

BLUE POWDER, GREY SMOKE



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The complete BLUE POWDER GREY SMOKE game should include (1) Rule Book, (1) Master Game Disk and (1) Scenario & Map Disk 5-1/4 format or (1) 3-1/2 Master Game, Scenario & Map Disk .

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1.0 INTRODUCTION

We at GARDE' are gamers. We were gamers before the first computer games turned personal computers into what we all know they were really meant to be, the ultimate game machines! We're veterans of countless campaigns, late nights and not a few lost weekends. And if there is anything we've learned, any essential truth about games and gamers we've distilled from our years of gaming experience, it's this. You've bought this game, taken it home, torn the shrink wrap off and... YOU CAN'T WAIT TO PLAY. So, read Section 2, then load the game. Section 3 is a tutorial which will allow you to begin playing BLUE POWDER GREY SMOKE.

IMPORTANT NOTE : From time to time additional disks which will not be advertised or distributed through retail outlets will be offered to those who return their warranty registration cards. Please take the time to complete and mail the postage paid card which is located at the back of the rule book so that, as these special offers become available, we may inform you of them. Thank you.


President of Garde' Games of Distinction

1.1 RULE BOOK - The BLUE POWDER GREY SMOKE rule book is consecutively numbered and organized by topic and sub-topic to assist the player to use the rule book and learn the variety of commands. The first part of the rule book includes an introduction, game setup and play and the introductory scenario, A BUGLE AT DAWN. Beginning with SECTION 4.0, the BLUE POWDER GREY SMOKE rule book provides a comprehensive overview of the game and its command options. The last part of the rule book, beginning with SECTION 10.0, includes the BLUE POWDER GREY SMOKE scenarios and orders of battle, weapons, tactics and general reference material.

1.2 DESCRIPTION - For the countless thousands of volunteers in Blue and Grey who soldiered with the Union and Confederate Armies, the Civil War was both more and less than the epic struggle of the romance novel or the history books. Weeks and months of endless encampments, drill and boredom would suddenly yield to frantic days of bone-wearing forced marches over dust-choked roads and at the end, a few terrible hours of struggle and fear amid the noise and confusion of a Civil War battlefield. This was an amateurs' war: a farm boy Private, a failed businessman turned General soldiering alongside a professional soldier and a West Point Commandant. This was the war of American against American.

BLUE POWDER GREY SMOKE is a game of Civil War

strategy and adventure for one or more computer gamers of all ages and experience AND a unique and challenging role-playing game of Civil War command. Play against one or more persons or choose to battle against a sophisticated computer opponent able to challenge even veteran gamers. Here at last is your chance to lead Johnny Reb and Billy Yank in battle from the desperate field of Antietam to the dark, deadly forests of Chickamauga and the far-flung heights of Gettysburg.

The officers who led them into battle often knew little more than the volunteers they were expected to lead. Together they learned on the parade ground the intricate dance of Civil War battlefield maneuvers, the ways in which a body of untrained, raw recruits could be molded and into a swiftly moving column of soldiers or a rock-solid line of battle at a moment's notice. That was how it was supposed to be, the neat, even lines of advancing soldiers marching across battlefields, flags flying, drums beating. The reality was very different. Civil War battle was more often a confused kaleidoscope of sight and sound, of charge and countercharge with companies and regiments disappearing into the smoke of battle; even entire divisions were known to wander off the battlefield, hopelessly lost. Veteran units, suddenly flanked and under fire, would dissolve into frantic knots of fearful men heading to the rear (wherever that was!), while green, untested regiments, simply not knowing any better, might just as easily stand and make a gallant fight of it, often against impossible odds. Successful command on the battlefield was as much due to skillful maneuvers as firepower, and a little luck never hurt. This is the world of BLUE POWDER GREY SMOKE. The only things we've left out are the snap of the battle flags and the smell of black powder on the breeze.

Whether you lead a single company or command one of the great armies of the Union or the Confederacy, YOU issue orders to your men in BLUE POWDER GREY SMOKE using the same commands Civil War officers actually used on the field of battle over a century ago. An innovative Gaming System allows players to exercise direct control over some or all of their units. Those wishing to may lead any number of troops in combat, from a brief company fire fight to a grand tactical battle. On the computer screen, battlefields and units are depicted in brilliant high-resolution, three-dimensional color graphics. Players may use an innovative "Zoom" feature in BLUE POWDER GREY SMOKE to view a tactical closeup, a larger strategic overview or a situational panorama of the battle. Combine all this with a sophisticated Line Of Sight system that provides for hidden movement, blocking units and terrain and even accurately understands slopes and contours, and in BLUE POWDER GREY SMOKE you have

the ultimate in computer strategy gaming. Your infantry, cavalry and artillery will carry into battle the full range of Civil War weapons from percussion rifles to repeaters, rifled cannon and smoothbores, sabers and bayonets and much, much more. Action is modified "real time" without cumbersome game turns, as your units simultaneously advance and retreat on the battlefield. Scenarios range from company to divisional level combat in three great battles of the American Civil War: Antietam, Chickamauga and Gettysburg.

Designed to be as playable as it is richly detailed, BLUE POWDER GREY SMOKE brings all the realism and excitement of Civil War combat and tactics to the computer screen with easy-to-learn-and-use Command Menus. The introductory tutorial, A BUGLE AT DAWN, is designed to start you playing and learning the BLUE POWDER GREY SMOKE gaming system. You'll be soldiering with your troops before you know it. Mastering Civil War strategy & tactics in battle may take just a bit longer, but then that's what this game is all about!

2.0 LOADING INSTRUCTIONS

2.1 JOYSTICK - If you are going to use a joystick with BLUE POWDER GREY SMOKE, plug it in now before you turn on your computer and load BLUE POWDER GREY SMOKE. The game will check for the presence of a joystick attached to your computer and will automatically accept commands from both the joystick and your keyboard. *NOTE* : Commodore version uses the joystick only.

2.2 APPLE // SERIES COMPUTERS - To load BLUE POWDER GREY SMOKE, insert your Master Game Disk in your Disk Drive, then turn on your computer. The game should begin to load and in a few moments you should see the BLUE POWDER GREY SMOKE title screen. If your Apple // is powered up, place the Master Game Disk in your Apple Disk Drive and type **PR#6** (or the slot# of your disk drive).

2.2.1 EXTENDED MEMORY APPLE // SYSTEMS
While designed to be fully compatible with older 64K Apple // systems, BLUE POWDER GREY SMOKE will use the expanded memory of, and perform significantly faster in, 128K or greater Apple // systems.

2.3 COMMODORE 64/128 SERIES COMPUTERS - To load BLUE POWDER GREY SMOKE in a Commodore 64 or Commodore 128 computer, first turn on your Commodore DISK DRIVE. After the disk drive is fully powered up, then turn on your COMPUTER. Insert the

Master Game Disk into the disk drive and type: **LOAD """, 8,1 <RETURN>**. Your disk drive should immediately begin to load the game. When the computer displays **READY**, type: **RUN <RETURN>**. After a few moments you should see the BLUE POWDER GREY SMOKE title screen. *IMPORTANT*: Owners of Commodore 128 computers must select the "COMMODORE 64 MODE" before loading the game.

2.4 KEYBOARD - APPLE ONLY- When using the computer's keyboard, use the <SPACE BAR> or the <ESC> key in place of the <FIRE BUTTON>. (APPLE //e & //c owners may alternately use the "Open" and "Closed" APPLE keys.) When the rule book prompts you to TOGGLE the joystick to move the game cursor, select game commands or specify a direction, use the <ARROW KEYS> instead. To scroll around the map, use the <ARROW KEYS> to select the direction and press the <SPACE BAR> to move around. The <ESC> or APPLE keys will return you to the Main Menu. You will soon find that BLUE POWDER GREY SMOKE can be played by using only 4 keys!

2.5 RULE BOOK REFERENCE - In order to avoid repetition in this rule book, instructions will be given as if you are using a JOYSTICK. Simply substitute the appropriate KEYBOARD instructions if you are using the keyboard.

