

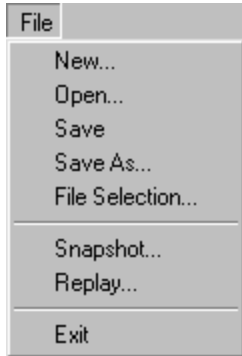
Introduction

This help file covers the features and functionality of the Main Program of **The War of 1812**. All menus and dialogs associated with the Main Program are covered in this help file. For further information on the game system and editors, you should review the following help files:

- [The War of 1812 User Manual](#)
- [Scenario Editor](#)
- [Campaign Editor](#)

File Menu

The **File Menu** is used to start new battles, save battles, and open existing battle files.



Selecting **New** will display a File Open dialog so that a new battle can be started from a Scenario file. Note that Scenario files have the extension `scn` by default.

Selecting **Open** will display a File Open dialog so that an existing battle can be opened. Note that Battle files have the extension `bt1` by default.

Selecting **Save** will cause the current battle to be saved to a Battle file. If the current battle does not already have a filename, you will be prompted with the File Save dialog to specify one. Note that the use of the **Auto Save** option from the [Settings Menu](#) greatly reduces the need to use this function.

Selecting **Save As** will display a File Save dialog so that a new filename can be specified for the current battle. Use this function if you want to avoid overwriting an existing Battle file.

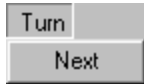
Selecting **File Selection** will display the [File Selection Dialog](#).

Selecting **Replay** will display a File Open dialog so that a Replay file can be read and replayed. Replay files are created using the **Record Battle** option of the [Modes Menu](#). By default Replay files have the extension `btr`.

Selecting **Exit** will close the main program. If the current battle is unsaved, you will be prompted to save it.

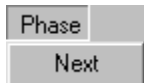
Turn/Phase Menu

The **Turn/Phase Menu** is used to advance the current battle to the next turn or phase.



Selecting **Next** will advance the current battle to the next turn. If the **Auto Save** option of the [Settings Menu](#) is set, then the battle will be saved before advancing the turn. If no filename has been specified for the current battle, this will also cause a File Save dialog to be displayed so that this filename can be entered. Note that since the Auto Save option saves the battle before advancing the phase, it is possible to *back-up* to the previous turn or phase by using **Open** from the [File Menu](#) and opening the Battle file after declining to save the current battle.

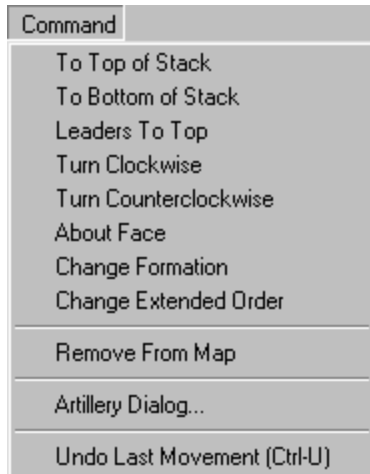
When playing Multi-Player Network play, only the Commander of each side can advance the turn. When any other player of that side selects Next, it will indicate that the player is ready to finish the phase by displaying the player name in red in the [Multi-Player Dialog](#).



When the **Manual Defensive Fire** option is invoked, then each turn is played in phases and the menu becomes the Phase Menu.

Command Menu

The **Command Menu** is used to perform certain functions on units such as changing formation or facing.



Selecting **To Top of Stack** will move the currently selected units in the current [Hot Spot](#) to the top of the stack.

Selecting **To Bottom of Stack** will move the currently selected units in the current Hot Spot to the bottom of the stack.

Selecting **Leaders To Top** will move all leaders in the current Hot Spot to the top of the stack. This function can also be obtained by using the Leaders button in the [Toolbar](#) while holding down the **Alt** key.

Selecting **Turn Clockwise** will turn the currently selected units clockwise.

Selecting **Turn Counterclockwise** will turn the currently selected units counterclockwise.

Selecting **About Face** will turn the currently selected units about face.

Selecting **Change Formation** will change the formation of the currently selected units. For infantry units, this will change the formation of the unit between line and column formation. For cavalry, this will change the formation of the unit from mounted to dismounted. For artillery units, this will change the formation of the unit from limbered to unlimbered.

Select **Change Extended Order** to change the formation of certain units to and from Extended Order. Extended Order represents a skirmish formation used by Light and Militia units. Indian units are automatically in Extended Order and cannot be changed.

Selecting **Remove From Map** will remove the selected units from the map. This can only be done from a boundary hex on the map. This function is most often used in conjunction with [Exit Objectives](#).

Selecting **Artillery Dialog** causes the [Artillery Dialog](#) to be displayed. Note that this can only be done during a Fire phase.

Selecting **Undo Last Movement** will undo the last move made and return the units that were moved to their starting location. Note to avoid *information leaks*, this function is not available when [Fog of War](#) is in effect (see the Design Notes in the [User Manual](#) for an explanation).

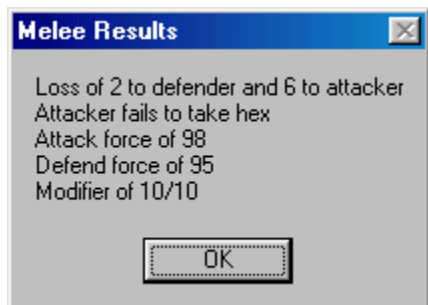
Melee Menu

The **Melee Menu** is used to perform functions relative to melee attacks against enemy hexes.

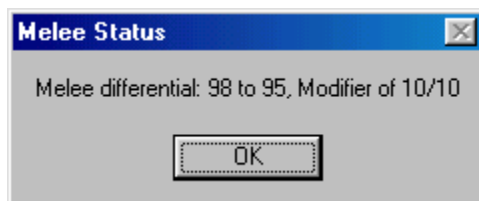


Selecting **Clear Melee** will reset any melee which has been partially setup but not yet resolved. Use this function when you change your mind about a melee and want to try something else.

Selecting **Add to Melee** will add the currently selected units to the current melee. Alternatively, you can add units to a melee using *drag-and-drop* by dragging the mouse from the hex containing the selected units to the target hex and releasing it.



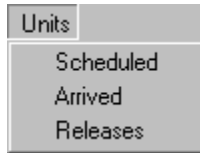
Selecting **Resolve Melee** will resolve the current melee and display the results.



Selecting **Show Differential** will display the differential of the current melee which shows the advantage or disadvantage held by the attacking player.

Units Menu

The **Units Menu** is used to view and place reinforcements and to view Releases.



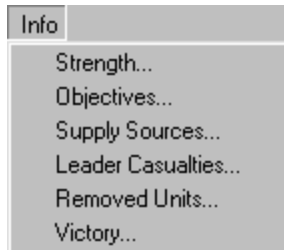
Selecting **Scheduled** displays the [Scheduled Dialog](#) which shows the reinforcements scheduled for the current battle.

Selecting **Arrived** displays the [Arrived Dialog](#) so that units that have arrived as reinforcements can be placed on the map.

Selecting **Releases** displays the [Release Dialog](#) so that Releases of [Fixed](#) units can be viewed.

Info Menu

The **Info Menu** is used to view certain status information about the current battle such as leader casualties and victory conditions.



Selecting **Strength** displays the [Strength Dialog](#) showing the total strength of each organization on the map.

Selecting **Objectives** displays the [Objectives Dialog](#) showing the ownership and points for each Objective in the current battle.

Select **Supply Sources** to display the [Supply Source Dialog](#) to see a list of all Supply Sources associated with the current scenario.

Selecting **Leader Casualties** displays the [Leader Casualty Dialog](#) showing every leader that has become a casualty.

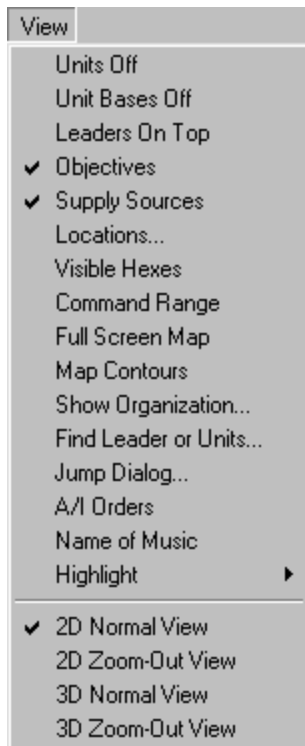


Selecting **Removed Units** displays a list of units that have been removed from the map in the current battle.

Selecting **Victory** displays the [Victory Dialog](#) showing the current Victory conditions.

View Menu

The **View Menu** is used to control how information is displayed on the map and other places such as dialogs.



Select **Units Off** to hide the units that are currently on the map. This is used when you need to see map details that are hidden by the units.

Select **Unit Bases Off** to hide the unit bases that are drawn in 3D graphics mode.

Select **Leaders On Top** to ensure that leader counters are always displayed on the top of the stack in 2D graphics mode. Otherwise, leader counters are only displayed in 2D mode when they are in a hex by themselves or other leaders.

Select **Objectives** to toggle the display of Objectives on the main map.

Select **Supply Sources** to toggle the display of Supply Sources on the map.

Select **Locations** to display the [Location Dialog](#). This displays a list of all the map locations.

Select **Visible Hexes** to toggle the display showing all hexes visible from the current [Hot Spot](#). Hexes which are not visible will be darkened.

Select **Command Range** to toggle the display showing all hexes within the command range of the currently selected Regiment or Brigade leader.

Select **Full Screen Map** to toggle the display of the [Hex Info Area](#). When the Hex Info Area is hidden, more of the map is displayed.

Select **Map Contours** to toggle the display of contours on the map that show elevation changes. This can be used to see elevation changes more clearly, especially in 3D graphics mode.

Select **Show Organization** to display the [Organization Dialog](#) in order to display organizations on the map.

Select **Find Leader or Units** to display the [Find Unit Dialog](#). Using this dialog, you can find any leader or unit that is currently on the map.

Select **Jump Dialog** to display the [Jump Dialog](#) which enables you to quickly go to any location on the map.

Select **A/I Orders** to display the current orders generated by the A/I on the map. Each order is drawn as an arrow from the current location of the organization to the destination hex for the order. As a special case, if the current location and destination hex are the same, then the order is drawn as a circle. Highlighting an organization causes only the orders for that organization to be drawn. Orders for American organizations are displayed in red while British orders are displayed in blue. Select **Name of Music** to see the name of the Background Music song currently playing.

Select **Highlight** to display the Highlight Submenu described below.

Select **2D Normal View** (Hot Key 2) to display the map in normal size 2D graphics mode.

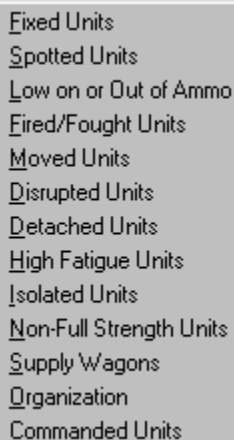
Select **2D Zoom-Out View** (Hot Key 1) to display the map in reduced size 2D graphics mode.

Select **3D Normal View** (Hot Key 4) to display the map in normal size 3D graphics mode.

Select **3D Zoom-Out View** (Hot Key 3) to display the map in reduced size 3D graphics mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

The **Highlight Submenu** displays a list of unit types and status values that may be selected to Highlight certain units on the map. Selecting any of these modes turns off any other highlighting mode that has been set. Selecting a mode that has already been set turns that mode off.



