildings, offer an extended line of sight. To occupy a Visibility boost point, place one of your units near it.

*See also:* Visibility & Stealth



## Advanced Battle Aspects

Various game features are described in more detail in this chapter, helping you to become more familiarized with several important gameplay aspects.

### Contents

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- [Officers](#)
- [Officer experience](#)
- [Unit Skills](#)
- [Weapons](#)
- [Terrain](#)
- [Fortifications](#)
- [AI Command](#)

## Units

There are 4 types of units that fight in the battlefield: Infantry, Cavalry, Artillery and Skirmishers. Generals and Supply Wagons are special units that can be targeted on the battlefield but cannot inflict damage.

## Contents

- [Infantry](#)
- [Cavalry](#)
- [Artillery](#)
- [Skirmishers](#)
- [Generals](#)
- [Supply Wagon](#)

### *Infantry*

Infantry brigades are the backbone of your army. They are equipped with rifle muskets and bayonets and are suitable for attacking or defending and punish any kind of enemy. Their weapon plays big role to their effectiveness. Infantry weapons have all the same fire arc range in the battlefield, simulating the fact that infantry formed lines and fired synchronized volleys under the command of their officers. Infantry brigades have the unique ability to generate skirmishers on the battlefield that fight independently.

See also: Infantry weapons, Detaching skirmishers



### *Cavalry*

The cavalry is divided into two categories: Carbine Cavalry and Shock Cavalry. Carbine Cavalry is equipped with medium or long range weapons and is able to dismount and fight on foot. Shock cavalry is equipped with short range weapons and a saber. The Shock Cavalry cannot dismount but is very powerful in melee.

Due to its mobility and speed, cavalry is best used to scout and harass the flanks of an enemy army. It's not advised to charge with cavalry at prepared infantry lines because horsemen are large targets and will fall like flies from gunfire or canister.

See also: Detach/Attach Skirmishers, Cavalry weapons



### *Artillery*

Artillery units are defined by the number of guns and their crew. Each cannon piece needs 25 crew to operate fully. As Artillery units take losses, the operational guns are reduced and are indicated in the unit card. Artillery has 3 types of ammunition that are fired automatically according to range of target.

Solid shot has the maximum range and is the least lethal. Shell shots are fired at medium range and can inflict many more casualties due to their explosive material, but take longer to reload and have less probability of hitting the enemy. Finally, the canister shots are fired at short range and are the deadliest.

Artillery units are very vulnerable to melee and close range fire, so you need to protect them with other units. Artillery has limited visibility and is depended from scouting to see and shoot further, up to their maximum range.

See also: Artillery weapons, Visibility & Stealth, Limber/Unlimber, Altitude



### *Skirmishers*

Skirmishers are soldiers who fight in loose formation and automatically try to keep distance from the enemy. Skirmishers are benefited from their large cover bonus and stealth. They can be used to hide inside forest and ambush, harass enemy flanks, delay the advance of enemy, raid supply wagons and scout behind enemy lines. Skirmishers are not useful for holding a defensive position because they are very vulnerable to melee attacks.

Skirmishers are created in camp and are equipped with special weapons or they are spawned in the battlefield as infantry detachments or dismounted cavalry.

*See also:* Skirmisher weapons, Detach/Attach Skirmishers, Mounting/Dismounting



### *Generals*

Each Corps includes several divisions and is commanded by a Corps General. The Corps General is the highest level of officer and is represented in the battlefield by a small cavalry unit. Generals boost the morale regeneration of their nearby units, inside their command radius. The default morale boost is +25% but it can become higher according to special abilities (perks) gained by experience.

Corps Generals cannot attack enemy units but they try to avoid threats automatically. They can be targeted and eliminated, affecting negatively the army because their units will no longer be inspired by their command.

*See also:* Officers, Corps Generals, Replacing a wounded or killed officer



### *Supply Wagon*

The role of the supply wagon is to replenish the ammo of units. The ammo carried is not unlimited therefore you will have to prioritize where is needed most. To re-supply your units, place the supply wagon near them, inside the supply radius. The supply wagon cannot return fire when being attacked but can auto-evade enemies. Protect your supply wagon at all costs because losing it can cause the shortage of ammo during a battle for most of your units.



See also: Ammo & Supply Wagon



## Officers

There are three types of Generals. The Corps General, as described earlier, is a visible unit in the battlefield. Divisions and Brigade Generals are subordinate officers that are not represented in the battlefield individually but abstractly exist inside their units.

## Contents

- [Brigade Generals](#)
- [Division Generals](#)
- [Corps Generals](#)
- [Wounded or Dead Officers](#)

### ***Brigade Generals***

The brigade consists the lowest level of army organization in Ultimate General: Civil War. Any unit that belongs to a division is considered a brigade. According to unit type, the minimum officer rank required to lead a brigade is “Captain” for Artillery and Skirmishers, “Major” for Infantry and Cavalry. As the size of a brigade increases, the efficiency will drop unless the Brigade officer has high enough rank to support the command of many soldiers.

*See also:* Efficiency

### ***Division Generals***

The minimum officer rank to lead a division is the “Colonel”. The rank of the Division officer affects the efficiency of all subordinate brigades increasing their command value.

*See also:* Command

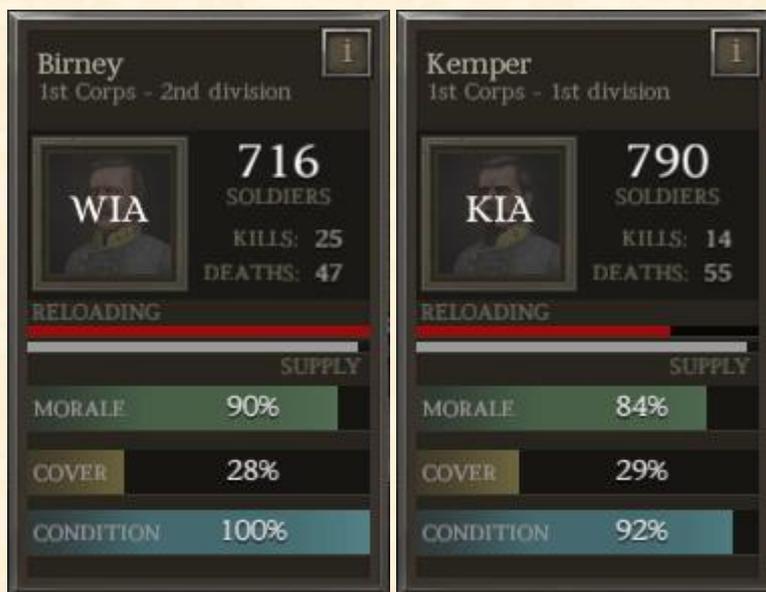
### ***Corps Generals***

The minimum officer rank for a Corps General is “Brigadier General”. The Corps General moves as a separate unit in the battlefield and inspires its troops with command bonuses.