3.0 TUTORIAL

The following tutorial is designed to help gamers new to BLUE POWDER GREY SMOKE get quickly and easily into the game while learning the gaming system. (Yes, WE know, no one EVER reads the whole rule book before booting the disk, including us.) After finishing the introductory scenario, A BUGLE AT DAWN, we do encourage you to skim the rule book once to familiarize yourself with its layout; then review the material more completely. The best way we know to learn BLUE POWDER GREY SMOKE is to play along while reading the rule book. One further word, for the sake of simplicity BLUE POWDER GREY SMOKE will be abbreviated as BP/GS throughout most of the remainder of the rule book.

3.1 INTRODUCTORY SCENARIO - This is the BP/GS introductory tutorial, A BUGLE AT DAWN. This scenario covers the action in the early morning of the first day at Gettysburg when Confederate Infantry under Heth, advancing on the town from the Chambersburg Pike clashed with Union Cavalry under Buford. We won't cover every possible option or command in BP/GS (after all, that's what rule books are for) but we will introduce you to the the game system, the basic commands and options available and get you started playing and enjoying BP/GS as we walk you through the tutorial. Each game command used in the tutorial will be enclosed in brackets and upper case, [SELECT A SCENARIO] for example, while each player response will be enclosed in angle brackets and capitalized: <FIRE BUTTON>. We'll assume that you're using a joystick to enter commands; simply substitute the appropriate keyboard commands if you're using the keyboard only. All set? Let's begin.

After loading BP/GS, the Startup Screen will appear. The first option, [SELECT A SCENARIO], is highlighted; for now, just press the <FIRE BUTTON>. NOTE : BP/GS will produce a series of audio "clicks" to confirm your selection every time a command or option is chosen. The Scenario Sub-Menu will next appear. The first option in the Sub-Menu, [HISTORICAL], is again highlighted; that's the one we want so press the <FIRE BUTTON>. BP/GS has several non-historical, or "hypothetical", variants but we'll settle for the "historical" commands given to the Union troops that day in 1863. Because this is the historical variant of this scenario, the Confederates also have their historical orders already entered. Since we want to issue a different set of orders, we must "CLEAR" the orders they now have. <TOGGLE> to CLEAR OPENING ORDERS [CONFEDERATE] and press the <FIRE BUTTON> to select this option. Now, <TOGGLE> over to [ACCEPT SELECTIONS] and press <FIRE>. If you've made a mistake and

selected an incorrect command, just toggle the joystick one more time to highlight [REJECT SELECTIONS] and press the <FIRE BUTTON> to repeat your selections. BP/GS will next prompt you to insert the Scenario Disk in "any" disk drive. (NOTE: If you have a 31/2" disk drive, then there is no seperate Scenario Disk; scenarios are on the Master Game Disk.) For those with dual drive systems, simply place the Scenario Disk in Drive 2; if you're using a single drive system, remove the Master Game Disk, insert the Scenario Disk and <TOGGLE> the joystick. A list of the BP/GS Scenarios will appear on the screen. A BUGLE AT DAWN is highlighted, so just press <FIRE>. Next, you'll be prompted to put the Master Game Disk in the original drive; do so now if you have a single drive system and <TOGGLE> the joystick.

The next Menu contains the game options available within each BP/GS scenario. <TOGGLE> the joystick until [COMPUTER PLAYER - FEDERAL] is highlighted and press <FIRE>. This tells BP/GS to take command of the Union forces in the Scenario as the computer player while we'll command the Confederate troops. Next, <TOGGLE> the joystick until the number "1" is highlighted after [SKILL LEVEL OF COMPUTER PLAYER] and press <FIRE>. At level "1" the computer in BP/GS plays a challenging game, but we just may have a few surprises of our own for the computer and the Yankee Cavalry. The next option, [SHOW UNSIGHTED UNITS], allows us to chose to see all the units on the map or only those that can be directly sighted by our troops. We'll select [YES] and press <FIRE>. While choosing "NO" will add to the realism of later scenarios, we'll want to see all the units right now. Next, <TOGGLE> the joystick until [ACCEPT SELECTIONS] is highlighted and press the <FIRE BUTTON> one more time.

You are now in the world of BLUE POWDER GREY SMOKE! This is the STRATEGIC MAP we're looking at with the town of Gettysburg in the right center of the screen and the Chamberburg Pike stretching toward the west over Seminary Ridge. We're the Confederates marching toward Gettysburg but let's look around before we make any rash decisions. We've got two infantry units, each composed of two Brigades and two Artillery units for support, nearly 6,500 seasoned veterans in all. But on the ridge straddling the road are some Yankees determined to block our advance on the town. Historically Heth believed that it was only State Militia blocking his way and sent the troops straight in up the road without bothering to unlimber the artillery. It wasn't State Militia, but a crack division of

Union Cavalry troops from the Army of the Potomac armed with repeating carbines! As a result, Heth got his division badly chewed up and Lee's advance was delayed just long enough for additional Union reinforcements to relieve the cavalry and make a fight for Gettysburg. Let's see if we can do better!

First we'll take a closer look. <TOGGLE> the joystick until the [MAPS] option is highlighted and press the <FIRE BUTTON>. A new Sub-Menu will appear under the Main Menu. <TOGGLE> the joystick again until the [TACTICAL] option is highlighted and press <FIRE>. This is the TACTICAL MAP. Each artillery, infantry and cavalry unit is represented by a unique figure. In this case, the Union Cavalry are dismounted so they appear as Infantry. Both our Artillery units are "limbered", or still being drawn down the road by their artillery horses, while the Yankee artillery is "unlimbered" and ready for action. With the Union Cavalry and their repeaters covering the approach along the Chambersburg Pike and their Artillery posted to sweep the road, any Confederate direct attack up the road will more than likely end the same way as it did for Heth. Instead, let's try to "out flank" the Yankees and avoid that long stretch of open road. We'll return to the Strategic Map first. <TOGGLE> the joystick until [STRATEGIC] is selected and press the <FIRE BUTTON>. Next, <TOGGLE> the joystick, select [DONE] from the Maps Sub-Menu and press <FIRE>.

Let's examine the terrain and see if we can't find a better route for our attack. <TOGGLE> the joystick until [UTLTY] is highlighted and press <FIRE>. Next, <TOGGLE> the joystick until [LOS/OFF] is selected and press <FIRE>. We've just turned the LINE OF SIGHT option "ON". <TOGGLE> the joystick until [DONE] is selected and press <FIRE>. <TOGGLE> the joystick again until [MAPS] is selected and press <FIRE>. We're back in the Maps Sub-Menu. [GO] is already highlighted so just press <FIRE>. Look closely: a cross hair, or GAME CURSOR, has appeared on the map. Hold the joystick in the direction you want to move the cursor. As you do, notice a window on the right of the MAIN MENU has opened, telling us the distance in yards the game cursor has moved from its last position, if the Line of Sight is clear or blocked from the starting position and the game cursor's current location. Notice also when the cursor is placed over a unit that the unit is identified on the screen.

Let's take another look at the Yankee units' positions.<TOGGLE> the joystick until it's over BUFORD'S 1ST BRIG. This is Buford's largest unit, with 1,600 dismounted Cavalry Troopers. Press <FIRE> three times; the distance counter on the right of the MAIN MENU is now set to Zero and this is the game cursor's new starting position. <TOGGLE> the joystick to BUFORD'S 2ND BRIG and then his Horse Artillery, BTRY A 2ND US.

An attack on the right flank of BUFORD'S 1ST BRIG from the ridge to their north just might work. BUFORD'S 1ST BRIG would block the fire from BUFORD'S 2ND BRIG, reducing BUFORD'S total fire power. We could place one of our artillery units on the ridge to the south of BUFORD'S position to suppress BUFORD'S 2ND BRIG and the remaining Artillery unit on the ridge line northeast of BUFORD'S 1ST BRIG to support our Infantry attack. But first let's see if we can move our Infantry units into position without the Yanks catching on. <TOGGLE> the joystick until BUFORD'S 1ST BRIG is highlighted again and move the game cursor north three positions until the message, BLOCK=540, appears. This position can't be seen by Buford's Cavalry and is only 540 yards away, a perfect place to launch our attack! <TOGGLE> the joystick next to the northwest, one position, then directly west, a position at a time, following the ridge line all the way to the trees due north of our Infantry on the Chambersburg Pike. With the exception of just two positions on the crest of the ridge, our approach is completely screened from the Yankees.