Fixed Units
Spotted Units
Low on or Out of Ammo
Fired/Fought Units
Moved Units
Disrupted Units
Detached Units
High Fatigue Units
Isolated Units
Non-Full Strength Units
Supply Wagons
Organization
Commanded Units

Select **Fixed Units** to [Highlight](#) units on the map which are currently [Fixed](#) .

Select **Spotted Units** to Highlight units that are currently Spotted by enemy units.

Select **Low on or Out of Ammo** to Highlight units on the map that currently have reduced ammo status.

Select **Fired/Fought Units** to Highlight units that have Fired or fought in Melee.

Select **Moved Units** to Highlight units that have moved in the current turn.

Select **Disrupted Units** to Highlight units on the map that are currently Disrupted.

Select **Detached Units** to Highlight units that are Detached. This can be either individual units that are beyond the Command Radius of their leader, or it can be a Regiment Leader that is beyond the Command Radius of his commander.

Select **High Fatigue Units** to Highlight units on the map that have a Fatigue value of 60 or more.

Select **Isolated Units** to Highlight units that are currently [Isolated](#).

Select **Non-Full Strength Units** to Highlight units on the map whose strength value is less then their nominal full-strength value.

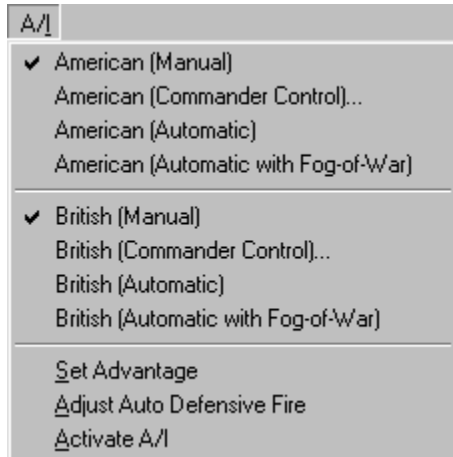
Select **Supply Wagons** to highlight all Supply Wagons currently on the map.

Select **Organization** to highlight all units of the same organization as the top selected unit in the [Hot Spot](#) . For example, selecting an infantry unit in a Regiment and then choosing this Highlight option will cause all units in the same Regiment to be highlighted. Selecting a leader and then this option will cause all units under the command of the selected leader to be highlighted. Holding the **Alt** key while making this selection causes the next higher organization to be highlighted.

Select **Commanded Units** to Highlight units that are under your command in Multi-Player Network play.

A/I Menu

The **A/I Menu** is used to control the [Artificial Intelligence](#) settings of the current battle.



Each side, American and British, can be set to one of four possible [A/I](#) settings. Select **Manual** to turn off all A/I for a side. This mode is used if you want to perform all of the movement and combat for the side. Select **Commander Control** if you want to have some control over decisions made by certain leaders in the battle. For example, in this mode you can give orders as the Army commander or you may want to take command at a lower level such as Division or Brigade. If you make this selection, the [Leader Selection Dialog](#) will be displayed so that you can select the leaders you wish to command. Select **Automatic** to turn on the A/I for a side. In this mode, the computer will perform all movement and combat for that side. Select **Automatic with Fog-Of-War** to establish Automatic A/I with [Fog-Of-War](#) for a side. Under this selection, enemy units not in your line-of-sight and other information about the enemy will not be displayed.

Select **Set Advantage** to display the [Advantage Dialog](#) so that the [Advantage](#) value for the current battle can be viewed and possibly modified.

Select **Adjust Auto Defensive Fire** to display the [Auto DF Dialog](#) so that Automatic Defensive Fire settings can be established for the current side in a PBEM game.

Select **Activate A/I** to resume the A/I after it has been stopped. This is also used to resume A/I processing after a battle that was in the middle of an A/I controlled phase has been reopened. Note that attempting to advance the Phase during an A/I controlled phase will also cause the A/I to resume.

Modes Menu

The **Modes Menu** is used to select special modes such as Network Play and Play-By-E-Mail (PBEM).



Select **Direct-Play Host** to initiate Network Play as the Host player. Select **Direct-Play Caller** to initiate Network Play as the Caller player. See the section on Network Play in the [User Manual](#) for more information on this feature.

Select **Play by E-Mail** to place the main program in a mode for Play-By-E-Mail (PBEM). See the section on Play-By-E-Mail in the [User Manual](#) for more information on this feature.

Select **Two-Player Hot Seat** to place the main program in a mode where two people can play a game on the same computer with each playing under [Fog of War](#). In this mode, the main program will prompt before changing sides so that the appropriate person can take their place at the computer while the other looks away.

Select **Record Battle** to begin recording the turns of the current battle. You will be prompted with a File Save dialog to specify the filename of the recording. By default recorded battles are stored in files with the extension `bt.r`. After you are through recording a battle or portion of a battle, you can terminate the recording by reselecting the Record Battle option. Once you have recorded a battle, you can replay it by using the **Replay** feature of the [File Menu](#). Note that when you replay a battle, the perspective of the replay is that of the opposing side. That is, if you replay a battle that has been played using Automatic A/I with Fog-Of-War, you will see the battle from the perspective of the computer player. A battle replay can be paused by pressing the **Escape** key and can be resumed by using the Restart Replay feature described below.

Select **New Encryption Key** if you are the Caller in Network Play and you want to

specify a new encryption key to be used for the current battle.

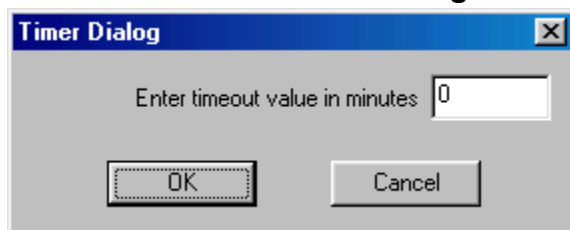
Select **Resync with Remote** if you are using Network Play and you suspect that the two computers have become out of sync with respect to the current battle. The player that chooses this option will cause their copy of the battle to be copied to the other computer. Note: since the current implementation of Network Play uses Microsoft's Direct Play technology, this feature should rarely be necessary.

Select **Restart Replay** to restart a battle replay that has been paused through the use of the **Escape** key.

Select **Place PBEM Termination Bid** to display the [PBEM Termination Bid Dialog](#). This can be used to place a Victory Level bid for termination of the current PBEM game.

Select **Respond To PBEM Termination Bid** to display the [Bid Response Dialog](#). This is used whenever you receive a PBEM termination bid from your PBEM opponent.

Select **Communication Dialog** to redisplay the Comm Dialog if it has been closed.



If you are the Modem Host, then select **Set Multi-Player Timer** to display the Timer Dialog. This allows you to establish a timeout value during Network Play to ensure that everyone completes the phase in the specified number of minutes. After the specified number of minutes, the phase will automatically be advanced. To disable this feature, set the timeout value to 0. While the timer is running, the timeout status will be displayed in the [Status Bar](#). When the indicator is green ● there is still at least a minute left in the current phase. When the indicator turns yellow

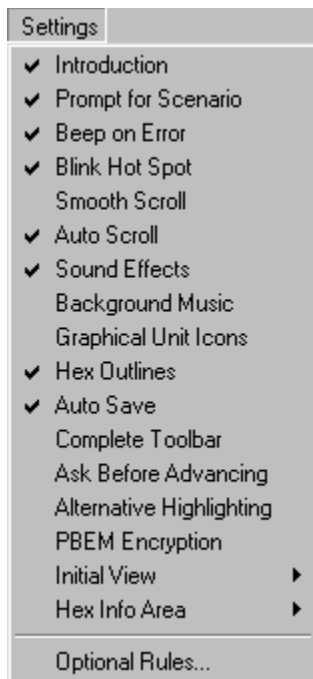
- there is less than 1 minute left. The indicator will turn red
- when control passes to the other side. When the indicator turns orange
- there is less than 1 minute left in the opposing side's phase.

Select **Multi-Player Dialog...** to display the [Multi-Player Dialog](#). This is used to see who is participating in the current Network Play game and to see and change their current assignments.

Select **Scroll to View Enemy Action** to toggle the setting that causes the window to scroll whenever an enemy unit moves, fires, or melees. This feature is on by default, but automatically turned off whenever there is more than one enemy player in Network Play.

Settings Menu

The **Settings Menu** is used to select certain settings that are saved when the main program is exited and restored the next time the main program is run. These options are stored in the Windows Registry).



Selecting the **Introduction** causes the main program to play the introduction including splash screen, introduction video, and game cover art.

Selecting the **Prompt for Scenario** option causes the main program to prompt you for a new scenario using the [File Selection Dialog](#) when the main program is run.

Selecting the **Beep on Error** option causes the main program to generate a beeping sound whenever you perform an invalid operation.

Selecting the **Blink Hot Spot** option causes the red outline in the Hot Spot hex to blink whenever the map is in a 2D graphics.

Selecting the **Smooth Scroll** option causes the map to scroll smoothly from one part of the map to another whenever the Hot Spot is relocated. With this option turned off, the map display will immediately relocate resulting in faster operation.

Selecting the **Auto Scroll** option puts the map in a mode where moving the mouse cursor to any edge of the screen will automatically scroll the map in that direction. When this option is turned off, normal Windows scroll bars are displayed when the map is larger than the screen area.

Selecting the **Sound Effects** option causes the main program to play sound effects during combat.

Selecting the **Background Music** option causes the main program to play background music during each player's turn.

Selecting the **Graphical Unit Icons** option causes graphical icons to be used in the

display of 2D counters . With this option turned off, schematic icons are used



Selecting the **Hex Outline** option causes outlines to be drawn around the hexes in both 2D and 3D graphics mode.

Selecting the **Auto Save** option causes the main program to automatically save the current battle when the phase is advanced, except when the phase is under the control of Automatic [A/I](#). Note that the battle is saved just prior to advancing the phase, so it is possible to reopen the battle file and restore the battle to the previous phase when the phase is inadvertently advanced.

Selecting the **Complete Toolbar** option causes the main program to display all available buttons in the toolbar regardless of screen resolution. Under lower screen resolutions, this will cause the toolbar to wrap thereby reducing the amount of space available to display the map.

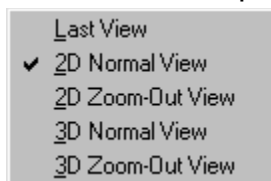
Selecting the **Ask Before Advancing** options causes the main program to prompt you for confirmation before advancing the turn or phase.

Selecting the **PBEM Encryption** option causes the main program to prompt for and verify passwords associated with Play-By-E-Mail games. See the Design Notes in the [User Manual](#) for why this is not the default.

Selecting **Initial View** displays the Initial View Submenu described below.

Selecting **Optional Rules** causes the [Optional Rules Dialog](#) to be displayed so that Optional Rules for the current battle can be reviewed.

The **Initial View Submenu** is used to establish the initial map view that is displayed when the main program is run.



Selecting **Last View** causes the main program to come up in whatever map display mode it was last in.

Selecting **2D Normal View**, **2D Zoom-Out View**, **3D Normal View**, or **3D Zoom-Out View** causes the main program to come up in that view.

