

DECISIVE BATTLES OF THE CIVIL WAR
Strategic Studies Group (SSG)
TUTORIAL (VOL III)

LEARNING TO PLAY THE GAME

After the fall of Atlanta, Confederate General John Bell Hood obtained permission to march his army into Tennessee and harass the Union forces and Sherman's supply lines. He chased Union General John M. Schofield north across the State as Schofield tried desperately to link up with the main force under Thomas at Nashville.

At Franklin, Schofield found the bridge across the Harpeth River was down so he was obliged to dig in while he repaired it. Hood arrived before he could complete the bridge and attempted an immediate assault to try and take Schofield's force before it escaped.

John Schofield was in a stronger position than he realised, however, and his men managed to withstand Hood's fury, despite some initial penetration of their lines.

You are invited, in this tutorial, to take on the role of John B. Hood. You will command the Army of Tennessee and see if you can do better than this aggressive Confederate leader. Your computer will command the Union Forces. As well as this manual, you'll need to have the data card in front of you.

(a). Starting Up

Start up your computer using the procedure given on the start side of the menu card. Menu A (Start Up Menu) appears to the right of the title page. As is the case with every menu in the game, you use the arrow keys to locate your choice from the menu and then type (RET) to select it. IBM users may alternatively use a function key to locate and select a menu item. The <SET-UP> line in Menu A is the third line in the menu; therefore f3 will select it. Similarly, f4 will select the <GOTO DOS> line.

If you select the wrong menu, don't worry. Apple II and IBM users type (ESC) to go back to the previous menu; C-64/128 users type (f1). IBM and Apple II users should note that the (DEL) key will serve as the (ESC) key in most situations. IBM users can turn the sound on/off through Menu 12 of the Game Routines. Apple II and C-64 users should type Cntl (S) to turn on/off the sound. Apple II and C-64 users with a B&W monitor should type Cntl (B).

(b). Selecting the Franklin Scenario

Before we can start play, we have to select the Franklin scenario, tell the computer that we will control the South forces and decide which game options we wish to use.

Use either arrow key to locate the <GAME> line and type (RET) to go to Menu B (Location Select). At this point, IBM owners using 5.25" floppy disks should remove Disk One from the drive and replace it with Disk Two. Apple II owners with one disk drive should remove the game disk, turn it over and put it back in the drive.

Use an arrow key to locate the <SCENARIO> line and type (RET) to go to Menu C (Scenario Menu).

Use an arrow key to locate the <FRANKLIN> line and type (RET) to go to Menu E (Edit Utility). The scenario briefing screen is displayed to the left of the menu window. IBM users must select the <LOAD GAME> line and then position the cursor over the <Franklin> line and type (RET).

Use an arrow key to locate the <EDIT> line and type (RET) to go to Menu N (Game Options). There are two (IBM) or three (Apple II and C-64) options available when you play the game.

(i). Exposed. When the exposed flag is set, all units on the map will be visible at all times. If the exposed flag is not set, only currently sighted units will be visible on the battlefield.

(ii). Enhanced (Apple II and C-64 Only). When the enhanced flag is set, computer controlled forces will be given certain bonuses. For example, unit size, leadership and staff ratings may be increased.

(iii). Radio. When the radio flag is set, you will have automatic communications with every unit in your command. If the radio flag is not set, only those units directly attached to the army HQ and within communications range can be given orders.

For tutorial purposes, we will choose to set the exposed and radio flags but leave the enhanced flag alone. Position the cursor on the <EXPOSED> line and type (RET). The cursor will return automatically to the <CONTINUE> line. Select <RADIO> in the same way. Select <CONTINUE> to go to Menu F (Handicap Utility). An Options in Effect box has appeared below the menu window showing that the exposed and radio flags have been set.

Since this is only a tutorial, we will give ourselves a break. The handicaps below the <NO EFFECT> line benefit the South, those above benefit the North. The effect of a handicap is to modify the victory point awards, it does not affect the artificial intelligence nor the composition of

the forces. Note that the handicap structure for IBM users asks you to select a veteran, normal or novice opponent. Select a novice. AII/C64 users select the <MAJOR> south line.