With [GO] highlighted, press the <FIRE> button. Next, <TOGGLE> the joystick until [DONE] is selected and press <FIRE> one more time. We're back at the Main Menu so <TOGGLE> the joystick until [ORDERS] is highlighted and press <FIRE>. The first unit we'll move is BRIG 3&4 HETH DIV. To select BRIG 3&4 HETH DIV, highlight the word SELECT on the Orders Sub-Menu and press the <FIRE> button; now <TOGGLE> until BRIG 3&4 HETH DIV appears and press <FIRE>. We'll put the unit in COLUMN FORMATION so they will move to their new position with a minimum of fatigue and as quickly as possible. Press the <FIRE BUTTON> again and the Orders Sub-Menu appears. <TOGGLE> the joystick until [DEPLOY] is selected and press <FIRE>. A new UNIT DEPLOYMENT Sub-Menu will appear. Press the <FIRE BUTTON> with [COMPANY] highlighted; the order, COMPANY, appears on the ECHO BAR. We just told the unit that the order is for the entire unit. <TOGGLE> the joystick again until [COLUMN] is highlighted and press <FIRE>. We've ordered the company into column formation and you've just issued your first order in BP/GS! <TOGGLE> the joystick until [DONE] is highlighted and press <FIRE> to leave the UNIT DEPLOYMENT Menu.

With [ORDERS] highlighted, press the <FIRE BUTTON> to return to the ORDERS Sub-Menu. (NOTE : If you make a mistake, simply select the [CANCEL] command located in the Orders Sub-Menu. This will cancel all the unit's current orders. SEE Section 4.4: Changing and Canceling Commands.) <TOGGLE> the joystick until [MOVE] is selected and press <FIRE> again to confirm the selection. We have two ways of issuing movement orders in BP/GS. For now, we'll use the SPECIAL MOVEMENT COMMANDS for this unit and give

detailed orders each step of the way. With [CYCLE] highlighted, press <FIRE>. The ECHO BAR will offer to begin the move "AS SOON AS POSSIBLE"; if we wanted to delay the move, we could simply toggle the joystick and BP/GS would ask us what time we want to start the execution of the unit's movement order. Since we want the unit to move out immediately, we'll press <FIRE>.

<TOGGLE> the joystick until the [COMPANY LEFT FACE] command is selected and press <FIRE>. We've just issued an order telling the unit to face 90° toward the left. Now, <TOGGLE> the joystick to select [MARCH] and press <FIRE> again. Look at the ECHO BAR: we've just issued a facing AND movement order. On the command MARCH, the unit moved one position. Each time you press the <FIRE BUTTON>, the unit will move one more position in the same direction. Press the <FIRE BUTTON> twice and the unit will MARCH two more positions into the woods just beyond the ridge line. <TOGGLE> the joystick again until [CYCLE] is highlighted once more; press the <FIRE BUTTON> twice and you're ready to issue additional orders to the unit. Now that you know how to issue movement orders, give the following additional orders: *(REMEMBER the orders you issue with the CYCLE COMMAND are facing orders terminated with the <FIRE BUTTON>, followed by movement orders from the Sub-Menu.)* COMPANY RIGHT FACE; MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH (Press <FIRE> NINE TIMES when the unit must turn to follow the ridge line); COMPANY RIGHT OBLIQUE FACE; MARCH; HALT.

The entire series of movement orders for BRIG 3&4 HETH DIV would look like: [CYCLE]: COMPANY LEFT FACE; MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT FACE; MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; MARCH; HALT.

BRIG 3&4 HETH DIV has arrived at its jumping off point! Press <FIRE> and the ORDERS Sub-Menu will appear. Use the [SELECT] command, as we did with BRIG 3&4 HETH DIV, to choose the next unit: BRIG 1&2 HETH DIV. We'll put this unit in COLUMN FORMATION as well. <TOGGLE> the joystick until [DEPLOY] is selected and press <FIRE>. Press <FIRE> again with [COMPANY] highlighted and the order, COMPANY, appears on the ECHO BAR. <TOGGLE> the joystick until [COLUMN] is highlighted and press <FIRE>. <TOGGLE> the joystick to [DONE] and press the <FIRE BUTTON> one more time. We'll issue this unit's movement orders now.

With [ORDERS] highlighted, press <FIRE> to re-enter

the ORDERS Sub-Menu. Next, <TOGGLE> to the [MOVE] option and press <FIRE>. With the [CYCLE] command highlighted, press the <FIRE BUTTON> twice to issue new orders. The movement commands for BRIG 1&2 HETH DIV are as follows: COMPANY LEFT FACE; MARCH, MARCH, MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT FACE, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; MARCH; HALT. (In the final attack, they'll march to the left of BRIG 3&4 and swing around to attack Buford's position from the rear.)

Now, let's deploy the Artillery units. With [ORDERS] highlighted, press the <FIRE> button to re-enter the ORDERS Sub-Menu. Choose the [SELECT] command from the Orders Sub-Menu and press <FIRE> to confirm the selection. <TOGGLE> the joystick until GARNETT'S 1ST ARTY appears and confirm the selection with another <FIRE>. <TOGGLE> the joystick until the [MOVE] command is selected and issue the following SPECIAL MOVEMENT ORDERS: [CYCLE]: COMPANY LEFT FACE; MARCH, MARCH, MARCH, MARCH (GARNETT'S 1ST ARTY is now on the crest of the ridge). [CYCLE]: COMPANY RIGHT FACE; MARCH, MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; LINE (the "line" order will automatically DIS-MOUNT the artillery and the unit will be ready to fire); MARCH; HALT.

With the [ORDERS] option highlighted, press the <FIRE> button to call up the ORDERS Sub-Menu. Next, return to the [SELECT] command in the Orders Sub-Menu and choose GARNETT'S 2ND ARTY. <TOGGLE> the joystick until the [MOVE] command is highlighted and press <FIRE> to select. Issue the following SPECIAL MOVEMENT ORDERS: [CYCLE]: COMPANY RIGHT OBLIQUE FACE; MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; LINE; MARCH; HALT. (GARNETT'S 2ND ARTY is in place and unlimbered.)

Now that we've issued all our movement orders, <TOGGLE> the joystick to highlight the [DONE] command and press the <FIRE BUTTON> to return to the Main Menu. <TOGGLE> the joystick until [EXECUTE] is highlighted. Press the <FIRE BUTTON> TWICE (BP/GS won't let you choose the EXECUTE command by accident with a single keystroke). As the game clock counts off the minutes, you'll watch your units moving, under Yank Artillery fire whenever sighted, to their assigned positions. When your units have reached their positions, press <FIRE> to halt the clock.

Our troops are in position and ready so let's issue the final

movement and combat orders. <TOGGLE> the joystick until [ORDERS] is selected and press <FIRE>. Use the SELECT command to choose BRIG 3&4 HETH DIV and issue the following SPECIAL MOVEMENT ORDERS: [CYCLE]: COMPANY RIGHT OBLIQUE FACE; LINE; MARCH, MARCH, MARCH, MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; MARCH; HALT . This will carry the unit through each of BUFORD'S units. <TOGGLE> the joystick until the [DONE] command is selected and press <FIRE>. Now,<TOGGLE> the joystick so that the [COMBAT] option is highlighted and press <FIRE> to confirm the selection. A new COMBAT Sub-Menu will appear. <TOGGLE> the joystick until [QUALIFY] is selected and press <FIRE>. <TOGGLE> the joystick until the [FIRE AT WILL] command is highlighted. Select the command with the <FIRE BUTTON>. <TOGGLE> the joystick until the [DONE] option is selected and confirm with a press of the <FIRE BUTTON>. Repeat this last step to exit the COMBAT sub-menu.