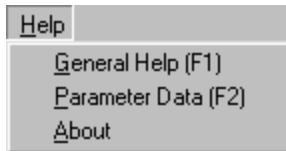
The **Hex Info Area Submenu** is used to determine the location of the [Hex Info Area](#) on the screen.



Selecting **Left**, **Right**, **Top**, or **Bottom** causes the Hex Info Area to be displayed in the corresponding location on the screen.

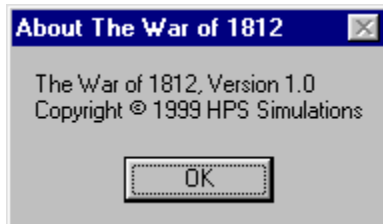
Help Menu

The **Help Menu** is used to display various information about the main program including this help file and copyright information.



Selecting **General Help** displays this help file.

Select **Parameter Data** to display the [Parameter Data Dialog](#) which shows game values specific to the current scenario.



Selecting **About** displays information about the main program such as version number and copyright information.

Phase Dialog



The **Phase Dialog** appears at the beginning of each Turn or Phase (under [Local Control](#)). Clicking anywhere in the Phase Dialog with the left mouse button will close the dialog and start the Turn or Phase. Clicking with the right mouse button will close the dialog and also cause the dialog to automatically close thereafter after a short delay. Right clicking again will toggle this mode off.

The Phase Dialog reports the controlling side and optionally the current Phase. It also reports the current turn and the total number of turns in the current battle.

When the indicated side is under A/I control, then clicking on the close button (indicated by the X in the upper right hand corner of the dialog), or pressing the **Escape** key, will cause the A/I to be paused. Otherwise, when the dialog is closed, the A/I for that side will automatically begin running.

A/I Selection Dialog

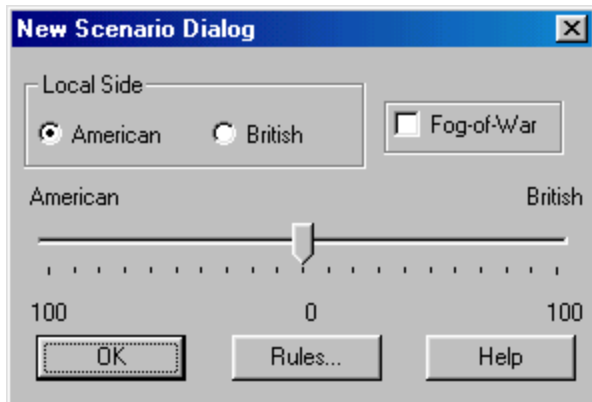
The **A/I Selection Dialog** is used to select the [A/I](#) settings for each side in a new battle and other values.



The A/I settings for the American and British sides correspond to the A/I settings described in the [A/I Menu](#). The slider under the A/I settings is used to establish the [Advantage](#) for the new battle. Select **Rules** to display the [Optional Rules Dialog](#) so that the Optional Rules for the new battle can be established. Click on **OK** to begin the battle.

New Scenario Dialog

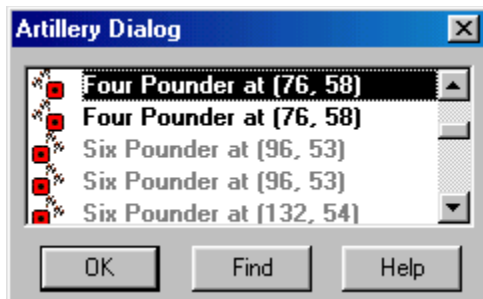
The **New Scenario Dialog** is used to establish starting conditions for two-player games such as Network Play and PBEM.



Select either American or British for the **Local Side**. The other player will be the other side in the battle. If desired, select the [Fog of War](#) option. The **Rules** button will display the [Optional Rules Dialog](#). Click on **OK** to begin the battle.

Artillery Dialog

The **Artillery Dialog** provides a convenient way to select and fire artillery batteries on the map. The Artillery Dialog is only available during Fire Phases (the Defensive Fire Phase and Offensive Fire Phase).



The Artillery Dialog displays a list of artillery batteries on the map for the current side. Batteries which are unable to fire in the current phase are not listed. The map location of each battery is listed with its name. Selecting **Find** will cause the map to scroll to the location of the currently selected battery. An entry which is dimmed indicates a battery which currently has no possible target to fire at. As each entry in the list is selected, the units on the map which may be fired at by the battery are shown [Highlighted](#). Clicking on a hex with the right mouse button will cause the battery to fire at this hex. If there is more than one target in the selected hex, this will cause the [Target Dialog](#) to be displayed.

Target Dialog

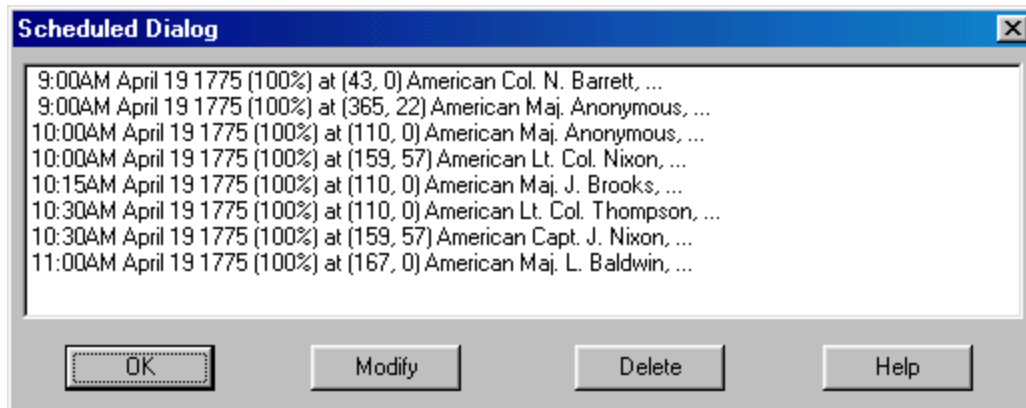
The **Target Dialog** is displayed whenever a hex that has more than one possible target is fired upon.



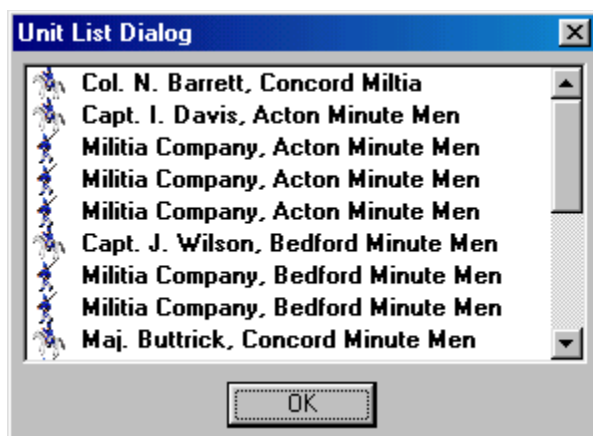
Each potential target in the target hex is listed. Note that individual leaders in a hex cannot be targeted, but will still be affected by fire into the hex. Unless [Fog of War](#) is in effect, units which are low or out of ammo are also displayed dimmed. Selecting a unit in the list and clicking on **OK**, or double clicking on a unit in the list, will close the dialog and resolve the fire against that unit. Clicking on **Cancel** will cancel the fire.

Scheduled Dialog

The **Scheduled Dialog** can be used to view the reinforcements defined for the current scenario.



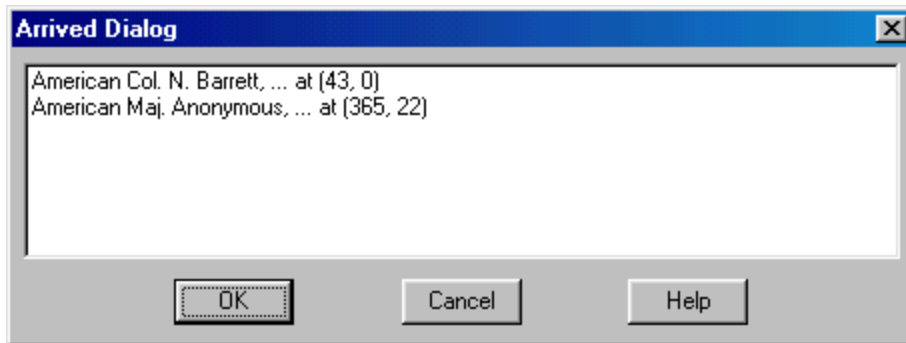
The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement entry has an arrival time, an arrival probability, and an arrival hex. Note if [Fog of War](#) is in effect, then the reinforcements of the opposing side are not shown. Further, the arrival probabilities of friendly reinforcements is not revealed. If the arrival probability is not 100%, then there is a chance the reinforcement will not arrive at the exact arrival time. At the arrival time, and on each subsequent turn if necessary, the arrival probability will be applied to the reinforcement until it is determined that the reinforcement has arrived. Clicking on a reinforcement scrolls the map to the arrival hex.



Each reinforcement in general consists of several units. Double clicking on a reinforcement entry displays a list of the individual units in that reinforcement.

Arrived Dialog

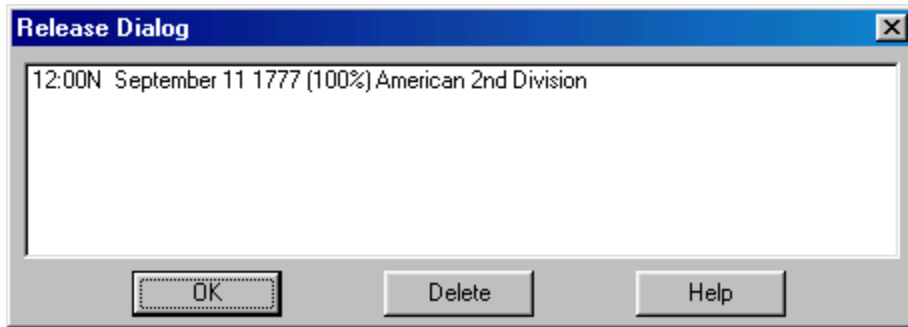
The **Arrived Dialog** is used to display units that have arrived as reinforcements and to place these units on the map.



Selecting an entry in the list of arrived units and clicking **OK** will place the units on the map and close the dialog. Alternatively, double clicking on an entry will place the units on the map and keep the dialog open if there are more units to place. The Arrived Dialog is automatically displayed whenever there are units that have arrived that have not been placed and the phase has been advanced. Clicking **Cancel** will close the dialog and advance the phase.

Release Dialog

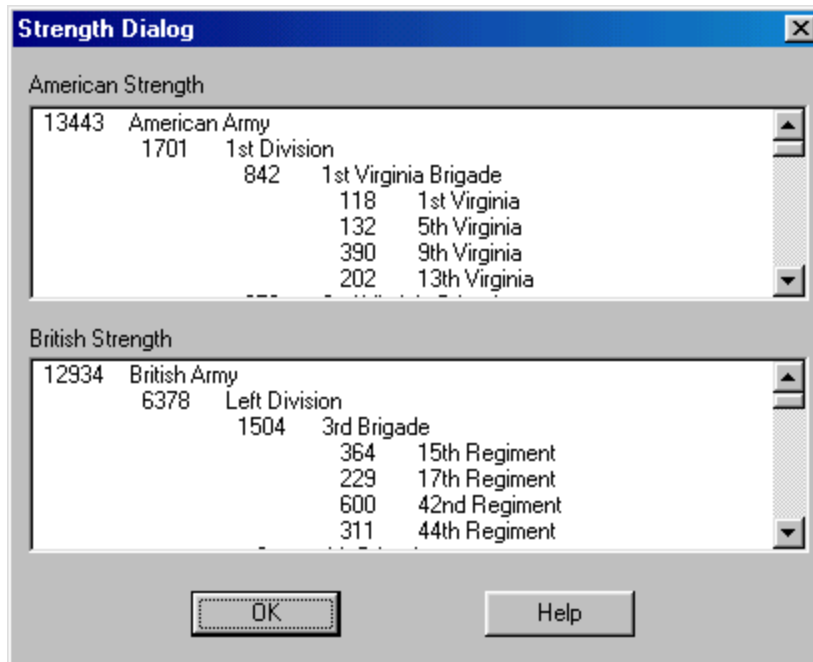
The **Release Dialog** is used to view Releases defined for [Fixed](#) units.