You have been processed through to Menu G (Player Select). Locate the <SOUTH> line and type (RET). The cursor has been thrown into the briefing screen and you have the opportunity to change the commanders' names. Do this if you wish, otherwise type (RET) until you get back to Menu E (Edit Utility).

Have a last look at the briefing screen and you'll see the South has a major handicap advantage (IBM users will be opposed by a novice computer general), the North forces will be run by the computer and the exposed and radio flags are set.

At this time, if you wish, you can observe the computer playing against itself. This will give you an idea of the flow of the game and how the combat and movement mechanics work. Use the <EDIT> line of Menu E to return to Menu G (Player Select) and select <OBSERVE>.

Use an arrow key to locate the <START> line and type (RET) to go to Menu H (Game Master).

That's the preliminaries over with. We're just about ready to play.

Turn your menu card over to the game side.

(c). The First Turn

This tutorial is a brief introduction as to how the game plays. It is not intended to be a description of everything that can happen. The Game Manual describes in detail the full use of each menu. Once you have some experience with the game menus, we recommend you read Chapter 5 in the Game Manual for an explanation of the major game systems controlled by the computer.

Back to Menu H. A current turn briefing appears above the menu window. The date is 30th November 1864, it is 11 am and this is the first of the eleven turns in the game. Below the menu window you can see it is daylight and the weather is clear.

The map shows two Union units towards the top of the screen and a single Confederate unit at the bottom. Don't panic! More units are on their way.

The <NORTH> and <RUN 5> lines in the menu have been overprinted with a solid bar to show that you cannot access them. The solid bar will disappear from the <RUN 5> line after the <SOUTH> line has been accessed. This is to guard

against accidentally selecting <RUN 5> before issuing your orders. The <NORTH> line will always be overprinted during the game. The computer does not want you to see what it is doing!

Locate the <SOUTH> line and type (RET). This brings up Menu 2 (Operations Master). Your choices here are <PERSONAL>, <COMMAND>, <ORDER>, <RESIGN> or <OPTIONS>, <MAP WALK> and <ROSTER> (IBM Only).

On the first turn only, the <PERSONAL>, <COMMAND> and <ORDER> lines are overprinted. This is because General Hood, the figure you represent, does not arrive on the field until the third turn.

The map has not changed, just the information above and below the menu window. Above the menu window you can see the army I.D. Below the menu window you are given a casualty and victory point summary. The VPs show what your score would be if the game was to end at this moment.

The <PERSONAL>, <COMMAND> and <ORDER> lines are the menus you use to give orders to your forces, the <RESIGN> line ends the game immediately and the <MAP WALK> line allows you to review your forces, enemy forces, the battlefield and objectives. The <ROSTER> line displays your complete Order of Battle.

(d). Reviewing Your Forces

Before issuing orders we'll examine the battlefield, the objectives and the enemy forces.

Select the <MAP WALK> line to go to Menu 3. The screen has centred on a hollow, flashing cursor. Use the arrow keys, the I, J, K and M or the 1-6 keys to move the cursor over the map. The map will scroll once the cursor reaches the edge. Type (0) to centre the screen on the cursor.

At the very bottom of the information panel, you will see a three-part icon display. From left to right this shows you the type of terrain in the hex, which sections of the map are in use for this scenario together with the relative position of the cursor and which side currently controls the hex. The name of the terrain type appears immediately above the display.

Move the cursor to Moselys Hill. It is in the northern half of the map. IBM owners can use the f1 - f9 keys to scroll the map in large increments. Moselys Hill is an objective. Its name appears above the terrain type name and its victory point details are described.

Move the cursor to any one of the Union brigades in the northern half of the battlefield. The icons at the top of

the information panel tell you it is an infantry brigade while below that you are told its formation and condition. Note that one of the units is Schofield's HQ.

Type (RET) to bring up the map display menu. Select <ROADS>; all roads are removed from the map. Type (RET) to bring up the menu again then select <ROADS> to replace the road network.

<CONTROL> allows you to see which side controls a particular hex. <CLEAR> removes all units on the map so you can see the terrain underneath.