Choose the [ORDERS] option from the Main Menu and select the next unit: BRIG 1&2 HETH DIV. Confirm the selection by pressing <FIRE>. Then <TOGGLE> the joystick until the [MOVE] option is highlighted; select the option by pressing <FIRE>. With the [CYCLE] command highlighted, press <FIRE> twice to issue final movement orders to attack BUFORD'S units from the rear. The final orders will include: [CYCLE]: COMPANY RIGHT OBLIQUE FACE; LINE; MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; MARCH. [CYCLE]: COMPANY LEFT OBLIQUE FACE; MARCH, MARCH. [CYCLE]: COMPANY RIGHT OBLIQUE FACE; MARCH; HALT.

Let's issue BRIG 1&2 HETH DIV's combat orders . Press the <FIRE BUTTON>, then <TOGGLE> the joystick until [DONE] is selected and press <FIRE> one more time. Now that we're back to the Main Menu, <TOGGLE> the joystick to select the [COMBAT] option. Press <FIRE> to call up the COMBAT Sub-Menu. Next, <TOGGLE> the joystick until the [QUALIFY] command is selected and press <FIRE>. With the new

QUALIFY Sub-Menu on screen, <TOGGLE> the joystick until [FIRE AT WILL] is highlighted and press <FIRE> to confirm the selection. We've just told the unit to use its own best judgement as to when and where to fire its weapons. To exit the QUALIFY Sub-Menu, simply <TOGGLE> the joystick until [DONE] is selected and press the <FIRE BUTTON> to return to the COMBAT Sub-Menu. <TOGGLE> the joystick to select the [DONE] option once again and press <FIRE> to leave the COMBAT menu.

Now for our artillery. Choose the [ORDERS] option from the Main Menu and select GARNETT'S 1ST ARTY. Return to the Main Menu, choose the [COMBAT] option and press <FIRE> to accept. <TOGGLE> over to [QUALIFY] and press <FIRE>. Choose [FIRE AT WILL], as we did with our Infantry units. Then return to the Main Menu to select the remaining Artillery unit, GARNETT'S 2ND ARTY, from the ORDERS option. Choose the [COMBAT] option and press <FIRE> to accept. <TOGGLE> over to [QUALIFY] and press <FIRE>. Then select the [FIRE AT WILL] command.

Well, that's the lot. Heth's Division is prepared to go slamming in on Buford's unprotected right flank and whip the devil out of the Yankees. <TOGGLE> the joystick until [DONE] is selected and return to the COMBAT Sub-Menu. <TOGGLE> the joystick again to select the [DONE] command; press the <FIRE BUTTON> to return to the Main Menu. <TOGGLE> the joystick one more time to choose [EXECUTE] and remember to press the <FIRE BUTTON> twice. Welcome to BLUE POWDER GREY SMOKE.

Now that you've experienced the thrill of victory, and your new-found power to alter history, it might prove interesting to see how the historical battle actually took place. If you wish to view this scenario the way it really unfolded, then load the scenario according to the instructions at the beginning of this section, but skip the instruction that tells you to clear the Confederate's opening orders. Then select [EXECUTE] from the Main Menu, press the <FIRE BUTTON> twice and watch history repeat itself.

4.0 GAME SETUP & PLAY

4.1 GAME SETUP - Game Setup in BP/GS begins with the Game Options Menu that appears immediately after the MASTER GAME DISK is loaded. Each option may be selected by toggling the joystick to highlight the option you desire and pressing the <FIRE BUTTON> or using the keyboard commands.

The Setup options include:

SELECT A SCENARIO
PLAY A SAVED GAME
COMPUTER PLAYER - <FEDERAL> <CONFEDERATE>
SKILL LEVEL OF COMPUTER PLAYER 1 | 2 | 3 | 4
SHOW UN-SIGHTED UNITS - <YES> <NO>
ACCEPT SELECTIONS | REJECT SELECTIONS

4.1.1 SELECT A SCENARIO - This option allows players to select and load one of the BP/GS scenarios from the BP/GS SCENARIO DISK and displays an OPTIONS SUB-MENU on the screen.

The Scenario Sub Menu options include:

SELECT SETUP/HISTORICAL | HYPOTHETICAL
CLEAR OPENING ORDERS/UNION | CONFEDERATE
ACCEPT SELECTIONS | REJECT SELECTIONS

Insert the BP/GS SCENARIO DISK. *NOTE:* If you have a 3 1/2" Master Disk, then there is no separate Scenario Disk; scenarios are on the Master Game Disk. Chose from the various game options and "accept" the selection to begin the game. A SCENARIO/SAVED GAME SUB MENU will appear, listing the available scenarios on the disk. Toggle the joystick to select the desired scenario and press <FIRE> to load the scenario. Single disk drive systems will prompt the player to insert the MASTER GAME DISK.

NOTE: Players must then chose the ACCEPT SELECTIONS option from the GAME SETUP MENU before BP/GS will load and execute a scenario or saved game. Press <FIRE> to begin play.

SELECT SETUP/ HISTORICAL|HYPOTHETICAL- Each scenario in BP/GS includes "orders" for the computer player that will either duplicate the "historical" orders of the units invloved or, if the "hypothetical" option is chosen, issue alternate orders that may produce very different results.

CLEAR OPENING ORDERS - This option will clear the initial "historical" or "hypothetical" orders from either the UNION or CONFEDERATE player for the purpose of allowing players to start with all units waiting for orders.

ACCEPT SELECTIONS | REJECT SELECTIONS- ACCEPT SELECTIONS enters the game using the currently selected options. REJECT SELECTIONS clears

all options selected but, if a scenario has been loaded, it is retained in the computer's memory.

4.1.2 PLAY A SAVED GAME - Allows players to access a "Save Game Disk" from any disk drive (BP/GS will automatically use additional disk drives if available) to select and load a saved game for play. Players will be prompted to insert a Save Game Disk if necessary.

NOTE : When this item is selected, BP/GS will load the options that were saved along with a particular "saved game", instead of getting those options from the player.

4.1.3 COMPUTER PLAYER - <FEDERAL> <CONFEDERATE> - This option allows players of BP/GS to select either the FEDERAL or CONFEDERATE team as the computer player. If no choice is made, BP/GS is automatically a two- player game.

4.1.4 SKILL LEVEL OF COMPUTER PLAYER 1 | 2 | 3 | 4 - The Computer Player in BP/GS has several "skill" levels to accomodate novice and veteran players alike. The difficulty rating ranges from a low of 1 (easiest) to 4 (hardest). If no selection is made and a computer player has been selected, the default value is level 1. The more difficult the skill level, the longer the computer will take to decide when and where to move its units.

4.1.5 SHOW UN-SIGHTED UNITS-<YES><NO>- This option allows players to chose either to "see" only those units sighted by units on their own team or to view all units in the secenario. The first option is more "historic", simulating the "Fog of War", while the second is recommended for those new to strategy gaming. The default value is <NO>.

4.1.6 ACCEPT SELECTIONS| REJECT SELECTIONS - Players must use this menu option to accept or reject the game SETUP options chosen. Reject clears the previous selections and allows the player to chose new SETUP options.

4.2 SCREEN DISPLAY - BP/GS uses a combination of on-screen "WINDOWS" and HORIZONATAL "MENUS" and INFORMATIONAL DISPLAYS to select game commands and display information. The top 2/3 of the computer screen displays the BP/GS MAP WINDOW. The main COMMAND WINDOW is always on screen beneath the MAP WINDOW and contains the GAME MENUS and INFORMATIONAL DISPLAYS used in BP/GS.

4.3 GAME MENUS - Players in BP/GS issue commands and orders by selecting the appropriate commands and orders through a system of "nested"

GAME MENUS in the COMMAND WINDOW. *NOTE:* All menus in BP/GS are "Bi-Directional"; you may move both forward and backward across a menu by simply toggling the joystick in the opposite direction. When using a joystick, the <FIRE BUTTON> will make a "click" to confirm a selection. *NOTE :* To confirm an actual order, you will hear a "double" click after pressing the <FIRE BUTTON>.

4.3.1 GENERAL STATUS DISPLAY - The GENERAL STATUS DISPLAY, highlighted in black, at the top of the COMMAND WINDOW displays the current elevation level and terrain type at the cursor location, the time of day and current active army, UNION or CONFEDERATE.

