

## BATTLEGROUND: GETTYSBURG readme

When attempting play by e-mail (PBEM) or any type of modem play, both players must have the same version of the game.

### VERSION 1.33 8/97

Recrewed artillery batteries get a morale value of F.

Fixed Fatigue highlight FOW issue.

Reinforcements arriving in Objective hex cause change of ownership.

Extreme FOW hides arrival and release probabilities.

Fixed PBEM replay bug that happened on second day of full battle.

Minor changes to units.

Added some new scenarios.

### VERSION 1.32 5/97

Fixed "bases-off" highlighting bug.

Fixed AI reporting bug when artillery limbered.

Fixed crash caused by accessing the toolbox while the Leader Dialog is active.

Fixed melee bug that resulted in double losses when the defending unit(s) could not retreat.

Changed leader losses in an automatic-victory melee from "Killed" to

"Captured".

Made minor adjustments to unit strengths in several scenarios in the Gettysburg and Little Round Top modules.

VERSION 1.31 4/97

Fixed melee bug that could sometimes eliminate defending units.

Fixed bug that resulted in higher leader losses when firing on a leader alone in a hex.

Fixed the Windows 95 white hex outline problem.

Fixed the Help button in the Leader Casualty Dialog.

Set the strengths of the regiments in Garfield's Brigade at "500" each.

Improved A/I multi-hex melee capability.

Uncrewed artillery units are now labeled as "Uncrewed" in the Unit List.

Arriving artillery batteries now add to the ammo pool of their side by a fixed amount determined by the parameter data for that module.

A unit at maximum ("9") fatigue that suffers another gain in fatigue does not rout immediately, but must take a morale check the next time morale is checked.

A unit at maximum ("9") fatigue has a -4 morale modifier and a +4 modifier when firing (other high fatigue units have -2 and +2).

When a unit is eliminated by fire, one other unit (chosen at random) in that same hex undergoes a rout check and has its fatigue increased by one.

If every unit attacking in a melee is eliminated, none of the units defending in that melee become disrupted.

If every unit defending in a melee is a leader or supply wagon, none of the units attacking in that melee become disrupted.

If a defending unit in a melee is forced to retreat, and is attacked again that phase in a subsequent melee, it defends at half strength.

Rally is now possible at night. For rally purposes, the morale of a unit at night is half the normal morale of the unit, fractions rounded up.

A unit moving in line formation at night automatically becomes disrupted.

Except at night, the rally bonus of leaders at the Corps level or above extends into adjacent hexes.

Added yellow highlighting of Command values of leaders who have failed their command check.

The "D" Disruption icon now appears in the Target and Selection Dialogs to indicate such units.

Clicking on an entry in the Release Dialog causes that organization to become highlighted on the map. Double-clicking or selecting OK causes the Release Dialog to be closed and the organization to remain highlighted.

Selecting Cancel causes the organization to become unhighlighted.

Double-clicking on a unit in the Search Results list of the Find Dialog closes the dialog and causes the map to scroll to that unit.

Double-clicking on an entry in the Scheduled Dialog displays a dialog

showing the individual units in the reinforcement.

Right-clicking on a unit in the Unit List displays that unit's normal full-strength value in the game, if it is currently below full strength.

The jump map now shows units that are Unknown.

No leader, supply wagon or routed unit can change the control of an objective hex.

A scenario will now end if all units from one side have been eliminated and the other side controls all objectives.

Added more optional rules (accessible via the "Rules..." button in the A/I Selection Dialog):

QUALITY MELEE MODIFIERS: This causes additional modifiers to be applied to melees. If the minimum quality of all units attacking in a melee is A or B, "1" is added to the melee differential; if their minimum quality is E or F, "1" is subtracted from the melee differential. If the minimum quality of all units defending in a melee is A or B, "1" is subtracted from the melee differential; if their minimum quality is E or F, "1" is added to the melee differential.

ISOLATION RULES: Isolation is now optional, but is "on" by default. When a unit is Isolated, a red rectangle appears behind its Strength value in the Unit List. An Isolated artillery unit can run low on or out of ammunition in the same manner and with the same effects as infantry. (The artillery unit becomes resupplied when no longer Isolated, provided its side's ammo pool is greater than zero.) An Isolated leader receives no benefits from his superiors during command checks. Isolated cavalry can be melee-attacked by infantry even if mounted. The strength of an Isolated unit in melee is normal when attacking and quartered when defending.