Selecting an entry in the list of Releases will [Highlight](#) the affected units on the map. Double clicking an entry or clicking **OK** will close the dialog and leave the units Highlighted. Clicking **Cancel** will close the dialog and remove the Highlighting.

Strength Dialog

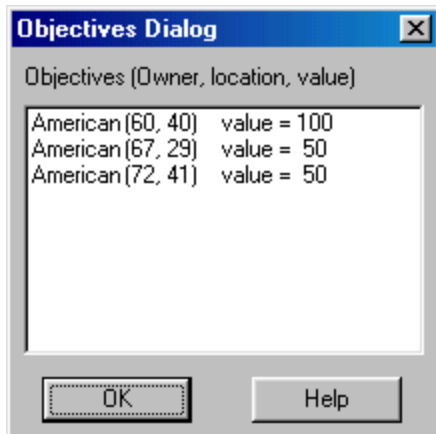
The **Strength Dialog** is used to review the current strengths of the on-map units in the current battle.



The Strength Dialog displays the current strengths in number of men for each organization using the number of troops currently on the map. When a percentage value follows the name of an organization, it is indicating the percentage of that organization in “good order” (not Disrupted or Routed). Under [Fog of War](#), the strength of the enemy forces will not be shown.

Objectives Dialog

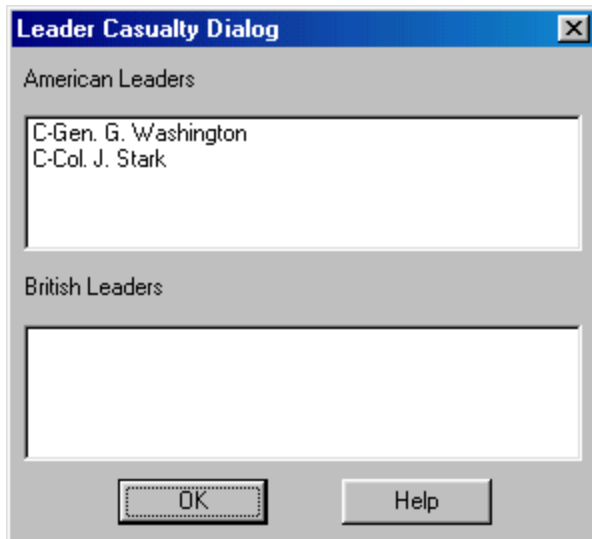
The **Objectives Dialog** is used to display the current ownership and value of Objective Hexes.



Each Objective is listed together with its current owner, location, and value. [Exit Objectives](#) are shown with an **X** following their value. When [Fog of War](#) is in effect, the value of enemy Exit Objectives is displayed as **??**.

Leader Casualty Dialog

The **Leader Casualty Dialog** is used to display a list of the leaders that have fallen as casualties during the current battle.



Next to each entry is a code representing the type of casualty that occurred for that leader. A **K** indicates that the leader was killed. A **W** indicates that the leader was wounded. A **C** indicates that the leader was captured. Selecting an entry in the list will scroll the map to the location where the leader became a casualty.

Victory Dialog

The **Victory Dialog** is used to view the current victory conditions.

The screenshot shows a window titled "Victory Dialog" with the following fields and values:

Field	Value
First Side	British
Objective Points	0
American Losses	
Infantry Losses	48
Infantry Point Loss	19
Cavalry Losses	0
Cavalry Point Loss	0
Artillery Losses	0
Artillery Point Loss	0
British Losses	
Infantry Losses	114
Infantry Point Loss	45
Cavalry Losses	0
Cavalry Point Loss	0
Artillery Losses	0
Artillery Point Loss	0
Victory Values	
Major Defeat	-100
Minor Defeat	0
Minor Victory	100
Major Victory	200
Total Points	-26
Outcome	British Minor Defeat

Buttons: OK, Help

Each scenario has a **First Side** determined by the [Parameter Data](#) of the current scenario. Victory conditions are always calculated relative to that side resulting in a victory level for that side. The victory level for the other side is the opposite result. For example, if the American side is first and gets a Major Victory, then the British side suffers a Major Defeat, and so forth. The total number of **Objective Points** for the first side is displayed. For each side, the **Losses** of each side in terms of Infantry, Cavalry, and Artillery is listed together with the **Point Loss** corresponding to each type of loss. The point range associated with each victory level is displayed in the **Victory Values** field. The total points awarded to the First Side is based on the Objective Points held by that side, minus the Point Losses for that side, plus the Point Losses for the enemy side. This calculation results in the **Total Points** value. This value is compared to the Victory Values to determine the victory level. If the Total Points is less than the **Major Defeat** value, then the First Side suffers a Major Defeat. If the Total Points is greater than the Major Defeat value but less than the **Minor Defeat** value, then the First Side suffers a Minor Defeat. If the Total Points is greater than the Minor Defeat value but less than the **Minor Victory** level, then the battle has resulted in a Draw for both sides. If the Total Points is greater than the Minor Victory value, but less than the **Major Victory** level, then the First Side has won a Minor Victory. Finally, if the Total Points is greater than the Major Victory value, then the First Side has won a Major Victory.

Victory Dialog [X]

First Side Objective Points

American Losses

Infantry Losses	<input type="text" value="26"/>	Infantry Point Loss	<input type="text" value="10"/>
Cavalry Losses	<input type="text" value="0"/>	Cavalry Point Loss	<input type="text" value="0"/>
Artillery Losses	<input type="text" value="0"/>	Artillery Point Loss	<input type="text" value="0"/>
Leader Losses	<input type="text" value="0"/>	Leader Point Loss	<input type="text" value="0"/>

British Losses

Infantry Losses	<input type="text" value="22"/>	Infantry Point Loss	<input type="text" value="8"/>
Cavalry Losses	<input type="text" value="0"/>	Cavalry Point Loss	<input type="text" value="0"/>
Artillery Losses	<input type="text" value="0"/>	Artillery Point Loss	<input type="text" value="0"/>
Leader Losses	<input type="text" value="0"/>	Leader Point Loss	<input type="text" value="0"/>

Victory Values

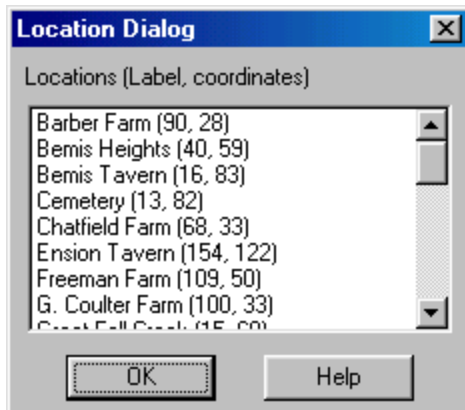
Major Defeat	<input type="text" value="-100"/>	Minor Defeat	<input type="text" value="0"/>
Minor Victory	<input type="text" value="100"/>	Major Victory	<input type="text" value="200"/>

Total Points Outcome

If the Optional Rule awarding Victory Points for Leader Casualties is selected in the current battle, then these points are included in the Losses display and included in the calculation for Total Points.

Location Dialog

The Location Dialog is used to display a list of all the map locations and to allow going directly to any of these locations.



Each map location is listed with its label description and hex coordinates. Selecting a location causes the map to scroll to the location's hex coordinate. Double clicking on a location also causes the dialog to be closed.

Organization Dialog

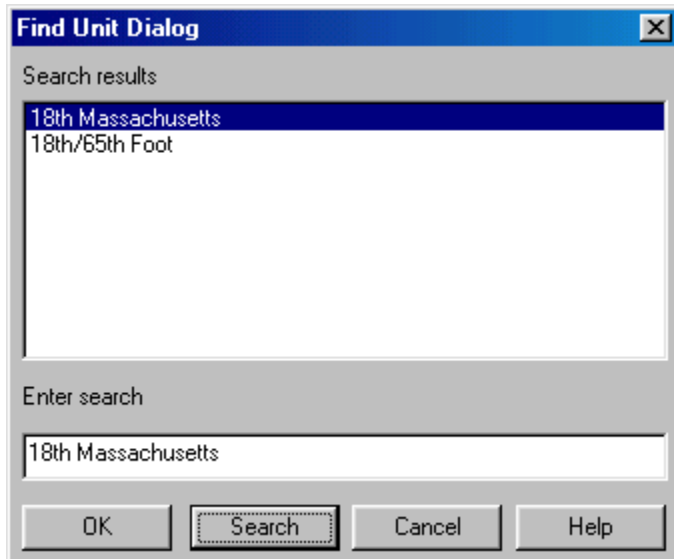
The **Organization Dialog** is used to highlight an organization on the map.



All organizations in the scenario Order of Battle are displayed in a Windows Tree Control. Selecting an organization causes the on-board units in that organization to be **Highlighted**. Clicking **OK** closes the dialog while keeping the organization highlighted on the map. Clicking **Cancel** closes the dialog and cancels the highlighting.

Find Unit Dialog

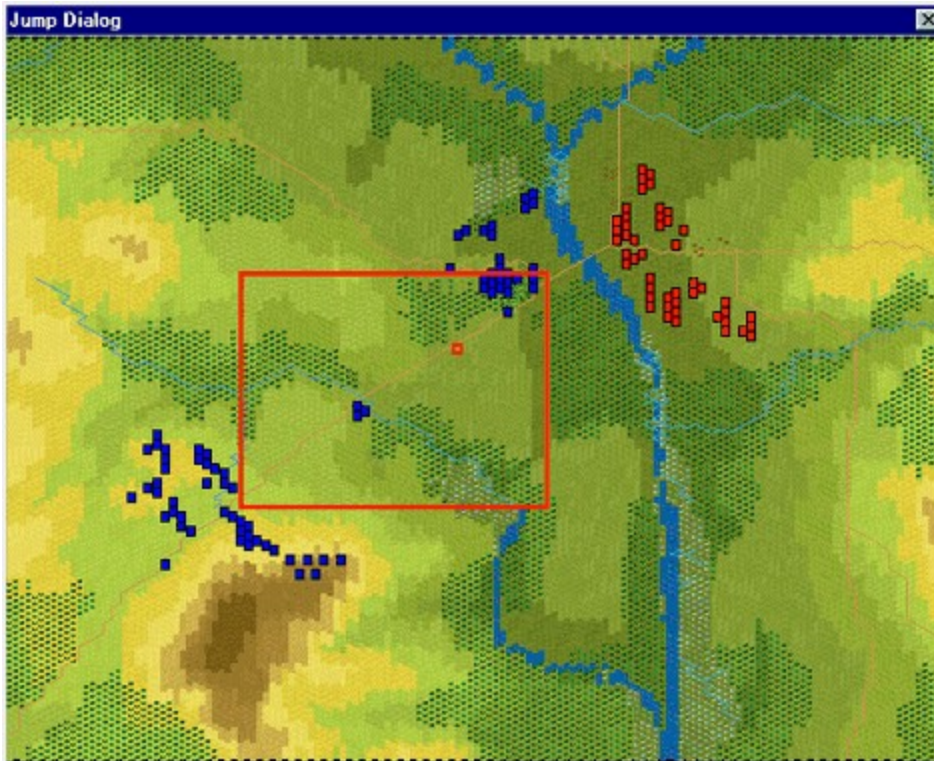
The **Find Unit Dialog** can be used to find any given unit or leader that is on the map.