4.3.2 MAIN MENU - The MAIN MENU is located directly beneath the STATUS DISPLAY. It lists the 5 principal game options available in BP/GS: MAPS, ORDERS, COMBAT, EXECUTE & UTLTY (Utility). By selecting one of the available options, several sub-menus are activated. *IMPORTANT:* If "TIME & ACTIVE TEAM" are NOT displayed on the MENU BAR, then "nothing" is happening and the game is waiting for either an EXECUTE or SELECT COMMAND.

If "TIME" is displayed but NOT the "ACTIVE TEAM", you

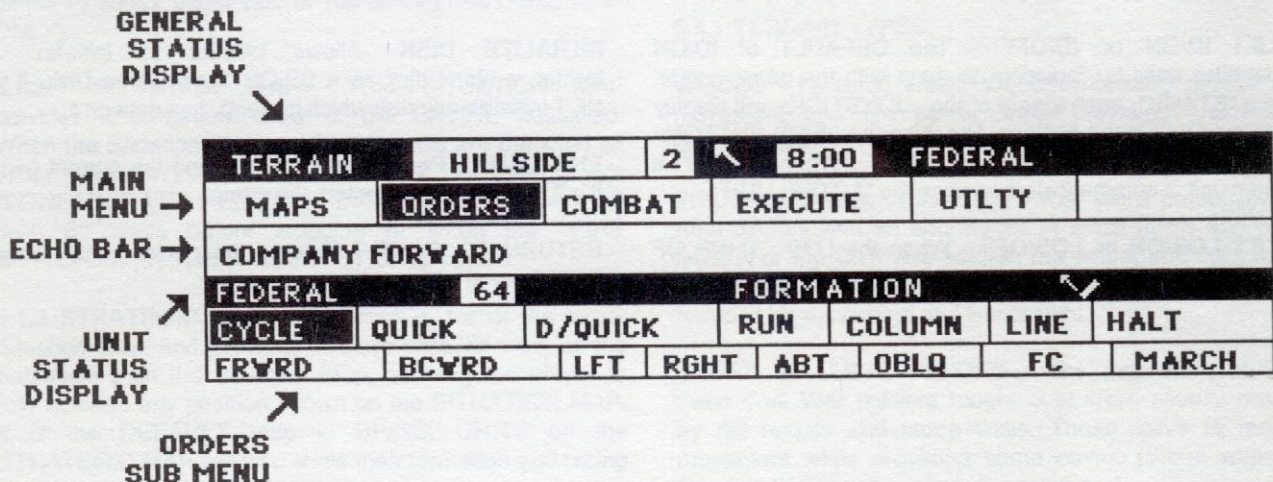
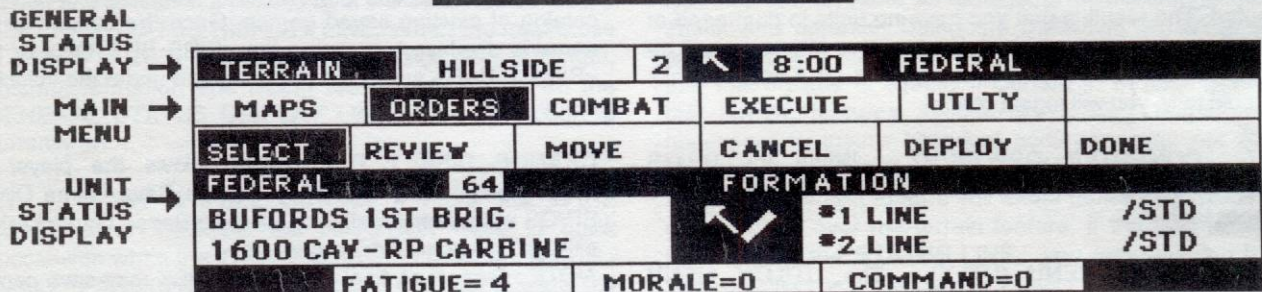
are in the EXECUTION PHASE. If you toggle the joystick during the EXECUTION PHASE, the execution will be interrupted, BUT not before the current action is completed. If more than one minute passes, then the game did not register the toggle to interrupt the execution. Pull and hold back on the joystick to reissue the command to stop execution.

4.3.3 ECHO BAR - Located beneath the MAIN MENU, the ECHO BAR displays, or "echoes", the current unit commands selected by the player when issuing movement or deployment orders.

4.3.4 UNIT STATUS DISPLAY- A UNIT STATUS DISPLAY on the bottom of the screen displays the name of the current UNIT, its designation (UNION or CONFEDERATE), its formation, posture, direction of movement, strength, weapons, command, morale, and fatigue level. Additional commands, sub menus and unit information are also displayed here.

4.4 CHANGING OR CANCELING COMMANDS - If you should, using the BP/GS command and menu system, make a mistake and select the wrong order, not to worry. Simply select the CANCEL command and issue the correct order.

SAMPLE MENUS



4.5 GAME TIME -There are no "turns" in BP/GS. Action occurs in MODIFIED REAL TIME. From the moment a scenario starts, time will begin to pass in game "minutes". Whenever the <FIRE BUTTON> or <ANY KEY> is pressed to, say, issue new orders or to simply stop action, the game clock (located in the right center of the STATUS DISPLAY) is halted. Once play is resumed (the game is ordered to EXECUTE), game time continues. REMEMBER - any new action ordered will take the appropriate amount of time to execute. It is important to keep in mind that, just as on a real Civil War battlefield, not all orders or actions are immediately received or executed. If you order a unit to advance and then countermand the order (using the CANCEL order option), then additional time may be added so as to create a delay before the unit begins to execute its current order. This is done to simulate the time delays created when a commander issued a wrong command or changed his mind as to what he wanted a unit to do.

4.6 "2" OR MORE PLAYER GAME - When the BP/GS playing screen first appears, select your "TEAM", UNION or CONFEDERATE, by toggling the JOYSTICK and pressing the <FIRE BUTTON>. Your choices will appear at the right hand corner of the GENERAL STATUS DISPLAY.

If the message "YOU HAVE LOST COMMAND OF YOUR UNITS" should appear on the screen, then there are units that have not arrived yet and/or your active units have routed. The result is that you have no units to command at this time. If units are scheduled to arrive later, you will be given control back at that time, or if your routed units should rally, you will regain control.

4.7 COMPUTER OPPONENT - When the BP/GS playing screen first appears, no "TEAM" selection is necessary.

4.8 UTILITY MENU (UTLY) - The UTILITY MENU allows players several informational and display options.

4.8.1 ID/ON or ID/OFF - The DEFAULT of ID/ON identifies units by "pointing" to them with the game cursor. In a "STACK", each toggle of the <JOYSTICK> will display the next unit in the position. Pressing the <FIRE BUTTON> will stop the unit identification. NOTE : When you "ID" a team unit, it automatically becomes the "ACTIVE UNIT".

4.8.2 LOS/ON or LOS/OFF - When the LOS (LINE OF SIGHT) is "ON" and a player selects GO on the MAP

MENU, the RANGE in yards and LINE OF SIGHT from start to end of cursor movement is displayed. The start position is the position the cursor is in when the GO option is selected. The DEFAULT is LOS/OFF.

4.8.3 NEG.F & NEG.C - A toggle command - This command is designed for those using MONOCROME monitors. NEG.F will place a black background behind FEDERAL units while NEG.C will do the same for CONFEDERATE units or vice versa. This option only works with the Tactical display.

4.8.4 SAVE GAME OPTION - Selecting SAVE from the Utility Menu opens the BP/GS SAVE GAME Sub-Menu. The options include: SAVE NEW, SAVE TO EXISTING, CHANGE DISK, INITIALIZE DISK, END GAME & RETURN TO GAME. You can save a maximum of 5 games on a 5 1/4" disk and a maximum of 15 on a 31/2" disk.

SAVE NEW - Allows the player to save the current game under a "new" name to the Save Game Disk. In addition, this option will notify the player of any errors detected while saving a game, such as a full disk.

SAVE TO EXISTING - Permits a current game to be saved to an existing saved game on the Save Game Disk. If more than one saved game is on the Disk, TOGGING the joystick or using the ARROW KEYS will display a catalog of existing saved games. Once the desired game name is displayed, pressing the <FIRE BUTTON> or the <SPACE BAR> saves the current game under the selected name.