*See also:* Army management

### ***Wounded or Dead Officers***

Corps Generals can be eliminated from the battlefield by shooting at them. Division Generals injury/death probability is triggered every time one of their units receives losses. Similarly, the Brigade Generals may become injured or get killed with probability that depends from brigade’s losses in a given time.



*See also:* Replacing a wounded or killed officer

## Officer experience

The officers gain experience according to battle hours. Their experience levels them up increasing their rank. The possible officer ranks are (from lowest to higher):

- Captain (0 XP)
- Major (15 XP)
- Lieutenant Colonel (30 XP)
- Colonel (45 XP)
- Brigadier General (60 XP)
- Major General (75 XP)
- Lieutenant General (90 XP)

Experience points are gained slower at higher ranks. Ranks of “Brigade General” and higher unlock special abilities (perks) that make Generals more effective as Corps Commanders.

*See also:* Army management, Creating a new Corps

## Unit Skills

While units fight in battles they gain experience that increases their skills.

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- [Command](#)
- [Efficiency](#)
- [Morale](#)
- [Stamina](#)
- [Firearms](#)
- [Melee](#)
- [Unit special abilities \(Perks\)](#)

### Command

The Command level depends from the experience of the unit officer and his leading Division commander. Command level affects the efficiency according to size of unit. Bigger units need high rank leaders to operate on maximum efficiency. If the brigade's officer or his Division commander become casualties during combat, the command level will be reduced and the unit will receive severe penalty in efficiency.

See also: Officer experience



### Efficiency

Efficiency levels up by making kills and directly improves shooting, reload speed and melee strength. The largest possible efficiency is achieved according to the Command level of the unit.



### Morale

During combat, the morale of a unit can be maximum 100% and is affected either positively or negatively. Positive factors increase morale such as a nearby General or inflicting casualties to enemy. Negative factors decrease morale such as receiving canister fire or a flanking attack.



The Morale skill of a unit determines the strength of these positive and negative impacts to morale. The higher the morale skill the more resistant is the unit to combat shocks and the faster it will reach its maximum morale.



However, as a unit takes losses, the maximum morale becomes lower than 100% making it more fragile to shock attacks. Additionally, when morale decreases, the Efficiency and Melee strength decline. If morale becomes very low, your units become uncontrollable and may even surrender to the enemy.

This is why the morale is one of the most important factors of your army. The Morale skill levels up according to battle hours and can be affected positively or negatively by your reputation as a General in the campaign.

*See also:* Wavering, Retreating, Surrendering, Reputation

### **Stamina**

Stamina levels up by marching in the battlefield and helps to keep Condition high while fighting. Condition spans from 0% to 100% and directly affects the morale, melee and marching speed of the unit during combat. Charge is not possible for units with low condition.



### **Firearms**

This ability levels up when shooting at targets and enhances the unit's accuracy. Firearms is a very important skill that can increase weapon accuracy up to 20% and the reload up to

30%. Size of unit matters a lot for its total firepower but bigger does not mean necessary better. Total firepower cannot be achieved for the full size of units because it's impossible to get all the men firing simultaneously at the front ranks. Therefore, having medium sized, more efficient units often results to better firing performance.

See also: Weapons



### Melee

This skill levels up as the unit inflicts melee kills. The higher the level, the stronger in hand-to-hand combat. Melee power loses its effectiveness according to size, meaning that as a unit becomes bigger, it cannot exploit fully its total melee capabilities, compared to a smaller, more effective unit. Bigger units though have the advantage of numbers and are able to sustain large damage for longer time. So, it's preferable to use your elite brigades for charging at crucial moments and the larger, less trained, to weaken the enemy.



*Unit special abilities (Perks)*

According to their average skills, Units are rated with a star. Each star upgrade provides an additional ability (Perk) that further boosts the unit's skills.



## Weapons

Clicking on the Unit card of a selected unit you can receive information about its weapon. Hovering your mouse over the weapon's icon you receive additional statistical data.



The basic information needed to understand some basic rules of ranged combat warfare in Ultimate General: Civil War is the following.

## Contents

- [Infantry weapons](#)
- [Cavalry weapons](#)
- [Skirmisher weapons](#)
- [Artillery weapons](#)

### *Infantry weapons*

There are two main weapon types used by infantry, the older technology muskets and the rifles. The muskets have slow reload rate and are very inaccurate. Due to being heavier and usually longer, they are better for melee than shooting. Rifles on the other hand are much more accurate and reload faster. Although the various infantry weapons have different ranges in data, their fire arc is having the same size, simulating the fact that infantry fought on lines and executed organized volleys under the guidance of their officers. The most common and reliable infantry weapons according to their price are considered the "Springfield M1855" and "Pattern 1861 Enfield" rifles.

*See also:* Infantry

### *Cavalry weapons*

Cavalry weapons are divided into two main categories: Long range weapons and short range weapons accompanied with a saber. Cavalry equipped with long range rifles or carbines can dismount and serve as a skirmisher unit. The Cavalry equipped with sabers will not fight dismounted but are much stronger in melee and charge.

*See also:* Cavalry

### *Skirmisher weapons*

As described earlier, the skirmishers are divided into two categories. Those that are generated in the battlefield (dismounted cavalry or detached skirmishers) and the specialized skirmisher units. The first category is equipped with the weapons of their parent units while the latter has access to fine quality sharpshooter and repeater rifles and can serve as expert snipers or scouts.

*See also:* Skirmishers

### *Artillery weapons*

There are 3 classes of Artillery weapons. The most common is the "Smoothbore" cannon which, depending on caliber, is powerful at medium and short range but highly inaccurate at long range. The most common weapon of this category is the "12pdr Napoleon".

The "Rifle-Gun" cannon types are very accurate at long range and are best used to shell the enemies from medium distance. Canister shots are weak for the Rifle-Guns due to their thinner rifled barrel. The most widely used rifle-gun is the 10pdr Ordnance or 3-inch Ordnance as otherwise known.

Finally, the "Howitzers" have the shortest range of all cannons and are inaccurate but deliver devastating fire when they find target, especially at canister range. Due to its low cost the "12pdr Howitzer" is the most used.

*See also:* Artillery

## Terrain

As a General of the American Civil War period, you will have to inspect even the slightest benefit of ground and take advantage of it, in order to succeed in your tactics.

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- [Altitude](#)
- [Visibility & stealth](#)
- [Cover](#)
- [Terrain types](#)

### *Altitude*

Taking the high ground very often will mean the difference between victory and defeat. Soldiers that are located uphill enjoy a significant morale and accuracy advantage while those fighting downhill receive an accuracy penalty and have lower morale. Large hills obstruct visibility so they can serve to conceal from enemy forces. Furthermore, spotting range increases significantly for large hills (especially if there is a Visibility Boost point on top) allowing artillery to fire using its maximum range.