EXTREME FOG-OF-WAR: This hides each unit's name, quality, exact strength (including weapon type and range), organizational info and current movement allowance, plus each leader's command and leadership ratings, from the opponent. [Exception: the strength of unlimbered artillery is not hidden.] The unit's name and organizational info re-appear whenever it is within an enemy unit's Zone of Control. Note that Extreme Fog-Of-War effects can apply only when normal FOW is also in effect for a side.

PARTIAL RETREATS: This allows a unit forced to retreat from a melee into an overstacking situation to lose a portion of its strength in order to allow it to retreat into the hex instead of being completely eliminated due to overstacking.

Added a "Highlight" menu item in the Display Menu. This opens a submenu that allows the player to highlight units of the selected type. The items in the submenu are as follows:

- \* FIXED UNITS
- \* SPOTTED UNITS
- \* LOW ON OR OUT OF AMMO, OR UNCREWED
- \* FIRED/FOUGHT UNITS
- \* MOVED UNITS
- \* DISRUPTED UNITS
- \* DETACHED UNITS
- \* HIGH-FATIGUE UNITS (all units on the map that currently have a Fatigue level of "7" or more)
- \* ISOLATED UNITS
- \* NON-FULL-STRENGTH UNITS (all units on the map that are currently at less than their normal full strength in the game)
- \* SUPPLY WAGONS

## \* ORGANIZATION

Added the following new menu items in The Options Menu:

**GRAPHICS BUFFERING:** This menu item causes a double-buffering graphics technique to be used when drawing the 3D graphics. This greatly reduces the amount of screen flicker caused by screen updates, but will reduce the speed of the graphics. Players should use this option as they prefer.

**INITIAL VIEW:** This menu item is used to define the initial view of the map shown when the main program is started. This may be set to any of the standard 2D or 3D map views, or may be set so that it is always the view that existed when the program was last closed.

**OPTIONAL RULES:** This menu item is used to display the Optional Rules so that those (if any) in effect for the current scenario can be viewed.

Added new Accelerator keys:

Ctrl-X - moves the Hot Spot to the Next Stack

F5 - slows down A/I Action Dialog processing

F6 - returns A/I Action Dialog processing to normal speed

F7 - speeds up A/I Action Dialog processing

## TCP/IP INTERNET PLAY

Internet play is now supported. Prior to beginning TCP/IP Internet play, both players should ensure that they have a valid TCP/IP connection established on their computers. Typically this is a service of your Internet Service Provider.

1. Select "Modem Host" or "Modem Caller" from the Menu screen.
2. Select "Internet Connection".

3. The Modem Host should select a new scenario or resume a previously saved game. The Modem Caller should select the corresponding module for the chosen scenario or battle.
4. A dialog on the Modem Host system will appear, containing the Internet address for the Modem Host. Note: Typically this address is changed by your Internet Service Provider each time an Internet Connection is established.
5. The Modem Host should then provide the Caller with this address. This can be done by calling the Caller on a separate line, by sending the address through E-Mail, or by using an Internet "chat" program. The Modem Caller will then type this address into his Internet connection dialog. He can also specify an encryption key at this time. He should then choose Connect on the Connection dialog.
6. At this point, both players will have a Communication Dialog, and play will start or continue similar to standard Dial Up Modem Play (see section 7.1 in the Players Guide).

Added an "Internet Connection" menu item to the Special Menu. Normally you will initiate Internet play after choosing either "Modem Host" or "Modem Caller" from the main Menu Screen. However, if you wish to initiate it from within the main program, you should select the "Internet Connection" menu item prior to selecting "Modem Host" or "Modem Caller" in the Special Menu.

VERSION 1.3 2/97

Improved the AI movement of supply wagons.

Added a Leader Casualty Dialog (accessible via the Status Menu) to display a running list of both sides' leader losses. A "K" indicates the leader was

killed, a "W" indicates he was wounded, and a "C" indicates he was captured.

Clicking on a leader's name in the dialog causes the map to scroll to the location where he became a casualty.

Increased the effectiveness of infantry ranged fire vs. artillery crews.

The Enfilade modifier now applies when firing on limbered artillery.

A unit's movement allowance does not drop to zero when it moves next to a "?" (Unknown-Unit) marker \*if\* that marker represents only an enemy leader or any other unit that does not exert a Zone of Control into the hex. If the "?" does represent an enemy leader, the moving unit can even enter its hex and capture it.