CHANGE DISK - This options allows the player to catalog an existing disk or to change Save Game Disks. BP/GS will automatically search for a Saved Game Disk in either single or multi drive systems.

NOTE : Owners of Apple 3 1/2 UNI DISK may save games to this disk drive system.

INITIALIZE DISK -Allows players to initialize, or format, a blank disk as a BP/GS Save Game Disk. It will NOT initialize any disk which currently has data on it.

END GAME - Permits the player to end the current game. It will not "reboot", or restart, the game.

RETURN TO GAME - Returns the player to the current BP/GS game with no change.

5.0 BATTLEFIELDS & MAPS

Each Scenario in BP/GS uses its own particular battlefield map. The overhead, high-resolution, three-dimensional perspectives of the maps are designed to depict the varying terrain and elevations of each location. In addition, the COMMAND MENU is always located in the lower portion of your computer screen. With the MAPS menu item highlighted, press the <FIRE BUTTON> once to call up the MAP SELECTION MENU. The commands include GO, TACTICAL, STRATEGIC, SITUATION & DONE.

5.1 MAP MENU

5.1.1 GO or "SCROLLING" - Select the GO command from the COMMAND MENU to scroll through any of the maps in BP/GS. A cross on either the STRATEGIC or TACTICAL maps (the SITUATION MAP uses a colored square instead) will appear in the center of the screen. As you <TOGGLE> the joystick, the cross will move one position in the direction of the joystick movement. A direction arrow on the GENERAL STATUS DISPLAY LINE between the ELEVATION indicator and the GAME CLOCK will indicate the direction of movement. To move the cross continuously in any direction, simply keep the joystick depressed. As the cross moves over the battlefield, the terrain and elevation it passes over will be indicated on the GENERAL STATUS DISPLAY LINE. When the map cross is placed over a unit, the unit's designation, strength, posture, formation and facing are also displayed on the GENERAL STATUS DISPLAY LINE, if the ID option is currently on.

5.1.1.2 FAST & FULL SCROLL - Press the <FIRE BUTTON> or TOGGLE the JOYSTICK twice in quick succession when the TACTICAL MAP is selected. A SUB-MENU, "FAST | FULL", will appear in its place to allow the player to select either fast or full scroll (TACTICAL MAP ONLY).

5.1.2 SITUATION MAP - The SITUATION MAP provides a panoramic view of the ENTIRE battlefield. When the Situation Map is selected, units are depicted as either (UNION) BLUE FLASHING SQUARES or (CONFEDERATE) RED FLASHING SQUARES. These will flash 60 times before stopping or when the <FIRE BUTTON> is pressed or the JOYSTICK is toggled.

5.1.3 STRATEGIC MAP - This map is 1/4 of the larger Situation Map and provides a more detailed view of the battlefield than the Situation Map, allowing the player to fully scroll to any position shown on the SITUATION MAP. It is the DEFAULT map in BP/GS. UNITS on the STRATEGIC MAP will also show their formation and facing at a glance (SEE SAMPLE MENU).

5.1.4 TACTICAL MAP - The TACTICAL MAP provides an even more detailed view of the battlefield, showing 1/12 of the SITUATION MAP and, as with the STRATEGIC MAP, allowing full scrolling to any portion of the SITUATION MAP.

5.2 MAP SCALE - Battlefield maps in BP/GS contain over 2,500 separate positions. In the SCALE of each map, however, the actual dimensions of each position will differ according to the SCENARIO selected. This flexible scaling system allows BP/GS to support scenarios from the COMPANY to the DIVISIONAL level.

5.3 UNIT DENSITY & DISORDER - UNIT DENSITY, or how many men (from 2 or more units) are in a particular position at one time, may determine the combat-effectiveness of those men. To effectively deploy, maneuver and fight, a Civil War soldier required at least 4 square yards per soldier. While more men could (and can in BP/GS) be placed in a position, those men are considered to be DISORDERED and will experience drastically reduced combat potential.

5.4 TERRAIN - Terrain in BP/GS influences both MOVEMENT and LINE OF SIGHT. In addition, each terrain type will confer some advantage or disadvantage during attack and defense. Using the battlefield terrain to best advantage was essential in the Civil War (and all wars for that matter) and is equally important in BP/GS. Some of the terrain features visible on BP/GS maps, while necessary to insure historical accuracy, may not affect Movement, Line of Sight or Line of Fire. When uncertain if a particular terrain feature will affect game play, place the game cursor over the terrain feature. If the feature is not identified on the STATUS LINE, you may assume it will have no affect on game play.

5.4.1 TERRAIN TYPES:

WOODS - Forested areas. Woods drastically reduce unit movement and fire power while providing extensive concealment.

FIELDS - America in the 1860's was still a predominately rural country with an abundance of small farms and open fields. For the Civil War soldier, the wheat and corn fields of Antietam and Gettysburg offered little concealment and reduced his movement and line of sight.

STONE WALLS & FENCES - The patchwork of farm fields Civil War soldiers fought over were usually divided by rail fences and stone walls. These serve to reduce movement while providing some cover. (Stone walls, in fact, function as ready-made breastworks.)

IMPORTANT: Units in the same position as a stone wall or fence will be considered to have the stone wall or fence in their front. Their front is determined by their facing.

ROUGH - Usually irregular, uneven or rocky terrain. Movement is reduced while some cover is provided. Devil's Den at Gettysburg is a good example of very rough terrain.

PIKE - Before the super highway and the freeway, the PIKE was the only "surfaced" roadway between cities and towns. Unit movement will be maximized; however, there is no effective cover for units caught on a PIKE. Units should always move in COLUMN formation while on a PIKE.

GROUND LEVEL - Open, flat terrain and base elevation. Unit movement is nearly as fast as on a PIKE, with no effective cover. Line of sight extends until blocked by an elevation, terrain type or another unit.

HILLSIDES (SLOPES) - Higher elevations rising from GROUND LEVEL to a HILLTOP. Hillsides impose a significant movement penalty and increase fatigue moving UP and DOWN the slope. Units on a slope will have their line of sight extended "downward" and restricted "upward".

HILLTOP - The highest elevation in the game. There is no movement penalty moving from one position to another on a hilltop. Line of sight is maximized "downward".

BASIN - The lowest elevation in the game. There is no movement penalty moving from one position to another in a basin. Line of sight is severely reduced "upward".

BUILDINGS - WOOD & STONE - There are two principal structure types in BP/GS: WOOD and STONE BUILDINGS (for game purposes, stone will serve for brick structures). In addition, several different building types are available as well as 1 or 2-story structures. Built-up areas (towns, cities, etc.) drastically reduce movement. **IMPORTANT:** EACH INDIVIDUAL BUILDING SYMBOL ON THE BP/GS MAP REPRESENTS A CLUSTER OF BUILDINGS. THE BUILDING POSITIONS ON THE MAP ARE CONSIDERED TO BE A MIXTURE OF CLEAR AREAS (STREETS) AND ACTUAL BUILDINGS.

BRIDGES - Rivers and creeks in BP/GS are crossed using either BRIDGES or by fording in a shallow area (in other words, taking off your boots and carrying your weapon and cartridge case over your head. Officers would, of course, ride across on their horses!). BRIDGES function like pikes for movement and cover purposes. (When ordering your troops to force a bridge under heavy fire, you might start with, "Men, I had wanted to be with you....")

5.4.2 OVERLAPPING TERRAIN - Several TERRAIN types in BP/GS may occupy the same position (ex: a wooded hill). In that case, the terrain effects will be compounded.

5.5 VISIBILITY & LINE OF SIGHT - Line of Sight (or WHO can see WHAT and WHEN) is determined in BP/GS by the computer for both human and computer players. The computer will calculate which of several possible factors will block line of sight between either friendly or enemy units. The LINE OF SIGHT system in BP/GS is, for the technically minded, a "Double Blind" system; units may sight another friendly or enemy unit without necessarily being sighted in return. (Ex: a unit deployed in a tree line in a "forest" position during Summer sights another unit deployed in a "Clear" position. Unless it reveals its position by moving from the "forest" position or firing on the sighted unit, it will remain unsighted.) **NOTE:** DURING THE CIVIL WAR, "INDIRECT FIRE" (FIRING ARTILLERY AT AN UNSEEN ENEMY FROM COORDINATES SUPPLIED BY A THIRD UNIT) HAD SIMPLY NOT BEEN DEVELOPED. CONSEQUENTLY, IN BP/GS A UNIT WILL HAVE TO SEE WHAT IT'S SHOOTING AT.