### *Visibility & Stealth*

Each unit type has spotting and stealth capabilities that may increase, depending on bonuses received from ground or their General. The base capabilities are categorized below:

- Infantry  
Spotting: Medium  
Stealth: Low
- Cavalry  
Spotting: High  
Stealth: Low
- Skirmishers  
Spotting: Very High  
Stealth: Very High
- General  
Spotting: Very High  
Stealth: Very Low
- Supply Wagon  
Spotting: Very Low  
Stealth: Very Low

Obviously, skirmishers are the ideal scouters, that can see far away, hide in trees and serve as artillery spotters for long range barrages. The size of a unit affects also its stealth properties. For example, a large brigade of 3000 soldiers will virtually have no stealth and will not be able to hide, even inside deep forests. Therefore, small cavalry units that can dismount and move as skirmishers are also very useful for scouting purposes. Units that successfully hide from the enemy have a special indication (Small eye) on their flag. Pay attention to this sign to organize your ambushes!



*See also:* Terrain

### *Cover*

In American Civil War, it became gradually understood that old Napoleonic tactics of massed formations fighting in open terrain resulted to devastating losses, because of the more accurate musket-rifles. You will notice this effect especially in battles after 1862 that standing in open ground for long time is almost suicidal. Cover plays immense role in Ultimate General: Civil War and can assist your units to defend against overwhelming forces.



Cover filters damage received from gunfire. The amount of cover is revealed when you select a unit and hover your mouse on a map point. Cover is indicated with a percentage indication and it spans from 0% to 100% (Maximum cover does not mean that there will be no damage at all). In combination with stealth, cover gained from ground can save many soldier lives, so it's useful to know the terrain types that provide the most benefit.

### *Terrain types*

The beautiful landscapes that you fight your battles include rich topographical assets. Every inch of ground matters affecting cover, stealth and speed of your troops.



Hovering your mouse on map points reveals the bonuses or penalties that your units receive when standing on those locations:

Road: Speeds up movement but does not offer any significant protection from gun fire.

- Speed: Very High
- Cover: Very Low
- Stealth: Extremely Low
- Accuracy: Normal

Grass: Open area suitable for fast movement and accurate aiming but cover is very low.

Speed: High  
Cover: Very Low  
Stealth: Extremely Low  
Accuracy: Normal

Wheatfield: The field increases stealth and cover for your troops and is good ground for skirmishers but makes volleys a little inaccurate.

Speed: Medium  
Cover: High  
Stealth: Medium  
Accuracy: Average

Scrub: Area that severely slows down movement and obscures aiming.

Speed: Low  
Cover: Low  
Stealth: Low  
Accuracy: Average

Mud: The muddy terrain makes movement very slow and the fighting ineffective.

Speed: Very Low  
Cover: Low  
Stealth: Low  
Accuracy: Normal

Forest: Ideal for hiding your units and protecting them from gun fire but your firepower becomes somewhat decreased and movement is slower.

Speed: Medium  
Cover: Very High  
Stealth: High  
Accuracy: Average

Dense Forest: Slows down movement and makes volleys a little inaccurate but is perfect for concealment and protection.

Speed: Low  
Cover: Very High  
Stealth: Extremely High  
Accuracy: Average

Fortifications/Houses: Fortified position or house terrain that enhances cover and defense capabilities. Some locations are boosted further with additional earthworks that your soldiers can hide behind them.

Speed: Low  
Cover: Extremely High  
Stealth: Medium  
Accuracy: Normal  
*See also: Fortifications*

Water: Makes movement awfully slow and your units become ineffective and extremely vulnerable to gun fire.

Speed: Extremely Low

Cover: Extremely Low

Stealth: Extremely Low

Accuracy: Poor

Ford: Slows down movement very much and makes your units ineffective and very vulnerable to gun fire.

Speed: Very Low

Cover: Extremely Low

Stealth: Very Low

Accuracy: Poor

Bridge: The safest and fastest way to pass a river but still very hazardous for your troops if there are defenders shooting from the other side.

Speed: Medium

Cover: Extremely Low

Stealth: Very Low

Accuracy: Poor

*See also:* Cover, Visibility & Stealth

## Fortifications

In American Civil War era, and especially in the late period, it was common practice to build earthworks in order to defend a location. This tactic is simulated in the game.

In some battles are found special fortified positions that you can recognize from their silver flag indication. When a unit is selected, check the map for these available fortified positions. Their indicator informs about the type of units that can be deployed. These fortifications have enhanced defensive capabilities and are advised to be occupied, if you want to defend the nearby area.



Special fortified positions can be farms, trees, earthworks, fences etc. and their bonuses can be read if you hover the mouse cursor over them.

If your enemy occupies such positions it would be unwise to charge unless you have previously softened them with an artillery barrage.

*See also:* Fortifying

## AI Command

Player's army can become historically large and exceed 70.000 soldiers. Many players could find it difficult to control so many units. But Ultimate General: Civil War provides the option to give control of divisions to AI commanders. As in reality the Corps Generals observed the battlefield and gave generic orders to their Division officers.

Player can issue an attack objective or draw a defensive line and the AI Division Commander will use his units to fulfill the assigned order with surprisingly good results. The AI commander can also act freely in Offensive or Defensive mode. So, player gets the feel of being a true General who can trust his officers with specific tasks while focusing in a small part of the battlefield to achieve the best tactical result.

[Watch the tutorial video](#)

See also: Generals

## Battle interface

The battle interface includes the following sections with which you can interact.



### Contents

- [Menu](#)
- [Guide](#)
- [Date/Time](#)
- [Army Strength Bar \(Force Bar\)](#)
- [Mission Time](#)
- [Objective Conditions Button](#)
- [Unit Card](#)
- [Army icons](#)
- [Command buttons](#)
- [Camera view](#)
- [Mini Map](#)
- [Speed buttons](#)
- [Action messages](#)

## Menu

The “Menu” button opens up a window with several options:

- Save: You can save anytime during a battle and continue later.  
*See also*: Main Menu
- Load: This selection opens the window of your saved games.
- Restart: The battle can be restarted. This can be useful in campaign if you want to correct your mistakes in a particular battle before it ends.
- Back: Brings you again to the battle action!
- Main Menu: You return to the Main Menu. Any unsaved progress will be lost.



## Guide

This button opens up the guide you are reading now! The guide includes only the necessary information about controls and game functions. To master “Ultimate General: Civil War” you will have to prove yourself in the battlefield and experiment on creative tactics and strategies.



## Date/Time

The current mission date and time. You will notice in historical battles that this information follows exact historical events.



## Army Strength Bar

The Army Strength Bar is very useful to monitor the battle situation. In the campaign, it will function fully only if you have the necessary reconnaissance level. The colors indicate the army size ratio for both sides (Red for the Confederates, Blue for the Union).