Objectives can be selected either by using the arrow keys to cycle through them or entering the objective name.

Friendly units can be located by entering their name.

Move the cursor to the Confederate cavalry brigade at the bottom of the map. This is Biffle's cavalry brigade from Chalmers' division. The information provided is mostly self explanatory; more details are available in Chapter 5 of the Game Manual.

We can't actually give any orders yet until our HQ arrives.

Go back to Menu H and select <RUN 5> to end the first turn.

Turn 2 you will find is much the same as turn 1. Your enemy is organising his forces while all you can do is check things out with your cavalry. Life is like this sometimes!

After making any investigations you wish using the <MAP WALK> function, go back to Menu H and select <RUN 5> again.

(e). Subsequent Operations

By now your forces should be flooding on. Most importantly, Hood himself (you!) should have arrived.

Go back to menu 2. The <PERSONAL> line is the place where you must decide where to put your army HQ and how personally involved you want to get in the battle. Select<PERSONAL>.

Below your menu window you will see that your current condition is OK. In the battle you can get captured, wounded or even killed!

Select <PROFILE> and you will be presented with the four profiles you may choose from. You may change your profile each turn. Your profile will not change from turn to turn unless you enter this menu and change it. You always begin with the default value set to <SENSIBLE>. The words here mean pretty much what they say. Heroic will inspire all troops within four hexes of your position while increasing the likelihood of a nasty accident. Cautious will keep you safe and sound but the effect on your men may prove disastrous. For this tutorial, we suggest you keep your profile on <SENSIBLE>.

Select <MOVE HQ>. This is the mechanism by which you move your HQ around the map. <STAND> tells the army HQ to remain exactly where it is. <CURSOR> gives you access to the cursor so that you can use the I,J,K,M keys, the arrow keys or the 1-6 keys to move your HQ to the location of your choice. Note that you will not be allowed to select an enemy controlled hex as your destination.

<CONTROL> directs the army HQ to move as quickly as possible to a friendly corps HQ for the purpose of placing it under direct command. Because the radio flag is set, Corps HQs do not appear and this line will be overprinted.

<OBJECTIVE> allows you to choose an objective as the destination for the army HQ, using either the arrow keys or the name routine.

For the moment, leave your HQ where it is.

Now that the personal matters have been taken care of, it's time to give orders to your subordinates. Type (ESC/f1) until you get back to Menu 2 and then select <COMMAND>. The <COMMAND> line gives you access to all your corps and division commanders presently on the battlefield. Note that because the radio flag is set, Corps headquarters are not present. Only division headquarters appear under the <COMMAND> line.

Because the radio flag is set, you will be able to give orders to all your division commanders each turn. A list of your commanders appears in the menu window. The commander in the centre of the window is highlighted and information on his command appears above and below the window. All three have <OFFENSIVE> commands with two objectives. Don't change the commands this turn.

Go back to Menu 2 and select the <ORDER> line. You are now able to issue orders to all of your brigades. Again, if the radio flag were not set, the number of brigades you would have access to would be severely restricted. Each brigade is identified in a small window in the centre of the information display. Use the arrow keys to cycle through the brigades so far on the battlefield.

If either of the cavalry brigades are in contact with the enemy it would be better to withdraw them. Locate Biffle's brigade and hit (RET) to bring up the brigade order menu. Select <WITHDRAW>. We don't want to waste our troopers at this stage of the battle.

Go back to menu H and select <RUN 5>. Battle reports are presented one after another and you should tap the <SPACE> bar to move on to the next report. A full explanation of the combat mechanics is given in Chapter 5. Basically, firing

units are shown as arrows pointing in the direction of the target unit.

Once the battles are over, the computer will begin moving troops. If the exposed flag had not been set, only those units visible to each other would have been seen.

(f). What To Do Next

Read the scenario notes for this battle given later in this booklet. You have more men than Schofield but must attack a very tough position. This short scenario will give you an ideal opportunity to practice the attack co-ordination vital to successful operations against fortifications. Experiment with the command and order menus. If you're uncertain about what to do, accept the computer's advice and do not change the order. Refer to Chapters 4 and 5 when necessary.