Added a "Rules..." button in the A/I Selection Dialog. Selecting this button allows the player to use one or more of the following optional rules:

OPTIONAL FIRE-RESULTS TABLE: This causes the optional fire results table to be used for all fire results in the scenario. See the section on Optional Parameter Data in the Scenario Notes help file for more information.

OPTIONAL MELEE-RESULTS TABLE: This causes the optional melee results table to be used for all melee results in the scenario. See the section on Optional Parameter Data in the Scenario Notes help file for more information.

QUALITY-BASED FIRE MODIFIERS: Each ranged-fire attack by a non-artillery unit whose Quality is "A" or "B" receives a +1 modifier. If its Quality is "E" or "F", it receives a -1 instead. (Note that this rule, which was introduced as standard in v1.22, is now optional.)

HIGHER FATIGUE-RECOVERY RATES: This applies a higher fatigue recovery rate. Given the default fatigue recovery rate R, this rule will



apply a fatigue recovery rate of three times R for units having a medium (4-6) level of fatigue, and a recovery rate of five times R for units with a low (1-3) level of fatigue. The default recovery rate still applies to units suffering from high (7-9) fatigue.

VICTORY POINTS FOR LEADER CASUALTIES: This causes points to be awarded for the loss of leaders. The number of points awarded for a leader casualty is nominally  $(C + L) \times F$ , where C is the default command value of the leader (A=6, B=5, etc.), L is the leadership rating of the leader (A=6, B=5, etc.) and F is "1" for brigade leaders, "2" for division leaders, "3" for corps leaders and "4" for army leaders. This value is then halved if the leader was only wounded, or doubled if he was captured. Leader casualty points are displayed in the Victory Dialog.

ROUT LIMITING: This applies a morale modifier when determining the spread of unit routing in order to reduce the frequency of multiple-hex routing.

VERSION 1.24 1/97

Fixed PBEM replay bug that caused crashes and hangs due to inadvertant word-wrap in .bte file.

Fixed melee bug related to automatic victory vs. routed units.

Fixed map data for path on south edge of \gb map.

Adjusted ranges for Parrott and Napoleon cannons.

VERSION 1.23 12/96

A unit's Fixed status is not revealed to the opponent when Fog of War is in effect for its side.

Fixed corruption of battle file caused by choosing Cancel in Two-Player Hot-Seat Replay option.

VERSION 1.22 9/96

The Scheduled and Release Dialogs now show the per-turn probability of entry/release for each unit listed.

Each ranged-fire attack by a non-artillery unit whose Quality is "A" or "B" receives a +1 modifier. If its Quality is "E" or "F", it receives a -1 instead.

The ranged-fire modifier for attacking a unit at a higher elevation is now limited to a maximum of -2.

A unit taking a loss from a ranged-fire attack now suffers only a one-level increase in fatigue.

The strength of each routed unit in melee is quartered (not halved).

A +2 melee modifier now applies if no attacking unit advanced into that hex from within the Field of Fire of any unit defending in that melee.

VACANT HEX: When a hex becomes devoid of defending units as the result of an Offensive Fire Phase attack, it becomes a Vacant Hex. (A red triangle icon appears in the hex to mark it as such.) A Vacant Hex may be advanced into during the next Melee Phase, and the advancing unit(s) will automatically occupy the hex.

ISOLATION: A unit that begins its turn surrounded by enemy units, enemy Zones of Control and/or impassable hexes/hexsides is considered Isolated. Such a unit is indicated by having its S# in the Unit List printed on a red background. It will also be mentioned as Isolated in the next friendly Command Report. An Isolated unit may conduct ranged fire and initiate a melee in the normal manner, but an Isolated unit attacked in the Melee Phase is automatically eliminated.

Breastworks now appear even when "Units Off" is in effect.

Fixed units are no longer released when attacked by their own forces.

Units can no longer attempt to melee into Water or Blocked hexes.

Revised the Ranged-Fire and Melee tables.

Revised the ranges of Napoleon and Parrott cannons.

Added new 3D unit icons with Zouave, etc., uniforms.

Added two new scenarios: july1\_3a.scn and lrt\_a.scn.

VERSION 1.21 7/96

Fixed crash caused by second-in-command casualties.

Fixed artillery overstacking bug.