*See also:* Reconnaissance



When you hover your cursor over this bar, you see the detailed summary of forces that participate in the current battle. The colored flags at the top of the bar indicate which side possesses the main battle objectives.

## Mission Time

The mission timer helps you to organize your tactics within the constraints of given time limits. These battle time limits are depended from special mission events.



The mission timer indicates when next phase of the battle will happen. This time may be overridden by other events, for example a crucial objective has been captured. If there is no next phase, then when time expires the “Finish” button appears, You can click the “Finish” button to end the battle or you can continue for more time.

Good reasons for prolonging a battle are to inflict more casualties, capture more enemies or continue to try to secure an objective. You cannot prolong a battle for infinite time. Usually the battle will end automatically at the end of day.

## Objective Conditions Button

When you press the “Objective Conditions” button, a window appears which shows what is needed to be awarded a victory or a draw for the current battle. Examining the Objective Conditions helps you to realize if you have to press for an attack and secure an extra objective before time runs out. Below this button appear the objectives and their status.

*See also:* Strategic points



## Unit card

When you select any unit in the battlefield, its status appears in the lower left corner. According to the type of unit you see different indications. These are all the indications, where applicable:

- [Name](#)
- [Organization](#)
- [Officer image](#)
- [Soldier/Guns](#)
- [Kills/Losses](#)
- [Reloading bar](#)
- [Supply](#)
- [Morale bar](#)
- [Cover bar](#)
- [Condition bar](#)
- [\[i\] button](#)

### Name

The unit's name is automatically generated from its officer name, unless it is custom edited.

See also: Units



### Organization

Below the unit's name you see the Corps and the division it belongs to.

See also: Creating a new Corps, Creating a new Division



*Officer image*

The portrait and rank of the officer.

*See also:* Officers



*Soldiers/Guns*

How many soldiers or guns (in case of artillery) has this unit.



### *Kills/Losses*

The number of casualties inflicted and sustained. A good kill ratio will make the unit more encouraged.



### *Reloading bar*

The reloading state shows when the unit is ready to fire. Reload speed is affected by many factors such as the weapon, morale, efficiency and ammo of unit.

*See also:* Unit Skills, Efficiency



### Supply

This bar indicates how much ammo supply has the unit. If it gets depleted, the unit will scavenge for ammo, reducing very much its reload and effectiveness.

See *also*: Supply Wagon



### *Morale bar*

This bar indicates the status of unit's morale. When morale gets critically low (about 17%), the unit wavers and becomes uncontrollable. In wavering state the unit will be able to withdraw in reduced discipline and fire at the enemy. When morale becomes zero, the unit panics and retreats. In retreat mode, the unit is again uncontrollable but runs to find safety without firing back.

*See also:* Unit Skills, Morale



### Cover bar

This indication shows how much cover has the unit at a given moment, depending on where it stands on the map. The bigger the cover, the more protection from incoming fire.

See *also*: Terrain



### *Condition bar*

The condition affects directly efficiency, melee and speed of the unit. Stamina skill affects Condition regeneration.

See *also*: Unit Skills, Stamina



**[i] button**

Pressing this button opens up more information about the unit, regarding its weapon, skills and officer perks.

See *also*: Weapons, Unit Skills, Officer experience



## Army icons

At the bottom of the screen you see the unit HUD. The unit icons are organized per division and Corps. You can select multiple units by Holding Ctrl and clicking their icons. Double left click will center camera to your selection. You may also select entire Divisions or Corps by clicking on their tab.

## Command buttons

When you select a unit, all the following commands can show up in the bottom panel:



- [Halt/Hold \(Space key\)](#)
- [Double Quick \(R key\)](#)
- [Charge \(C key\)](#)
- [Fall Back \(F key\)](#)
- [Combine/Split Division \(Y key\)](#)
- [Mount/Dismount \(M key\)](#)
- [Limber/Unlimber \(M key\)](#)
- [Hold fire \(H key\)](#)
- [Withdraw \(G key\)](#)
- [AI](#)

***Halt/Hold (Space key)***

When unit moves, pressing HALT stops the movement. When unit is stationary this button allows the HOLD command. In HOLD mode, it will keep its facing and stand its ground unless it is attacked from the rear or morale falls to critically low level.

*See also:* Holding



***Double Quick (R key)***

Move faster at the expense of rapid Condition drop.

*See also:* Condition bar



***Charge (C key)***

Charge at nearest enemy threat. CHARGE Cool down time must expire in order to become available again.

*See also:* Charging



***Fall Back (F key)***

Move backwards trying to protect flanks and rear while shooting at the enemy.

*See also:* Falling back



***Combine/Split Division (Y key)***

Merge one unit with another of the same division to create a bigger one (up to 2500 soldiers allowed). The leading officer will become the Division commander. After merging you can use this button again to split it back to more units.



[Watch the tutorial video](#)

**Mount/Dismount** (M key)

This button is visible only for Carbine Cavalry. When cavalry is mounted it's stronger in melee but more vulnerable to gunfire. When dismounted, cavalry gets a cover bonus but is much weaker in melee.

*See also:* Cavalry, Skirmishers



**Limber/Unlimber** (M key)

This button appears only for artillery units. Moving in LIMBER mode has minimum cost to condition. Artillery moving in UNLIMBER mode drains condition faster but is always ready to fire at nearby threats.

*See also:* Artillery



**Detach/Attach Skirmishers** (T key): When you select an infantry brigade you can press the DETACH SKIRMISHERS button to generate one unit of skirmishers. Select this skirmisher unit and press ATTACH SKIRMISHERS to merge back to the parent brigade.

*See also:* Skirmishers



**Hold Fire** (H key)

While enabled the unit will hold its fire and a special indication will appear on its flag. This command can be especially useful in order to save ammo for artillery.



***Withdraw*** (G key)

Units in WITHDRAW mode will run towards safe exit zones of the map while avoiding enemies. Pressing the button one time again, makes the withdrawal cancelled. This command can be also used for surrendered enemy units, to move them out of the map and secure their capturing.

*See also:* Retreating, Surrendering



***AI***

Select a division and the “AI” button will become available. Pressing the “AI” button provides options to assign the control of the division to Artificial Intelligence (AI).

*See also:* AI Command



## Camera view

You can view the battlefield using two camera settings:

- **Top View:** The default camera setting is suitable for controlling your army over a small map area with an accurate “bird’s eye” view.



- **Depth View:** The alternative camera setting shows a wider range of the map and helps to understand the terrain altitude differences.



## Mini Map

The Mini-Map shows all your units and all spotted enemies. It is a valuable tool to quickly examine the location of your forces or any incoming threat. Clicking inside the Mini Map transfers the camera to the pointed map position.

*See also:* Map controls



## Speed buttons

If you want to increase time speed you can use the 2x (>>) or 3X (>>>) buttons. You may also slow down the game (>) or Pause (||).