Enter the name to be searched for in the Enter search field. Note: the search is case-sensitive so you must enter your name with the proper capitalization (Brock not brock for example). If you are confident that your search will produce a single result, you can hit return after typing the search name. Otherwise, click on the Search button. This will display a list of results in the Search results list. Select the result you want and click on OK, or double click on the result you want, to close the dialog and find the result. In the case of an organization, the organization will be Highlighted on the map. In the case of an individual unit, the map will be scrolled to the unit's location on the map.

Jump Dialog

The **Jump Dialog** displays a reduced version of the entire map and allows the user to jump directly to any part of the map.

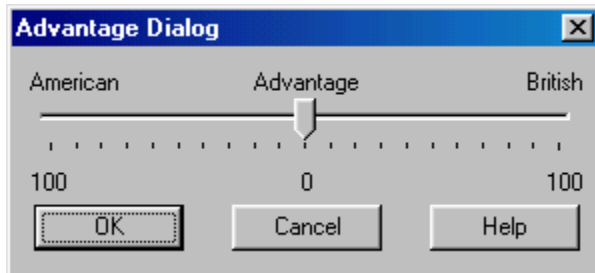


The visible on-map units are displayed on the reduced map using blue squares for American units and red squares for British units. The visible portion of the map is shown using a red rectangle. When the Objectives option of the [View Menu](#) is set, then Objectives are shown on the map using yellow squares. The current [Hot Spot](#) hex is shown as a red outline square. Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.

During Network Play, the position of the units on the Jump Dialog is automatically updated once per second.

Advantage Dialog

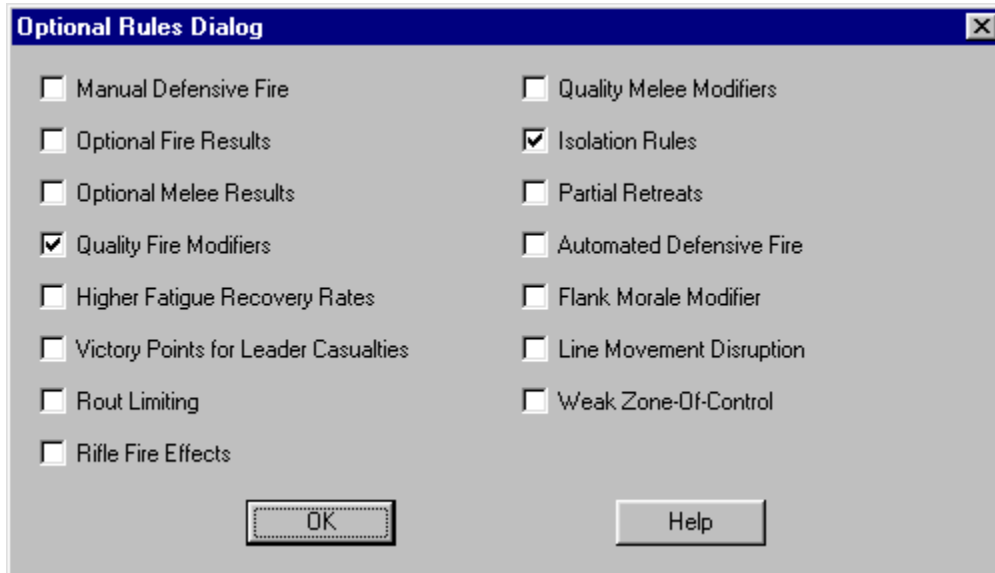
The **Advantage Dialog** is used to view and modify the current [Advantage](#) setting.



Moving the slider to one side or the other gives that side a better Advantage value for the current battle. Note that Advantage values cannot be changed after the battle has started in two-player games.

Optional Rules Dialog

The **Optional Rules Dialog** is used to view and select the Optional Rules for a new battle. Optional Rules can be set at the beginning of a battle, but not changed once the battle has started. The Optional Rules selected in the Optional Rules Dialog are saved and become the subsequent default for new battles. See the Design Notes in the [User Manual](#) for why Optional Rules are not called Advanced Rules.



If you select the **Manual Defensive Fire** option, then each turn is played in Phases. The phases and how they are used to play the game is described in the Users Manual.

Select **Optional Fire Results Table** to use the alternative calculation of fire combat results (see Combat Results in the [User Manual](#)).

Select **Optional Melee Results Table** to use the alternative calculation of melee combat results (see Combat Results in the [User Manual](#)).

Select **Quality Fire Modifiers** to have fire results be affected by the quality of the firing unit. Non-artillery units which have a quality of **A** or **B** will have a 10% modifier applied to their fire value. Non-artillery units which have a quality of **E** or **F** will have a 10% modifier subtracted from their fire value. See the Design Notes in the [User Manual](#) for an explanation of these modifiers.

Select **Higher Fatigue Recovery Rates** to have units recover from Fatigue faster than normal. Under this rule, units with [Low Fatigue](#) will have a fatigue recovery rate which is 5 times normal. Units with [Medium Fatigue](#) will have a fatigue recovery rate which is 3 times normal. Units with [High Fatigue](#) are not affected by this rule. See the Design Notes in the [User Manual](#) for an explanation of why this is not a default rule.

Select **Victory Points for Leader Casualties** to have Victory Points awarded for

enemy leaders that are killed, wounded, or captured. See the Design Notes in the [User Manual](#) for why this is not a default rule.

Select **Rout Limiting** to reduce the amount of secondary routing that occurs. The default routing rules require that units adjacent to a unit that has failed its morale check must also take a morale check. This is applied recursively if those units also fail their check. While this can result in the rout of large number of units, given normal probabilities it is “self limiting”, that is, it stops after a certain number of iterations based on the situation. When Rout Limiting is in effect, units in adjacent hexes undergoing a morale check receive a progressively larger modifier to their default morale. This modifier starts at 1 and is increased by 1 for each iteration based on a failed morale check. So, for example, if unit A fails their morale check, unit B in an adjacent hex undergoes a morale check with +1 added to their default morale. If unit B fails this test, then unit C in an adjacent hex to B undergoes a morale check with +2 added to their default morale. And so on. Therefore, as these modifiers increase, a point is reached where units stop routing which, in general, will be before they would have stopped otherwise. See the Design Notes in the [User Manual](#) for why this is not a default rule.

Select **Rifle Fire Effects** to have special fire results applied to fire from American units equipped with rifles. This rule is based on the higher accuracy of rifles and the inclination of American units to specifically target British leaders. Based on a probability, the fire results of rifle fire may cause a “Loss of Leaders”. When this occurs, the target unit is flagged as having “No Leaders” and from that point on will be unable to recover from Disruption. There is no way to recover from this state since the training of British soldiers did not give them the initiative to act on their own. This rule also doubles the probability that rifle fire will cause a check for individual leader loss in the target hex.

Select **Quality Melee Modifiers** to have melee results affected by the quality of the units involved. If all of the attacking or defending units in a melee have a quality of **A** or **B**, then their side receives a modifier of 10% in their favor. If any attacking or defending units in a melee have a quality of **E** or **F**, then their side receives a modifier of 10% against them.

Select **Isolation Rules** to cause [Isolated](#) units to have their strength divided by 4 when defending in a melee. Also Isolated leaders receive no benefit from their commanders during command checks. When an Isolated Artillery unit fires, it may become Low or Out-Of-Ammo. The Artillery unit will become resupplied when it becomes non-Isolated, unless the Artillery supply level for its side is zero. See the Design Notes in the [User Manual](#) for an explanation of the Isolation melee effects. Select **Partial Retreats** to allow some units to retreat from a hex after being defeated in melee even when there is not enough room for all of the units to retreat. See the Design Notes in the [User Manual](#) for why this is not a default rule.

Select **Automated Defensive Fire** to have the Defensive Fire Phase of Play-By-E-Mail (PBEM) games conducted under the control of the computer. This rule greatly facilitates the playing of PBEM games as it divides the number of e-mail transfers required in half. The frequency of fire generated by ADF can be adjusted using the [Auto DF Dialog](#) which is displayed from the [A/I Menu](#).

Select **Flank Morale Modifier** to have the morale of units increased by 1 for Rout and

Disruption determination when they have friendly non-Leader units on both flanks. The friendly units must be in the two hexes on the flanks of the unit. Another way to refer to this feature is as “double flank elbow courage”.

Select **Line Movement Disruption** to have movement in Line Formation have a random chance of causing Disruption. The probability of the Disruption occurring depends on the Line Disruption [Parameter Data](#) value for the side moving. In addition, modifiers are applied to this value as follows:

- If the unit is Quality A, then 10% is subtracted from the probability.
- If the unit is Quality B, then 5% is subtracted from the probability.
- If the unit is Quality D, then 10% is added to the probability.
- If the unit is Quality E, then 20% is added to the probability.
- If the unit is Quality F, then 30% is added to the probability.
- If the combat modifier of the terrain being moved into is $-X\%$, then $X\%$ is added to the probability.
- If a Fence is being crossed, then 10% is added to the probability.
- If a Stone Wall is being crossed then 20% is added to the probability.
- If an Embankment is being crossed, then 30% is added to the probability.

Select **Weak Zone-Of-Control** to allow units to move one hex per turn through enemy Zones-of-Control and to allow units to retreat from Melee through enemy Zones-of-Control.

Leader Selection Dialog

The **Leader Selection Dialog** is used to select leaders to command when a side is set to Commander Control A/I.



Select one or more leaders from the list to command. Leaders which are displayed dim do not participate in the current scenario and should not be selected. The list of leaders is a standard Windows List Box control and the standard list selection features can be used. For example, if you make a selection while holding down the **Shift** key, then all list entries between the previous selection and the current one will be selected. If you make a selection while holding down the **Ctrl** key, the selection will be added to the existing selections. After you have selected all of the leaders you wish to control, click on the **OK** button.

Order Dialog

The **Order Dialog** is used to view and establish orders for selected commanders when using Commander Control A/I.



The Order Dialog displays a picture of the leader and lists his organization plus each of the subordinate organizations. If you click on one of these organizations, it will be **highlighted** on the map and the current order for the organization, plus status information, will be displayed in the Order Dialog. The **Location** is the current hex coordinates of the leader of the selected organization if he is currently on the map. The **Size** value is the number of men of the organization currently on the map. The **Health** value is a percentage based on the total effective strength of the organization. Units in the organization of no Fatigue or **Low Fatigue** are counted full strength towards the total effective strength. Units in the organization of **Medium Fatigue** are counted half strength towards the total effective strength. Units in the organization of **High Fatigue** do not count towards the total effective strength. The Health value is the total effective strength as a percentage of total Size. If the selected organization currently has an Order, the type of order is indicated in the **Order Type** field and the hex coordinates of the objective hex are displayed in the **Objective** field. The A/I logic of the main program will establish a default order for the Leader's organization. This order may be overridden by the player. Furthermore, it is the responsibility of the player to establish orders for each of the suborganizations based on the order for the Leader's organization.