5.5.1 TIME OF DAY - There are 3 periods during a 24-hour day that are considered to effect VISIBILITY, MOVEMENT and LINE OF SIGHT: (1) DAYLIGHT, (2) DAWN/DUSK and (3) NIGHT.

DAYLIGHT - Visibility, movement and line of sight are considered to be at their maximum.

DAWN/DUSK - Visibility, movement and line of sight are restricted BUT during DAWN will rapidly improve to DAYLIGHT while at DUSK it will rapidly diminish to night.

NIGHT - Minimum visibility, movement and line of sight. While movement is possible, it is severely slowed and the diminished visibility makes combat highly dangerous.

5.5.2 SEASONS - The BP/GS gaming system supports 4 seasons which may also effect VISIBILITY, MOVEMENT and LINE OF SIGHT: 1) SUMMER, (2) FALL, (3) WINTER and (4) SPRING.

SUMMER - Movement and line of sight are "normal".

FALL - Movement is "normal"; however, line of sight, when blocked by trees, is extended beyond the first tree line.

WINTER - Movement of all unit types is reduced; the line of sight is similar to FALL.

SPRING - Movement is similar to WINTER, while line of sight is "normal".

5.5.3 ELEVATIONS & BASINS - Elevations & Basins serve to obstruct or enhance LINE OF SIGHT and tend to restrict MOVEMENT. Two-story structures on elevations (ex: a wooden two-story building on a slope) are considered to add one level to the existing elevation and further enhance LINE OF SIGHT for a unit at that position while the same structure and elevation will further obstruct LINE OF SIGHT for a unit below the position. *IMPORTANT:* Elevations, or HIGH GROUND, also serve to prevent FRIENDLY UNITS from obstructing LINE OF FIRE as they would normally on level terrain.

5.5.3.1 SLOPES - Unlike most board and computer simulations, ELEVATIONS in BP/GS are not treated as "step"-like plateaus but as actual slopes. As a result, the uneven nature of a sloping elevation may, in some cases, provide concealment for a unit, blocking line of sight.

6.0 UNIT TYPES

There are four main unit types in BLUE POWDER GREY SMOKE. Depending on the scenarios selected, units may range in size from a company to a complete division. Each unit in BP/GS (referred to as a "COMPANY" in the COMMAND MENUS, regardless of its size) is further divided into two "SECTIONS", each capable of assuming a different formation and posture. A unit's "sections", however, are not separable and can not physically be detached from the unit. Each unit type, much like a chess piece, can move in different ways on the battlefield but, unlike a chess piece, assumes different positions, formations and capabilities with very different results.

6.1 INFANTRY - Infantry units may deploy in COLUMN, LINE or SKIRMISH formation. Infantry in either LINE or SKIRMISH formation consists of footsoldiers in a particular size unit (Company, Regiment, Battalion or Division) armed with rifles and muskets with bayonets or with carbines (short-barreled rifles). They move normally in common time at a standard march rate. They may, however, move at a "QUICK", "DOUBLE QUICK" or "RUN" rate but with increased fatigue.

6.1.1 SHARPSHOOTER - Trained marksmen with special "Sharpshooter" rifles. They are moved and deployed as infantry but can, man for man, bring more accurate and damaging fire power to bear on a target.

5.5.3.2 BLIND SPOTS & REVERSE SLOPES

- Elevations, terrain types, etc. which block LINE OF SIGHT from the sighting unit to the target unit will create a zone of restricted vision behind the target unit. These "BLIND SPOTS" may extend for varying distances. A sighting unit, for example, on level terrain will have all the positions obstructed in a fan-shaped pattern behind a blocking structure (ex: a one-story farm house). A similar sighting unit on an elevation above the farm house, however, will find only those positions immediately behind the farm house blocked. Those positions further in the distance will not be obstructed.

5.5.4 BLOCKING UNITS - Civil War formations were, as a general rule, massed formations. As a result both friendly and enemy units could and did screen or block LINE OF SIGHT.

6.2 CAVALRY - Cavalry Units in BP/GS may be either "Mounted" or "Dis-mounted". They are used as "scouts" due to their superior mobility, as "shock troops" in the classic cavalry charge or as mounted infantry who ride to the scene of battle and then dismount and fight on foot. While mounted, they move faster than any other BP/GS units; when dismounted, they move as infantry. They generally carry either single shot or repeating carbines, pistols and sabers. Cavalry may fire their weapons while either mounted or dismounted. Due to the larger target that mounted cavalry present, they will generally take greater losses when mounted and under fire than when dismounted.

6.3 ARTILLERY - Artillery Units may be either "Mounted" or "Dis-mounted" (Limbered or Unlimbered). Artillery is used primarily to support or defend against infantry or as "counter battery" fire against opposing artillery. On the march, guns would be "Limbered" (transported by horse-drawn, 2-wheeled carts, or "Limbers"). While "Mounted" artillery moves considerably faster than "Dis-mounted" artillery, it can not be fired unless "Dis-mounted". (Yes, we do know that artillery is really "Limbered" or "Unlimbered" but to simplify the command structure we chose to use "Mounted" and "Dis-mounted" for both Artillery and Cavalry Units.)

7.0 UNIT ORDERS

Moving masses of troops from a simple company of a few hundred men to a full division of several thousand from one location to another over roads, hills, creeks, farm fields and forests in any kind of recognizable order was difficult enough. Attempting to lead those same men into battle and under fire without the unit turning into an armed mob was a formidable task to say the least. In addition, most Civil War small arms were still muzzle loading affairs, weapons with a relatively slow rate of fire. The only way to generate any reasonable volume of directed fire on an enemy was to use infantry firing in massed formations. And the only way to deliver those massed formations at the right place and at the right time was to select and use the proper formation from the beginning. BLUE POWDER GREY SMOKE rewards those who can deploy their units in the most effective manner. We won't say what happens to those who don't.

ORDERS are issued to one unit at a time in BP/GS. This "ACTIVE UNIT" is selected in one of two ways: either by moving the cross hair on the map until it is on the unit and "IDing" the unit, OR choosing the SELECT COMMAND and picking out the unit from the selection displayed in the GENERAL STATUS DISPLAY. The current "ACTIVE UNIT" will flash until the JOYSTICK is toggled or the <FIRE BUTTON> pressed. *NOTE:* When issuing orders, if no orders are "Echoed" in the ECHO BAR, then no commands were given to a unit.

IMPORTANT: No ORDER for movement or combat is considered to be issued or received instantly. BP/GS will perform an update every game minute to simulate these command/control delays.

7.1 UNIT MOVEMENT ORDERS - BP/GS offers gamers several ways, based on actual Civil War commands, to order or move a unit or units to a specific objective. (To the best of our knowledge Robert E. Lee did not order Stonewall Jackson or JEB Stuart to an objective by tracing movement points across a "Hex" grid and in BP/GS you won't have to either.)

IMPORTANT: BP/GS allows gamers to play "simple" or more "detailed" games by choosing the appropriate commands. By selecting GENERAL MOVEMENT ORDERS and FIRE AT WILL, for example, movement and combat are handled by the computer rather than the player.

7.1.1 SPECIAL MOVEMENT ORDERS - "The Special Commands" - To trace a specific route to an objective, choose the MOVE command from the ORDERS

MENU. By using the SPECIAL MOVEMENT ORDERS (QUICK, D/QUICK, RUN, COLUMN, LINE, HALT, FORWARD, BACKWARD, LEFT, RIGHT, ABOUT, OBLIQUE, FACE and MARCH) players may issue specific orders that move a unit in a particular formation, facing and speed over a particular route one position at a time to its final objective (SEE COMMAND MENU). This movement system is recommended when coordinating a number of units in complex maneuvers that require precise timing. (Some of Robert E. Lee's more daring flanking maneuvers on a succession of hapless Union commanders would easily fall into this category).