## Action messages

When an important event happens, such as reinforcements appear or an officer dies, the message appears on the left top corner. Clicking on the message, moves the camera to the event location.



## Campaign start

Before you start a campaign, you must make some choices that allocate your initial career points. The sum of your first 10 career points shape up your character as an Army General. You will be able to improve yourself by gaining more career points in the campaign. Career points are awarded when you achieve victory, +1 in a small battle and +2 in a grand battle. The amount of career points unlocks medals (Steam achievements) that are rewarded only to the best generals.

### Contents

- [West Point graduation](#)
- [Mexican-American War](#)
- [Further Career](#)
- [“Hard Choice” window](#)
- [“Army assignment” window](#)
- [“Take the lead” window](#)

*See also:* Career

## West Point Graduation

First selection is “West Point Graduation” that provides the following options:

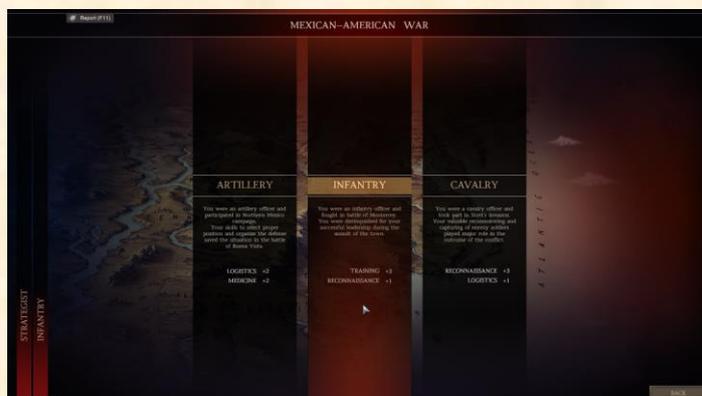
- 1) **Tactician:** +1 Army Organization, +1 Reconnaissance
- 2) **Strategist:** +1 Army Organization, +1 Training
- 3) **Logistician:** +1 Army Organization, +1 Logistics



## Mexican-American War

The second selection “Mexican-American War” has the following options:

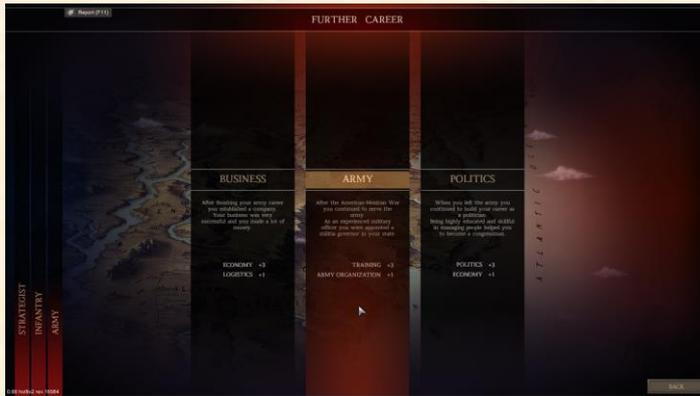
- 1) **Artillery:** +2 Logistics, +2 Medicine
- 2) **Training:** +3 Training, +1 Reconnaissance
- 3) **Cavalry:** +1 Reconnaissance, +1 Logistics



## Further Career

Your final choice is for “Further Career”:

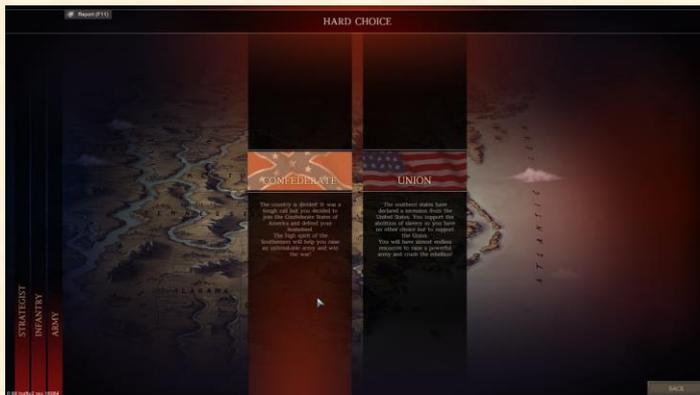
- 1) **Business:** +3 Economy, +1 Logistics
- 2) **Army:** +3 Training, +1 Army Organization
- 3) **Politics:** +3 Politics, +1 Economy



### “Hard Choice” window

In the next window, you must choose your side. The Confederates have recruits of better quality but their resources are quite limited, in weapons, gold and recruits number. The Union have many more resources but their recruits are inferior and will require more time to level up in skills. According to the side you choose, in the campaign you will face different challenges and battles.

See *also*: Army management, Armory, Gold, Recruits



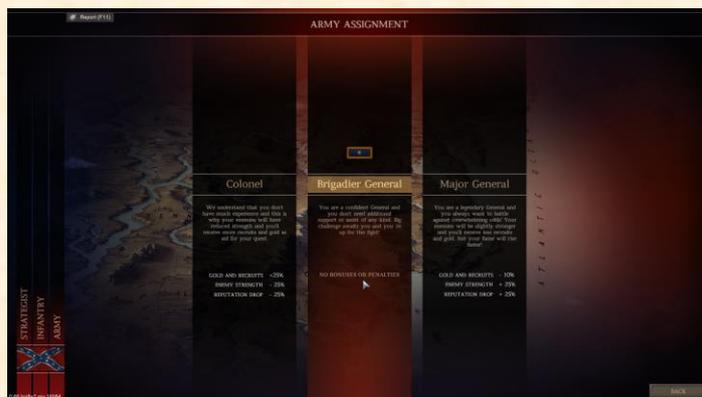
### “Army assignment” window

Here you select the desired campaign difficulty.

- **“Brigadier General”** is the default normal difficulty that gives no bonuses or penalties to the AI opponent.
- **“Colonel”** difficulty level is advised for the new player who wants to become acquainted with the game controls and functions. In this difficulty level apply the following:
  - +25% Gold and Recruits for player’s army
  - -25% AI army strength (AI armies will be significantly weaker in numbers and attributes)
  - -25% Reputation Drop (Less reputation cost when player is defeated)

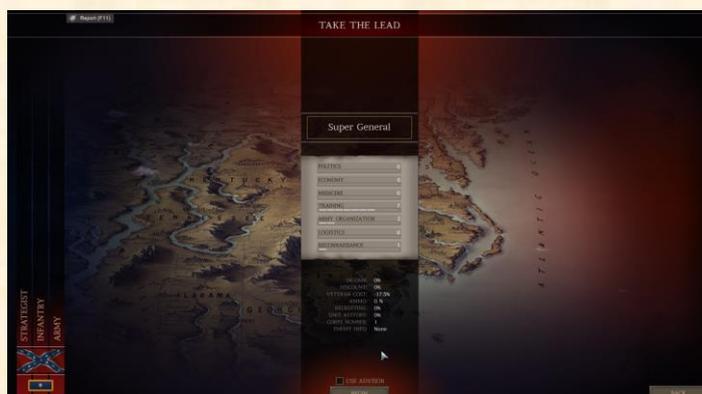
- **“Major General”** is the hardest difficulty level and is advised for experienced players who desire maximum challenge in the campaign. In this difficulty level apply the following:
  - -10% Gold and Recruits for player’s army
  - +25% AI army strength (AI armies will be significantly stronger in numbers and attributes)
  - +25% Reputation Drop (More reputation cost when player gets defeated)
 The Legendary difficulty mode can be enabled in “Major General” to bring the maximum challenge.