To establish a new order for an organization after it has been selected, first select the **Order Type** and then click on the map with the right mouse button to establish the **Objective** for the order.

Selection Dialog

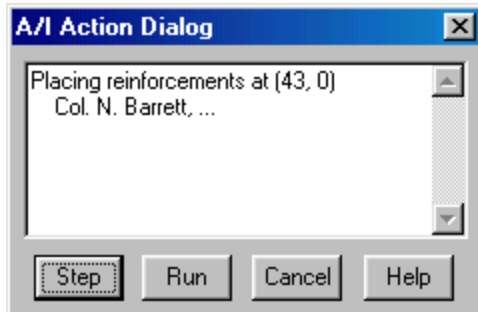
The **Selection Dialog** is useful when the Editor is in **Full Screen** mode (see the [View Menu](#)).



The **Selection Dialog** allows the units in the current [Hot Spot](#) to be displayed and selected. The **Selection Dialog** is displayed by pressing the Space Bar. You can make extended selections in the list of units displayed using the normal Windows list selection features. For example, by holding down the **Shift** key and clicking with the left mouse button, you can select a range of units. By holding down the **Control** (Ctrl) key and clicking with the left mouse button, you can select arbitrary units.

A/I Action Dialog

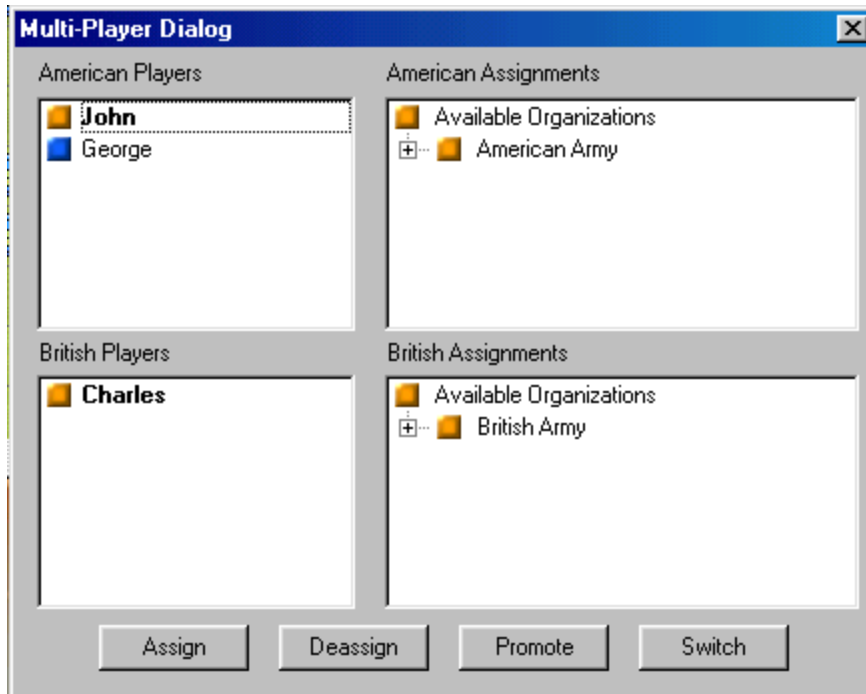
The **A/I Action Dialog** is displayed as the A/I is taking action during a Phase under A/I Control.



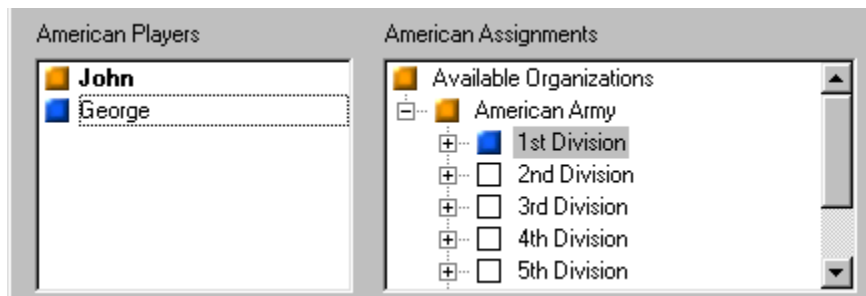
The dialog allows you to control the A/I while it is running. Click **Step** to have the A/I continue to the next step in its action. Click **Run** to have the A/I run continuously without stopping until the end of the Phase is reached. Once clicked, the Run button becomes the **Pause** button which is used to stop the A/I actions. Alternatively, to stop the A/I and close the dialog, you can click on the **Cancel** button or press the Escape (**Esc**) key. If you close the dialog, you should start the A/I again by selecting **Activate A/I** from the [A/I Menu](#) or the A/I button in the [Toolbar](#).

Multi-Player Dialog

The **Multi-Player Dialog** is used to display the players that are currently participating in a Network Play game and their assignments.



The dialog shows a list of players on each side of the current battle. Next to each list is a display of that side's organizations (when Fog-Of-War is in effect, you will not see the other side's organizations). At the bottom of the dialog are four buttons used to manipulate the player lists and the assignments (Note: only the Modem host will have all four buttons enabled). The top player on each side is the **Commander** of that side. The Commander is responsible for making org assignments for the other players on their side and for advancing the phase. By default, the Commander is in control of all units on that side.



The Commander can assign other players specific organizations by selecting the player from the list, selecting the organization from the organization display, and clicking the **Assign** button. The player's color will appear next to the selected organization. This indicates that the player has control of every unit in that

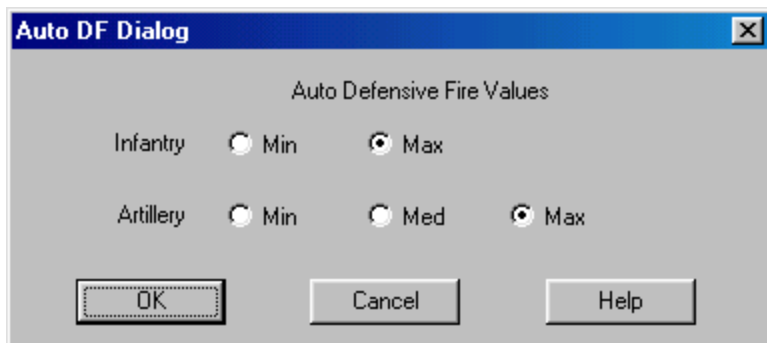
organization and in any sub-organization of that organization. The Commander can remove an assignment by selecting the organization and clicking the **Deassign** button.

The Modem Host can promote a player from either side to be Commander by selecting the player and clicking the **Promote** button. The Modem Host can also switch the side of any player by selecting the player and clicking the **Switch** button.

Only the Commander can advance the phase and place reinforcements. When any other player from a side selects Next Phase, it causes their name to be displayed in red in the player list indicating they are ready to advance the phase.

Auto DF Dialog

The **Auto DF Dialog** is used to control the frequency of Automatic Defensive Fire when that Optional Rule is in effect.



The Auto DF Dialog can be used during a player turn to establish the Automatic Defensive Fire values for that side. Values may be established for infantry and artillery. There are two possible settings for infantry: Min and Max. At the Max setting, Automatic Defensive Fire will fire at any target within the maximum range of the infantry unit. At the Min setting, the ADF will only fire at units within the minimum range for infantry as established by parameter data. This minimum range is usually 2 hexes. There are three possible settings for artillery: Min, Med, and Max. At the Max setting, ADF will fire at any target within the maximum range of the artillery unit. At the Min setting, ADF will only fire at units within the minimum range for artillery as established by parameter data. This minimum range is usually 4 hexes. At the Med setting, ADF will fire at any unit within the minimum range but only randomly fire at units between the minimum and maximum range.

PBEM Termination Bid Dialog

The **PBEM Termination Bid Dialog** allows you to place a Victory Level bid to terminate a PBEM game.

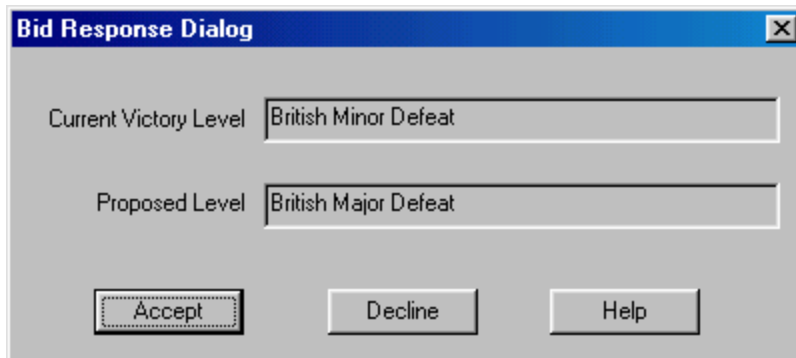


The PBEM Termination Bid Dialog is most often used in a Campaign Game to terminate a PBEM game so that the Campaign can branch to the next Situation without having to play the game to the last turn. It can also be used to formally end a normal PBEM game, although this has no real effect beyond both parties agreeing to the Victory Level outcome.

Use the list of possible Victory Levels to place a bid relative to the current game. You can also cancel your bid by choosing the No Bid option. Otherwise, the Victory Level bid you select will be displayed to your PBEM opponent when they read the PBEM file. They respond to your bid using the [Bid Response Dialog](#) during their turn.

Bid Response Dialog

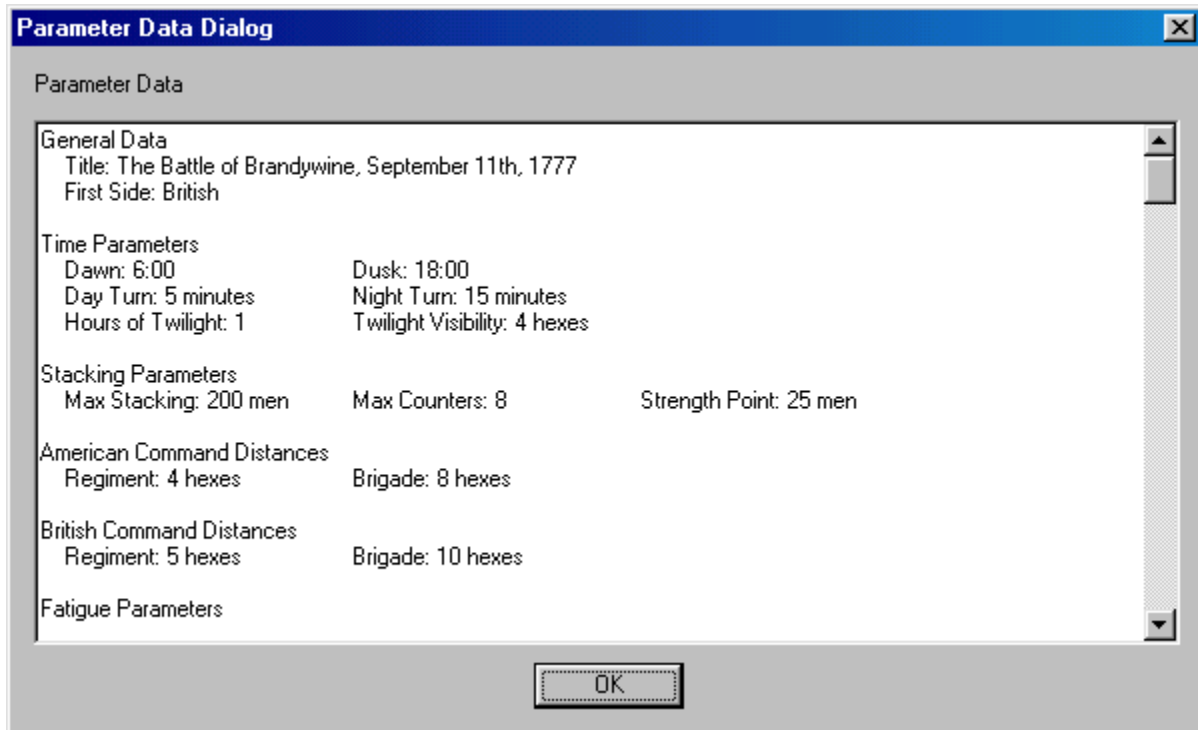
The **Bid Response Dialog** is used to respond to a PBEM termination bid placed by your PBEM opponent.