Fixed PBEM file corruption.

Changed Dawn to 5am, Day to 6am, Dusk to 7pm and Night to 8pm.

Put Hall's Battery back in "First Contact" scenario. (Was inadvertently omitted in v1.2 scenario.)

VERSION 1.2 7/96

SPECIAL OPTIONS: Clicking on this new menu-screen button lets you start (or resume) a game using either Play by E-Mail (PBEM) or Hotseat with Fog of War.

HOTSEAT WITH FOG OF WAR: This "Special Options" choice allows two players to play a scenario using the same computer, with Fog of War in effect. When one player has finished making his moves and/or attacks, the program draws a blank map for the start of the next phase and informs him that it is now his opponent's turn to move or attack.

Unit losses are now rated in strength-point increments of 25 (instead of 100) men.

Certain unit setups, and the time and place of some reinforcements, have been altered in order to make the scenarios more historically accurate.

The time-of-entry of reinforcements can now vary; i.e., they do not necessarily arrive on their scheduled turn.

Certain changes and corrections have been made to the terrain on several of the maps.

Dawn and Dusk turns have been added. 4 AM and 5 AM turns are Dawn; 6 PM and 7 PM turns are Dusk. The visibility during Dawn and Dusk turns is four hexes.

All references to wooden fences have been removed from the parameter data.

Improvements were made to the A/I, especially regarding leaders and

routing.

VERSION 1.1 6/96

PLAY BY E-MAIL: The menu screen now offers a "play by e-mail" (PBEM) option.

To start a PBEM game, Select the button for this option, and Select whether or not you are starting a new scenario. Next you choose the scenario. When the map appears, choose the local side (i.e., the side you will play) and whether or not Fog of War will be used. You can also set the Advantage (see below) at this point. Then Select "OK", and proceed with play. When the Defensive Fire Phase begins, you will get a message that local control is over. You will be prompted to save the game (note that it must retain a ".bte" extension) and e-mail the saved-game file to your opponent.

To resume the game on his end, the opponent downloads the file into the subdirectory that contains the map used by that scenario. He then double-clicks on the BATTLEGROUNDS: GETTYSBURG program icon, Selects the PBEM option, and answers "No" to the question of whether he is starting a new PBEM game. He then Selects the appropriate Map Set and saved-game file, and Selects "OK". At this point an automatic "Replay" option to see the other player's most recent moves/attacks is presented. After the replay is finished (or if the player chooses not to view it), the next phase begins and play resumes. At the end of local control, a prompt to e-mail the file will appear.

The same procedure is followed to play the remainder of the game, with each player alternately playing and e-mailing the game to his opponent. For more details on PBEM, Select "General Help" in the game's Help menu, then Select "1.1.9 Special Menu".

ADVANTAGE: The A/I Selection dialog that appears when a new scenario is started now allows you to give an advantage to one side or the other. Giving an advantage means that combat losses for that side will be reduced below normal and combat losses for the other side will be increased above normal. Advantage values can range from 0 to 100 for either side. The default value of "0" means that neither side gets an advantage. The "Set Advantage" menu item is used to view or change the current Advantage value associated with a battle. Advantage values cannot be changed during a modem-play or PBEM game, however.

RECORDING BATTLES: Selecting the "Record Battle" feature of the Special menu allows you to record a scenario as you play it. You can then "replay" this saved battle later by Selecting "Replay" from the File menu.

When you Select "Record Battle", a dialog box will appear which allows you to name the file. After doing so, Select "OK" - and from this point all turns will be saved into this file. At any time during play, you can Select "Record Battle" again to turn off this feature.

When you want to view the replay file, Select "Replay" in the File menu. To halt the replay, press the "Esc" key. To resume the replay, Select "Restart Replay" in the Special menu. Note that the replay will be from the perspective of the other side in the game.

\*\*\*IMPORTANT: You cannot record modem-play or PBEM battles. (The Record Battle feature operates automatically during PBEM games.)\*\*\*

VERSION 1.02 3/96

Fixed Snapshot bug in 16-bit or higher color modes.

Fixed Win '95 lock-up when exiting game.

Corrected entry time for 11th Mississippi.

Changed 5th Alabama in Archer's Brigade to 5th Alabama Battalion.

VERSION 1.01 2/96

Revised certain scenarios.

Fixed resupply bug, bug that affected melees against leaders and supply wagons, and several minor bugs.