See also: Gold, Recruits, Reputation



### “Take the lead” window

Finally, you can type the name of your General and in the below table you find the effect of your choices, according to the allocation of your first career points. If it’s your first game, the “Advisor” will be enabled by default. Advisor will provide a few tips in your first campaign play session to help you understand the basics. At this point you can go “Back” in every previous step and edit again your choices. If you are ready to start, you can click “Begin” button (appears when you have typed your name) and the first battle of the campaign will begin.



## Army management

After winning your first campaign battle you enter the Camp, the central panel in which you will manage your army. On the upper left corner, you find the buttons “?” which opens the guide and the “Menu” which gives you some options, such as to save/load the game or return to the Main Menu.



Bellow in your screen you see the Tabs “Army”, “Armory”, “Barracks”, “Career” with which you browse to all the functionalities of the camp.

### Contents

- [Army](#)
- [Armory](#)
- [Barracks](#)
- [Career](#)
- [Corps Supply Wagon](#)
- [Gold](#)
- [Recruits](#)
- [Reputation](#)
- [Battle Map](#)
- [Intelligence Service](#)

## Army

ARMY

ARMORY

Clicking on the “Army” tab opens up your army organization in which you see all your Corps/Divisions/Brigades.

### Contents

- [Managing your units](#)
- [Moving brigades to Corps/Divisions](#)
- [Creating a new Brigade](#)
- [Creating a new Division](#)
- [Creating a new Corps](#)
- [Replacing a wounded or killed officer](#)

## Managing your units



On the left, you find your available Corps and clicking on them shows all their Divisions and the included Brigades.



Clicking on a brigade (Unit of a Division) opens the Unit Information panel on the right side.

## Battle history

The screenshot shows a unit's profile for 'LOOMIS'. At the top left, a small icon with a red box around it represents the battle history button. The unit's name 'LOOMIS' is displayed in the top center. Below the name, there is a portrait of a man in a military uniform, the rank 'MAJOR', and a shield icon with a star. The unit's name 'ADAM LOOMIS' is shown below the portrait. To the right, the number of soldiers is '528', with a maximum of '1500'. Below this, there are checkboxes for 'VETERAN' and 'ROOKIE'. A progress bar is visible below the soldier count. The unit's stats are listed as follows:

Stat	Value
SPOTTING	650
STEALTH	150
COMMAND	35
EFFICIENCY	36
MORALE	50
STAMINA	40
FIREARMS	41
MELEE	26

Below the stats, the unit's primary weapon is 'SPRINGFIELD M1842'. To its right, there are sub-stats for 'RELOADING', 'EFFICIENCY', and 'MELEE'. At the bottom of the weapon section, it says 'ARMORY: 1424' and 'SHOP: 14518'. At the very bottom, the 'UPGRADE COST' is shown as '\$ 0' and '0'.

On the upper left corner, you find the button which leads you to the history of all battles fought by this unit.

## Renaming



The indication button of the image allows you to rename the unit as you like. By default, it is named according to officer's surname.

## Disbanding



On the right top corner, there is the “Disband” button which will place soldiers, weapons and officers to your resources pool and delete the unit from the Division.

## Officer rank

The screenshot displays the profile of an officer named Loomis. At the top, the name "LOOMIS" is centered. Below it, on the left, is a portrait of a man in a military uniform, labeled "MAJOR" and "ADAM LOOMIS". To the right of the portrait is a yellow sun icon. Further right are two shield icons, one with a sword and a star. Below the portrait is a horizontal experience bar with a slider, showing the current number of soldiers as "528" and a maximum of "1500". Below the experience bar are two checkboxes: "VETERAN" (unchecked) and "ROOKIE" (checked). Below these are two stat bars: "SPOTTING : 650" and "STEALTH : 150". A list of skills follows, each with a progress bar and a numerical value: COMMAND (35), EFFICIENCY (36), MORALE (50), STAMINA (40), FIREARMS (41), and MELEE (26). Below the skills is a section for the "SPRINGFIELD M1842" rifle, showing its "RELOADING", "EFFICIENCY", and "MELEE" stats. At the bottom of this section, it says "ARMORY: 1424" and "SHOP: 14518". At the very bottom, it says "UPGRADE COST" with "\$ 0" and a person icon followed by "0".

The officer portrait includes information about his rank and the experience bar shows when he is going to be promoted to next rank.

See also: Officer experience

## Star rating

LOOMIS

MAJOR

ADAM LOOMIS

SOLDIERS 528

1500 MAXIMUM

VETERAN ROOKIE

SPOTTING: 650 STEALTH: 150

COMMAND	35
EFFICIENCY	36
MORALE	50
STAMINA	40
FIREARMS	41
MELEE	26

SPRINGFIELD M1842

RELOADING

EFFICIENCY

MELEE

ARMORY: 1424 SHOP: 14518

UPGRADE COST

\$ 0 0

The level of the unit is measured in Stars and it is derived from the average of the skills: Command, Efficiency, Morale, Stamina, Firearms, Melee. On the top right, you find how many stars has your unit and the bar indicates how much progress is needed for the next star rating. When a new star rating is reached, a special abilities slot opens (perk) for making your unit even stronger.

*See also:* Unit special abilities (Perks)

## Rookie/Veterans recruits



You may add more soldiers to your brigade with the slider. If "Rookie" option is enabled, there is no additional Gold cost but you will notice the Unit skills to be reduced significantly due to the added untrained recruits.



Enabling “Veteran” mode adds trained troops to your unit. The skills will be preserved with a Gold cost that rises significantly, depending on unit’s average skills. Hitting “Apply” finalizes the recruitment.

See *also*: Recruits, Gold

### Unit weapons



The current weapon of a unit is indicated on the lower left corner. When you add new recruits, weapons of this type are delivered from the stock (Armory) with no additional cost. If more are required they will be bought from “Shop” with additional cost. If “Armory” or “Shop” have no more pieces of the current weapon, you will not be able to add more recruits unless you switch to another weapon.



Clicking on the weapon icon brings you to a list of all available weapons in “Armory” tab. If there is enough money and weapons you can finalize your purchase by pressing the button “Equip”.