The Bid Response Dialog shows the current Victory Level of the game and the Victory Level bid placed by your opponent. If you agree to the Victory Level proposed by your opponent, click on the **Accept** button. This will automatically conclude the current PBEM game at the proposed Victory Level. If you click on the **Decline** button, then the bid will be ignored.

Parameter Data Dialog

The **Parameter Data Dialog** displays the [Parameter Data](#) associated with the current scenario.



The **Parameter Data Dialog** consists of a text listing of the scenario values. The values are read from the **PDT** file corresponding to the current scenario.

The Parameter Data values are:

General Data

Title: the title of the Parameter Data file.

First Side: the first side of each turn.

Time Parameters

Dawn: the time of first light.

Dusk: the time of last light.

Day Turn: the length of one game turn in minutes during the day.

Night Turn: the length of one game turn in minutes during the night.

Hours of Twilight: the number of hours of reduced visibility after dawn and before dusk.

Twilight Visibility: the distance that can be seen during twilight turns.

Stacking Parameters

Max Stacking: the maximum number of men, or equivalent strength, that can be placed in a single hex.

Max Counters: the maximum number of unit counters that can be placed in a single hex.

Strength Point: the conversion factor between number of artillery guns and equivalent strength in men.

American and British Command Distances

Regiment: the maximum distance that a unit can be from its Regimental commander and still be in command and not Detached.

Brigade: the maximum distance that a Regimental leader can be from his Brigade leader and still be in command and not Detached.

Fatigue Parameters

Max Fatigue: the maximum Fatigue value that a unit can have.

Day Recovery: the percentage chance that a unit will recover a fatigue point during day turns.

Night Recovery: the percentage chance that a unit will recover a fatigue point during night turns.

Movement Parameters

Infantry Allow: the movement allowance of infantry, and dismounted cavalry, units.

Cavalry Allow: the movement allowance of mounted cavalry and leaders.

Artillery Allow: the movement allowance of limbered artillery.

Supply Allow: the movement allowance of supply wagons.

Line/Column Infantry, Mounted Cavalry, and Supply Wagon Movement Costs

The movement cost for each unit in the corresponding terrain. Dismounted cavalry moves according to Line Infantry and Leaders move according to Mounted Cavalry.

Change Facing Costs

The movement cost for each unit to change its facing one hexside.

About Face Costs

The movement cost for each unit to change its facing 180 degrees.

Formation Change Costs

The movement cost for each unit to change its formation, from line to column, from dismounted to mounted, from limbered to unlimbered, or to and from

extended line.

American and British Ammo Loss

The probability that a unit which fires will suffer a reduction in ammo level, either to Low Ammo, or from Low Ammo to No Ammo state. The artillery reduction probability only applies to artillery which is Isolated.

Fire Modifiers

Enfiladed: the increase in effect of fire directed against a target unit which is not facing the firing unit.

Cavalry: the increase in effect of fire directed against mounted cavalry.

Terrain Combat Modifiers

For each terrain type, the value is the percentage effect that terrain has on fire which is directed into the terrain or across the terrain hexside. The **Elevation** modifier is the fire modifier for fire directed against targets on higher elevations. The modifier is multiplied by the number of elevation increments difference between the firing unit and target unit. Elevation increments are indicated on the map by different shading and coloring.

American and British Leader Loss Values

Fire Wound: the percentage chance that a loss check will result in a leader in the target hex being wounded. When there is a loss of x against a unit, a loss check will occur relative to every leader in the hex with the probability of:

$$x / (x + 10)$$

Fire Kill: the percentage chance that a fire result check will result in a leader in the target hex being killed.

Melee Wound: when a leader is involve in a melee that results in losses for his side, then the percentage given is the probability that the leader will be wounded as a result of the melee.

Melee Kill: when a leader is involve in a melee that results in losses for his side, then the percentage given is the probability that the leader will be killed as a result of the melee.

Melee Captured: when a leader is involve in a melee that results in losses for his side, then the percentage given is the probability that the leader will be captured as a result of the melee.

Height Values

The height of each terrain type and the height of a man for purposes of computing Line-Of-Sight.

Breastworks Values

Movement: the additional movement cost of moving across breastworks.

Combat: the combat benefit that units behind breastworks receive.

Artillery Resupply Values

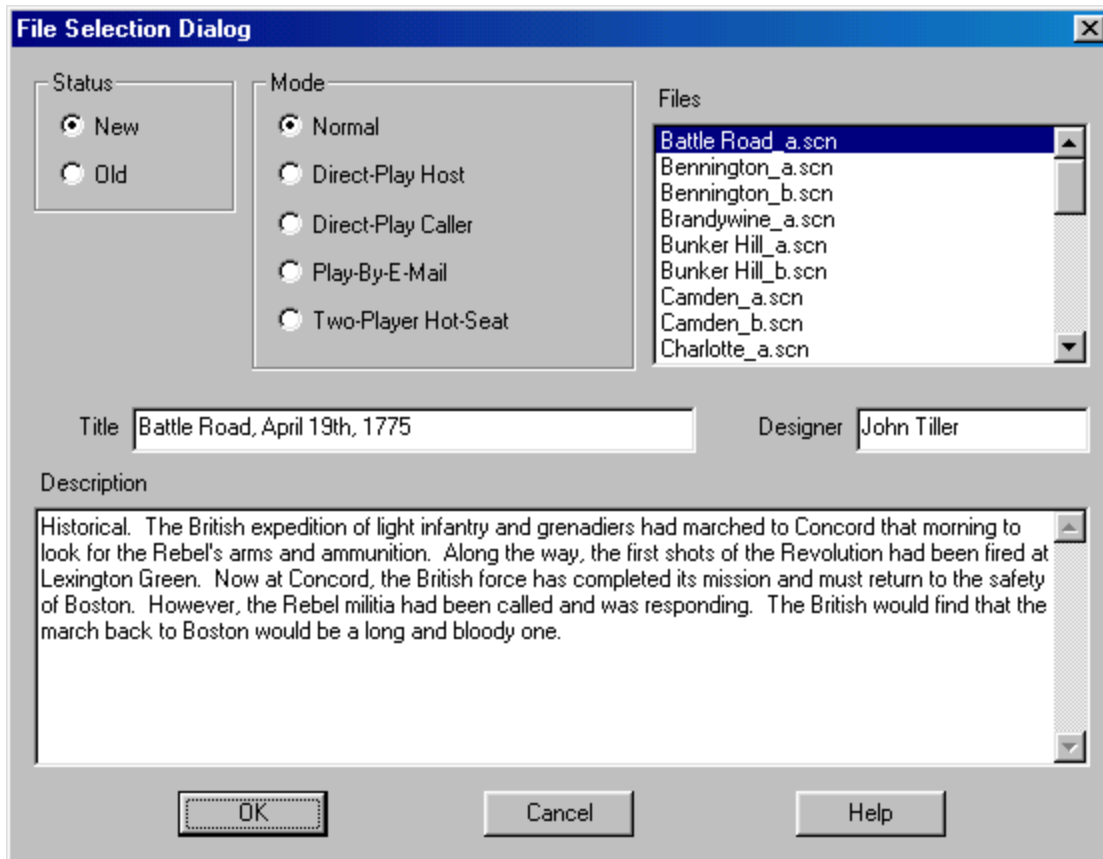
When artillery units arrive as reinforcements, the value given is the number of additional artillery ammunition points added to the artillery supply for that side for each gun in the unit.

Weapon Data

For each weapon type, the data indicates the firing effectiveness of that weapon at each of the ranges given. In particular, the last range indicated is the maximum range for that weapon.

File Selection Dialog

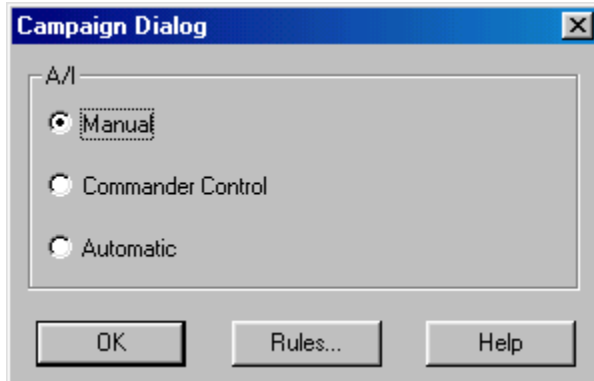
The **File Selection Dialog** is displayed when the main program is run if the Prompt for Scenario Option has been selected (see the [Settings Menu](#)).



The **File Selection Dialog** allows you to select the mode of play and associated game file. Select New to start a new scenario, or Old to restart a previous battle. Select one of the given play modes such as Normal for play against the computer. Finally, select one of the displayed files either by double clicking on the filename, or selecting the filename and clicking on OK. Note: when Direct Play Caller is selected, no files are displayed since file selection is the responsibility of the Direct Play Host in this case.

Campaign Dialog

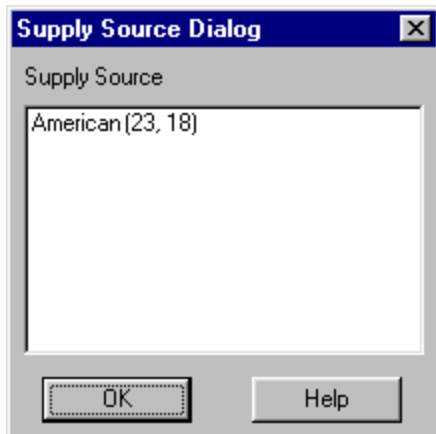
The **Campaign Dialog** is used to select a level of A/I control for a campaign battle.



The **Campaign Dialog** is displayed at the beginning of a campaign battle. The dialog allows the level of A/I control for that battle to be selected. If **Manual** is selected, then the battle will be played with the controlling side under Manual control. Likewise, for the other modes (see the [A/I Selection Dialog](#) for more information on these modes).

Supply Source Dialog

The **Supply Source Dialog** is used to display a list of Supply Sources on the map and to find their location.



Each Supply Source is listed together with the side for the Supply Source and the hex coordinates of the Supply Source. Selecting an entry will scroll the map to the location of the Supply Source. Double-clicking on an entry will also close the dialog.

Hex Info Area

The **Hex Info Area** displays a list of the units in the [Hot Spot](#) hex and information about the terrain in that hex.



The **Terrain Box** to the right or bottom of the unit list displays information about the current [Hot Spot](#) hex. The first line of the display describes the type of terrain (in this case **Clear**) and the percentage benefit a unit will receive when fired upon by virtue of that terrain. In the case of a Water hex crossed by a Trail, the terrain description will be **Ford**. The second line of the text area shows the **Elevation** of the current hex in feet. The third line of the text area shows the artillery **Ammo** values for the American and British sides respectively. The fourth line of the text area shows the **Objective** value of the hex, if any. Note: [Exit Objective](#) hexes will have the word **Exit** on this line. A line which begins with **Source** indicates a Supply Source in the current hex. The side of the Supply Source follows that word on the same line.



Clicking on the Terrain Box with the right mouse button causes the display to change to the Alternative display. In this display, the text area changes to show a description of the various hex sides that are present in the hex. The names of the hex sides are arranged in a rough hexagonal pattern around the center of the text area showing the position of the hex side with respect to the hex. The value in the center of this display is the number of men, or equivalent strength, in the hex.



Leaders are displayed using a **Leader Box**. Each leader is displayed with his

picture, his name, and his organization. When the organization name is displayed in Yellow, it indicates that the leader is subordinate to another leader in the organization.



Clicking on a leader's display with the right mouse button causes a display to appear showing the command hierarchy of the leader. From top to bottom the window lists the leader, his organization, the next higher organization, and so forth. In addition, it displays his

- **Command Value** (his ability to command with **A** being highest and **F** being lowest). When the Command Value is displayed in Yellow, it indicates that the leader has failed his **Command Test**.
- **Leadership Value** (his ability to motivate his troops with **A** being highest and **F** being lowest).
- **Movement Value**.



The Hex Info area is filled to the right with **Unit Box** displays. The number of these depends on your screen resolution. The Unit Box shows a representative picture of the unit, its name, and its organization. Also displayed are the

- **Strength** (in men for infantry and cavalry, in guns for artillery, and in resupply ability for supply wagons). If the Strength value is displayed in Yellow, it indicates that the unit is at less than full strength. For Supply Wagons, each unit of strength represents enough ammunition to resupply 10 men.
- **Movement Value** (or other information as described below).
- **Quality**. If the Quality level is displayed in Yellow, it indicates that the unit's morale is reduced for some reason such as fatigue or ammo level.
- **Fatigue Level** (in values from 0 to 90).

10th Company	Infantry Musket Range 4
9th US Infantry	
1st Brigade (Scott's)	
Left Division	

Clicking on a Unit Box with the right mouse button causes a pop-up window to appear showing the command hierarchy of the unit. From top to bottom, the window lists the unit name, the unit's organization, the next higher organization and so forth. In addition, in this mode, the type of unit, the unit's weapon, and the firing range of the unit are displayed.

In the phases other than the Movement Phase, the Movement Value of the unit is replaced by other descriptions:

- **Has Fired** – indicates that the unit has fired in the current phase.
- **Cannot Fire** – indicates that the unit is unable to fire in the current phase.
- **Has Not Fired** – indicates that the unit has not yet fired in this battle and thus will get a fire bonus.
- **Can Fire** – indicates that the unit can fire in the current phase (although it may not have a valid target).
- **Attacking** – indicates that the unit has been committed to a melee in the current phase.
- **Has Meleed** – indicates that the unit has participated in a melee in the current phase.
- **Cannot Melee** – indicates that the unit cannot melee in the current phase.
- **Can Melee** – indicates that the unit can melee in the current phase (although it may not have a hex it can melee into).
- **Can Melee+** - in addition to being able to melee, the unit did not fire in the preceding Offensive Fire Phase and thus receives a bonus.



When there are more units in the Hot Spot hex than can be displayed in the available Unit Boxes, then scroll arrows that appear after the list of units can be used to scroll the Unit Boxes. When the left or top arrow is displayed in full color, there are units to the left or top of the displayed units and when the right or bottom arrow is displayed in full color, there are units to the right or bottom of the displayed units.

Toolbar

The main program has a **Toolbar** which exists at the top of the main program window just under the Menu Bar. Note: depending on your screen resolution, only some of these buttons may be displayed on your screen. You need a screen width of at least 1024 before all of the buttons are displayed unless you have selected the **Complete Toolbar Option**. Note that most all of these buttons implement a menu selection and the command may be issued as a menu selection when the button is not displayed.



New - clears any existing battle data and starts a new battle.



Open - opens an existing battle file.



Save - save current battle under existing filename or prompt for filename if none.



Turn/Phase - advance the current battle to the next turn or phase.



Counterclock - turn the selected units counterclockwise.



Clockwise - turn the selected units clockwise.



About Face - turn the selected units about-face.



Formation - change formation of the selected units.



Extended - change the selected units to and from Extended Order.



Artillery Dialog - display the [Artillery Dialog](#).



Resolve - resolve the current melee.



AI - activate the AI.



Zoom In - increase the scale of the map.



Zoom Out - decrease the scale of the map.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.



Units - toggle the display of units on the map.



Bases - toggle the display of unit bases on the 3D map.



Leaders - toggle the display of leaders on top of stacks. However, if you hold the **Alt** key while pressing this button it will move the leaders in the current Hot Spot hex to the top of the stack.



Objectives - toggle the display of objectives on the map.



Visible Hexes - toggle the display of hexes visible from the current [Hot Spot](#) hex.



Contours - toggle the display of elevation contours on the map.



Full Screen - toggle the display of the full-screen map.



Jump Dialog - display the [Jump Dialog](#) so you can quickly go to another part of the map.



Next Stack - advance the [Hot Spot](#) to the next stack of units that have not been active this phase.



Highlight Fixed - toggle the [Highlight](#) of Fixed units.



Highlight Spotted - toggle the Highlight of Spotted units.



Highlight Fired - toggle the Highlight of units that have fired or fought in melee.



Highlight Moved - toggle the Highlight of units that have moved.



Highlight Disrupted - toggle the Highlight of Disrupted units.



Highlight Low Ammo - toggle the Highlight of units that are Low-On or Out-Of Ammo.



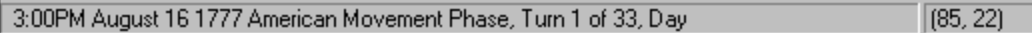
Highlight Organization - toggle the Highlight of all units in the same organization as the top selected unit. Holding the **Alt** key while pressing this button causes the next higher organization to be highlighted.



General Help - display this help file.

Status Bar

The **Status Bar** is located at the bottom the main window and displays status information about the current battle.



3:00PM August 16 1777 American Movement Phase, Turn 1 of 33, Day (85, 22)

The Status Bar typically displays the current phase and date information together with the hex coordinates of the [Hot Spot](#). If the current phase is being played using A/I, then **A/I Control** will appear with the phase and date information. **Day, Dusk, Dawn,** and **Night** turns will be noted with the phase and date information as well. If you are playing a two-player game, then **Local Control** will be displayed in the Status Bar when the current phase is under your control, and **Remote Control** will be displayed when the current phase is under the control of your opponent.

If you make an error during play, the main program will beep (depending on the setting in the [Settings Menu](#)) and the error message will be displayed in the Status Bar. Otherwise, as you move the mouse cursor over [Toolbar](#) buttons and menu items, short descriptions of those commands will appear in the Status Bar.

Roaming Mode

Roaming Mode enables you to view several locations on the map without having to click the mouse on each one.

To start Roaming Mode, enter Control Z (**Ctrl-Z**). Thereafter, the [Hot Spot](#) will follow the mouse as you move it over the map. To leave Roaming Mode, click on any hex.

Hot Keys

The following [Hot Keys](#) are supported in the main program. Note that these Hot Keys are defined as command accelerators of the main program main window and therefore the main window must have the keyboard focus for these to work (that is, the main window must have a highlighted title bar).

Shift Key - display the on-map labels while this key is pressed.

Space Bar - display the [Selection Dialog](#) (useful in Full Screen mode).

F1 - invoke General Help (display this help file).

Ctrl-B - move the selected units backward in the [Hot Spot](#) hex (Note: this only has a visible effect in the 3D graphics mode).

Ctrl-F - move the selected units forward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

Ctrl-J - display [Jump Dialog](#).

Ctrl-L - turn the selected units counterclockwise.

Ctrl-N - advance the [Hot Spot](#) to the next stack of units that have not been active this phase.

Ctrl-R - turn the selected units clockwise.

Ctrl-U - undo the last movement (not available under Fog-of-War).

Ctrl-X - remove the selected units from the map.

Ctrl-Z - start [Roaming Mode](#).

1 - display the map in Zoom-Out 2D mode.

2 - display the map in Normal 2D mode.

3 - display the map in Zoom-Out 3D mode.

4 - display the map in Normal 3D mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

Keypad 0 - change the formation of the selected units.

Keypad 1 - move the selected units down and to the left one hex.

Keypad 2 - move the selected units down one hex.

Keypad 3 - move the selected units down and to the right one hex.

Keypad 4 - turn the selected units counterclockwise.

Keypad 5 - turn the selected units about-face.

Keypad 6 - turn the selected units clockwise.

Keypad 7 - move the selected units up and to the left one hex.

Keypad 8 - move the selected units up one hex.

Keypad 9 - move the selected units up and to the right one hex.

Delete - move the selected units counterclockwise.

Page Down - move the selected units clockwise.

Home - move the selected units forward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

End - move the selected units backward in the Hot Spot hex (Note: this only has a visible effect in the 3D graphics mode).

Highlight

To display a unit on the map with a yellow outline.

Hot Spot

The hex on the map currently selected with the red hex outline.

Exit Objective

An objective hex where points are awarded to the owning side for removing units from the map at that hex.

Fog of War

An option that causes certain information to be hidden from the opposing player such as the location of units which are not spotted and the arrival of enemy reinforcements.

Fixed

Units which are Fixed cannot move until Released, fired upon, or meleed against, but may fire themselves and may change formation.

Parameter Data

Basic data from a pdt file that applies to the current scenario.

Hot Key

A keyboard character which when typed performs the same function as a menu selection or toolbar button.

AI

Artificial Intelligence. In this case, this represents the automatic movement, firing, and combat by units under the control of the computer program.

Advantage

A change in the outcome of internal tables used by the main program so as to give one side in a battle a generally more favorable result over the other side. Typically used to balance battles against the computer.

Isolated

Units are Isolated if it is not possible to find a path from the unit to an edge of the map that is free of enemy units or their Zone-Of-Control.

Low Fatigue

A Fatigue level from 0 through 29.

Medium Fatigue

A Fatigue level from 30 through 59.

High Fatigue

A Fatigue level of 60 or higher.

Detached

A unit is Detached when it is beyond the Command Radius of its commander. A Brigade Leader is Detached when he is beyond the Command Radius of his commander.

Enfilade

Fire on a unit that comes from a direction the unit is not facing.

Zone-Of-Control

The 3 facing hexes of a unit in Line Formation capable of firing.

Local Control

A two-player game is under Local Control when the current phase is under your control, and under Remote Control when it is under the control of your opponent.