*See also:* Armory

### *Moving brigades to Corps/Divisions*



You can move your brigades to other Divisions or Corps with drag & drop. This is especially useful when you want to re-arrange your army to more Corps.

## Creating a new Brigade



If your Army organization level allows it, you will notice a “+” icon next to your other brigades. Clicking on it brings you to the process of creating a new brigade.

First you select its type (Infantry, Artillery, Cavalry, Skirmishers). Then you will select an officer and the starting brigade size. Officers are automatically received from “Barracks” but you can change your selection.

Brigades demand the following minimum officer ranks:

Infantry: Major

Artillery: Captain

Cavalry: Major

Skirmishers: Captain

If there is no available officer to satisfy the minimum rank, you will not be able to create a new unit.

In the campaign, the units are created according to the following limits:

Infantry: 500 to 2500 soldiers

Artillery: 100 to 600 crew (4 to 24 guns)

Cavalry: 100 to 750 soldiers

Skirmishers: 100 to 500 soldiers

See also: Brigade Generals, Barracks, Army Organization

## Creating a new Division

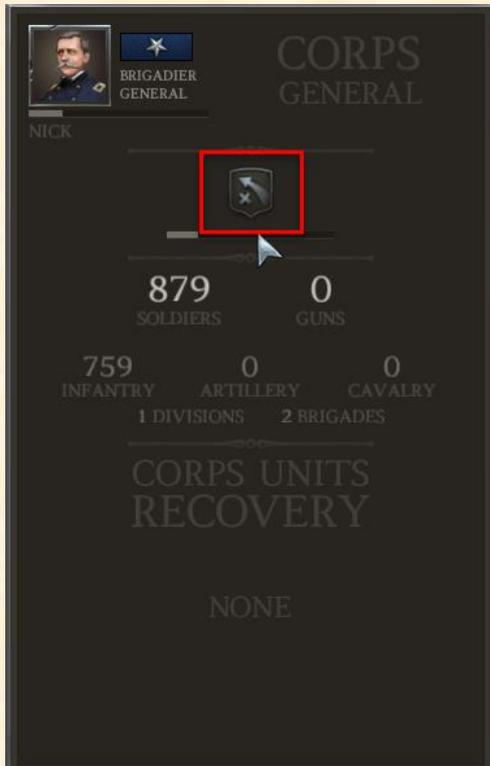


Divisions are created up to the limit of your Army organization level, by pressing the related “+” icon. The minimum officer rank for a Division is “Colonel”. So, if you don’t have an officer of this rank or higher, you cannot create a new division.

See also: Division Generals, Barracks, Army Organization

### *Creating a new Corps*

As your Army Organization increases you will be able to create new Corps for your army. The minimum officer rank needed for a Corps is “Brigade General”.



The Corps Generals have unique special abilities (perks) that enhance all their subordinate units. Every time a Corps General is promoted to a new rank – equal or higher than Brigade General- he can have one more perk. These unique Officer perks are active only when a General is assigned to a Corps.

See also: Corps Generals, Army Organization

### *Replacing a wounded or killed officer*



When your Division or Brigade officers are wounded, or killed, they will be removed from command and a special icon appears indicating that an action is needed. Wounded officers

are automatically placed to “Barracks” and will become again available when they are healed.

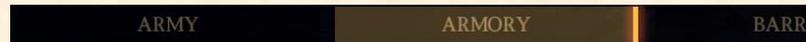
The healing period lasts a full campaign stage, meaning that an injured officer will become available only after the end of the next grand-battle. The killed officers are eliminated and no longer appear in the game.

If you don’t replace your officers, the units will suffer from a severe command penalty that reduces their efficiency, making them seriously weakened.

Note: Corps Generals can be destroyed in the battlefield, but will appear in the camp without getting injured or killed, assuming that they were forced to abandon the battlefield for their safety.

See also: Wounded or Dead Officers, Efficiency, Barracks

## Armory



In the Armory, you find all the weapons that can be acquired for your army.



On the left, there is the “Shop” section that shows all the weapons available for buying.



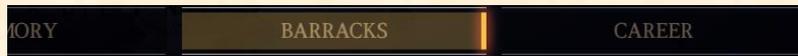
On the right, you see the “Armory” section which represents your inventory. Every weapon you buy or capture in the battlefield is stored here. Your stock of weapons is used to equip your army without additional costs and you can sell some for extra money.



On the above section, you click on the categories (Infantry, Skirmishers, Cavalry, Artillery) to find the special weapons for each unit type. The Union can produce more and better

weapons from the Confederates. But of course... the Confederates will be able to enrich their weapons arsenal from loot gained in the battlefield.

## Barracks



In “Barracks” you find all the officers, the Generals that will follow your commands in the battlefield. On the left, there is the “Academy” section holding several officers that you can hire. Their cost is depended on their experience and rank.



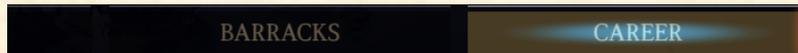
In each campaign stage, more officers are added to the “Academy” and sometimes heroes of high rank appear that are worth the money to invest on them. Academy officers are not unlimited and their generation is reduced as campaign progresses. So, you will have to avoid excessive losses of officers in the battlefield in order to not have problems with your army efficiency.



On the right, there is the “Reserve” section which holds all the unassigned officers that belong to you. You can assign those officers to your brigades, divisions, corps according to their rank. Additionally, all wounded officers will be automatically placed here and will become available when they are healed.

See also: Replacing a wounded or killed officer, Officers

## Career



Clicking the “Career” Tab opens up the information panel for your unassigned career points, General Skills, Reputation, Battle History and Medal Awards. Every time you win a battle you receive career points that you can allocate to enhance your skills as a General. The Career tab will flash if there are points to spend.



To assign a career point click on the right arrow of a category. To remove the point, click the left arrow. If you are satisfied with your selection, finalize with the “Apply” button. The change will apply in the next campaign turn. The tooltips provide brief information for each skill category but it is helpful to know a few more details about them, by reading the following.

### Contents

- [Politics](#)
- [Economy](#)
- [Medicine](#)
- [Training](#)
- [Army Organization](#)
- [Logistics](#)
- [Reconnaissance](#)

### ***Politics***

Improving your Politics skill provides more recruits and gold rewards. Politics offers +2.5% bonus per point and +25% on maximum level. Having more recruits gives you the possibility to raise a bigger army and the additional gold assists to buy better equipment.

*See also:* Recruits, Gold

### ***Economy***

Economy skill provides a discount to all purchasable weapons and the officer hiring prices while increases weapon sell price. The boost is 2.5% per point and reaches 25% on maximum level. Economy in combination with Politics skill will help you to always have enough money to spend for your army.

*See also:* Recruits, Gold

### ***Medicine***

If you want to reduce your battle losses, then you need to upgrade your Medicine Level. Each point heals 2% casualties and on maximum level 20%. After a battle the casualties of every unit are restored by this percentage. Certainly, this skill is very useful if you are an aggressive General. Medicine saves you money that you would spend for reinstating your Veteran brigades and also reserves a considerable number of recruits that you can use for growing your army.

*See also:* Recruits, Managing your units

### ***Training***

When you add new recruits to your brigades you have the option to make them hardened Veterans that cost a lot. You can save a lot of money if you develop your Training skill which provides -2.5% discount and up to -25% on the maximum level. A General who values elite brigades will need this skill probably more than anything else.

*See also:* Recruits, Rookie/Veterans recruits

### ***Army Organization***

Your starting Army capacity is:

1x Corps

1x Division

3x Brigades

1500 Infantry Brigade size limit

In order to continue on some battles in the campaign it may be required to have at 3 Corps. The government rewards you 1x Corps after Battle of 1st Bull Run and 1x Corps after Battle of Shiloh. So, in theory you can always have enough army for any campaign battle.

In practice, if you don't develop your Army organization enough, in future big battles your army will not have adequate size to withstand the enemy. So, it is necessary to grow this skill, up to a level that suits your combat style.

Army Organization determines the maximum size of your army. As the level increases you can have more corps, divisions and brigades to allocate your recruits. Moreover, Army Organization allows you to increase the maximum infantry brigade size from 1500 up to 2500 soldiers. Maximum Army Organization level offers 5x Corps, 4x Divisions per Corp, 6x Brigades per Division summing up to 120 brigades!

*See also:* Creating a new Brigade

### *Logistics*

Ammo supply is very important for your army during a battle and can cost you many defeats if it's often not enough. Buying supply also costs some money that you could spend elsewhere. Logistics is a skill that assists to have always enough ammo in battles. Every point increases default ammo of every unit by +5% and on maximum level +50%.

*See also:* Corps Supply Wagon

### *Reconnaissance*

Knowing about your enemy is unquestionably a valuable strategic advantage. Investing career points in Reconnaissance helps you to investigate the enemy army before you confront it in the battlefield. Consequently, you can prepare yourself better in camp before the engagement. According to the level, the revealed information rises so much that you can spy all data about the enemy army and its units.

Reconnaissance develops every 2x points as follows:

Level 2: + Starting enemy army size

Level 4: + Enemy Corps/Division/Unit number + Current enemy army strength during combat

Level 6: + Partial info about enemy units' status

Level 8: + Full info about enemy units' status + Partial info about unit attributes/weapons

Level 10: Full info about unit attributes/weapons

### Corps Supply Wagon



Before you continue to next battle it is advised to buy some supply. Each Corps has one Supply Wagon that carries up to 35000 supply. The amount of non-used supply is saved for the next battle. If your supply wagon is captured, you lose all the supply carried.

See also: Ammo & Supply Wagon, Supply Wagon

## Gold



In the campaign, the Union obtains more gold than the Confederates. Gold is awarded after a battle and the amount depends on the outcome. Victory rewards the most gold and Defeat the least. You need gold for buying weapons, hiring officers and recruiting Veterans.

See also: Economy, Politics

## Recruits

In the campaign, the Confederates have better trained recruits than the Union but the Union is able to have more of them. New recruits are provided after the end of a battle and the amount is depended on the battle result. You gain the most recruits if you have won the previous battle and the least if you were defeated. Recruits are needed to reinforce your units and grow your army.

See also: Creating a new Brigade, Rookie/Veterans recruits

## Reputation

You start the campaign with 25 Reputation. You are awarded reputation in victories and sometimes when you draw. Winning grand battles provides the most reputation points. Depending on the battle, a defeat may cause a large reputation drop so you must be careful and try to gain at least a draw.

As your reputation becomes higher your army is encouraged with morale boost. If it falls below 20 then a morale penalty starts to apply. Reputation not only affects your troops but also the Government.

The Government will continue to support your efforts if reputation is higher than zero. When reputation drops to zero it's all over and you are relieved from command.



The Government may provide to you some extra resources that you can exploit at a moment of great need (Click the “Government” button). These resources can be extra gold, recruits, quality weapons and legendary officers. Whenever the Government provides to you those extra resources there is a reputation cost, simulating the effect of pressing the Government for more and depriving those resources from another war front.

### Battle Map



Clicking on “Battles Map” reveals what will be your next battle on the map.



The campaign is consisted of stages. The campaign stage name is found on the upper left corner, for example “1st Manassas Campaign”. Each stage consists of one Grand battle and some side-battles that are optional to play.



The smaller flags represent the side-battles which serve as secondary missions. Their rewards assist to grow your army and reputation and prepare better for the Grand battle.



Clicking on a battle flag opens its reward window. Here you can see the possible gains for Victory, Draw, Defeat in gold, recruits and reputation. It's very important to evaluate the reputation loss in case of draw or defeat because it can cause the loss of the campaign, if your reputation is very low.



Clicking on the "Deploy" button transfers you to the deployment phase. Depending on the battle, on the map there can be up to 5 empty Corps slots. Each Corps slot has a brigade limit, according to battle situation. You fill them up with your own Corps, deciding where your forces will be allocated.



According to your Reconnaissance level you will be able to read useful information about the enemy army. In the image, we see no information because Reconnaissance level is zero. If you are ready for the battle, press "Start" or else click on "Camp" to go back to the Army management interface.



Unless the battle circumstances are special, usually the battle will begin with a deployment zone allowing to choose the units with which you will start the battle. The rest of your units will arrive as reinforcements depending on the scenario.

## Intelligence Service



On the right top corner of the map you find the “Intelligence Service” Tab. Here you find information about your enemy in the following categories:

**ARMY:** The total estimated size of the armies that oppose you. Inflicting casualties reduces manpower (ARMY), which affects the enemy strength in your next battle engagements. Depending on the scale of the next battle and if manpower is at critically low level, the enemy may not find enough recruits to reinforce fully his army and so he will be significantly weaker and easier to beat. ARMY is generally higher when you confront the Union AI.

**TRAINING:** The average experience of the enemy army. High numbers make it probable to confront well trained or veteran troops. Training is increased during the war phases and faster for the Confederates AI.

**ARMORY:** The average quality of enemy weapons. High numbers mean that enemy soldiers will have access to weapons of the latest technology. Armory is increased during the war phases and faster for the Union AI.



**REPORT:** When you click this button, a window opens up including intercepted messages or warnings issued by your Military Intelligence Service. This mixture of information helps you to learn more about your enemy and how it thinks about you in a particular stage of the war. Especially, you see when the enemy receives more recruits or veterans (increasing ARMY), more experience (increasing TRAINING) and more weapons (increasing ARMORY). To close this window, click away.

You know now all the basics to continue the war! Good luck General!