7.1.1.1 COMPANY ONLY COMMANDS - Any time a COLUMN, LINE, SKIRMISH OR DISMOUNT order is entered for a SECTION OR a COMPANY, the entire COMPANY will automatically change formation.

7.1.1.2 FACE COMMAND - The FACE COMMAND is an "ACTION COMMAND" issued at the conclusion of a set of FACING orders given a UNIT and represents that unit's current ORDER to execute those commands (EX: COMPANY ABOUT FACE).

IMPORTANT : FACE will qualify an OBLIQUE COMMAND during movement . When FACE is used with an OBLIQUE COMMAND, then the unit will turn and move on the oblique. If OBLIQUE is used to qualify a direction but is not itself qualified by a FACE COMMAND, then the unit will look to the oblique, BUT not move to it.

7.1.2 GENERAL MOVEMENT ORDERS -"Computer as Scout" OR "Point & Go" - While in fact Civil War commanders on occasion did issue very detailed movement orders to their subordinates, the most common method was simply to order a particular unit to a particular location by a certain time, trusting to the unit's commander to determine the best route. (This was, on occasion, a wildly optimistic assumption but that's another story.) BP/GS allows the player to do just that!

To select a unit objective in this fashion, choose the MOVE command from the ORDERS MENU. Now, select the CYCLE option and toggle through sections displayed in the ECHO BAR until GENERAL MOVEMENT ORDER is displayed. Press the <FIRE BUTTON>. The selected unit can now be "picked up" by the joystick and placed anywhere on the map board. Press <FIRE> again when the unit is over the desired objective. The message "SIR, ROUTE FOUND. CONSIDERING ALTERNATIVES" will appear as soon as the computer has found at least one

route to travel. The computer will keep searching for a faster route until it has tested all it can or you press <FIRE>, at which time it will use the last best route it found. The unit will then trace its proposed route across the screen. If the Computer Scout can not find any route to the target, it will display "NO SATISFACTORY ROUTE FOUND" in the ECHO Bar. After you have selected the GENERAL MOVEMENT COMMAND but you have not yet selected an objective for the unit, you may abort the command by placing the unit at its starting position and pressing <FIRE>. A unit may be ordered to make multiple moves with the CYCLE COMMAND. ALSO, players wishing to add SPECIAL MOVEMENT COMMANDS to CYCLE COMMANDS must issue them before selecting CYCLE.

There are 8 separate CYCLE COMMANDS in BP/GS that may be selected by toggling the JOYSTICK and pressing the <FIRE BUTTON>: GENERAL MOVEMENT, COMPANY FORWARD, COMPANY BACKWARD, COMPANY LEFT OBLIQUE FACE, COMPANY RIGHT OBLIQUE FACE, COMPANY LEFT FACE, COMPANY RIGHT FACE, COMPANY ABOUT FACE (SEE: COMMAND MENUS). These may be used in conjunction with the SPECIAL COMMANDS to quickly make up complex orders to a particular unit.

7.1.3 MARCH COMMAND - The MARCH COMMAND is an "ACTION WORD" issued at the conclusion of a set of orders given a UNIT and represents that unit's current ORDER to execute those commands.

7.1.4 HALT COMMAND - The HALT COMMAND is used in two ways: first is to exit the MOVEMENT ORDERS MENU and second is to clear the ECHO BAR of a command sequence before a MARCH command is issued.

7.2 UNIT FORMATION ORDERS - Units in BP/GS can be deployed or formed in three basic formations: COLUMN, LINE and SKIRMISH. *IMPORTANT* : While a unit is carrying out a MOVEMENT ORDER, you may interrupt action and issue a new FORMATION ORDER; the unit will then resume its previous ORDER in the new formation. *NOTE*: Any time a COLUMN, LINE, SKIRMISH OR DISMOUNT order is entered for a SECTION OR a COMPANY, the entire COMPANY will automatically change formation.

7.2.1 COLUMN - Units in COLUMN formation are considered to be in a rectangular formation composed of 4 equal RANKS. Units in COLUMN formation move faster and with less fatigue from point to point than when in Line or Skirmish. It is the principal formation used to move Civil War units "on the march". The main disadvantage of the formation is the high percentage of the unit's personnel in a relatively small area and their inability to bring their rifles to bear on an attacking force. Units in COLUMN formation that are attacked will, as a result, usually suffer far

heavier casualties and inflict only limited damage on the attacking force than they would in Line or Skirmish.

7.2.2 LINE - Units in LINE formation are considered to be in a rectangular formation composed of 2 equal ranks. This formation moves slower and with greater fatigue from point to point than when in Column. The formation is more dispersed and a less effective target than the infantry column. In addition, units can direct their entire complement to fire on a particular target. Furthermore, each rank in the formation may be ordered to fire independently (See: FIRE BY FILE & FIRE BY RANK). It is the principal infantry assault formation.

7.2.3 SKIRMISH - Units in SKIRMISH formation are considered to have from 1/2 to 2/3 of their complement dispersed in a more or less random pattern, making the most of trees, rocks, etc. for shelter while advancing and maintaining a sustained fire. The remainder of the complement is considered to be in LINE formation, replenishing losses from the SKIRMISH line as required.

7.3 UNIT POSTURE ORDERS - Units in BP/GS may be in any one of five basic postures: STANDING, KNEELING, LYING, DENY LEFT & DENY RIGHT.

7.3.1 STANDING - Units in STANDING position may either be stationary or moving. A STANDING unit has the maximum field of fire given the terrain and/or blocking units. They are, unfortunately, the best targets in the game as well.

7.3.2 KNEELING - Units in KNEELING position are stationary. A KNEELING unit has a reduced field of fire given the terrain and/or blocking units. They present a smaller target to enemy than standing units.

7.3.3 LYING - Units in LYING position are considered to be prone and stationary. A LYING unit has the smallest field of fire given the terrain and/or blocking units. They present the smallest targets to enemy fire.

7.3.4 DENY LEFT - A unit which assumes the DENY LEFT posture will "refuse", or bend back, its left flank approximately 45° to defend against an assault. 1/3 of the unit is assumed to be assigned to the new facing while the original front is shortened.

7.3.5 DENY RIGHT - A unit which assumes the DENY RIGHT posture will "refuse", or bend back, its right flank approximately 45° to defend against an assault. 1/3 of the unit is assumed to be assigned to the new facing while the original front is shortened.

7.4 UNIT MOUNTING ORDERS - ONLY cavalry and artillery units in BP/GS may be MOUNTED or DISMOUNTED.

7.4.1 MOUNTED CAVALRY - MOUNTED cavalry will have an enhanced movement factor. Cavalry units may fire their weapons while MOUNTED or DIS-MOUNTED. While DIS-MOUNTED, cavalry moves as infantry.

7.4.2 MOUNTED ARTILLERY - MOUNTED, or "Limbered", artillery may not fire their weapons; they must first DIS-MOUNT, or "Unlimber", the artillery piece. Mounted artillery has an enhanced movement factor. DIS-MOUNTED artillery has a severely reduced movement factor.

7.5 UNIT ATTACK ORDERS - Civil War offense and defense was, in large part, the fine art of directing massed fire from small arms and artillery combined with the shock value of the massed assault or counter charge from infantry or, rarely, from cavalry. The types of ATTACKS that can be generated with BP/GS are designed to recreate the combat options available during the Civil War. There are 3 types of attacks, DIRECT, AREA and MELEE, in BP/GS that may be directed by a unit against an opposing unit or units.

Attacks are directed by SELECTING COMBAT from the ORDERS MENU and pressing the <FIRE BUTTON>. The COMBAT MENU is now displayed. Pressing <FIRE> while the ATTACK option is highlighted will display a cross hair. The TARGET is selected by placing the cross hair over the TARGET and pressing the <FIRE BUTTON>. If there are any units in the TARGET position, then their information will be displayed at the UNIT STATUS DISPLAY and the word ATTACK will change to DIRECT. Pressing the <FIRE BUTTON> will target this unit for DIRECT ATTACK. If you TOGGLE, then any other units in the target position will be offered in the same manner. If there are no units at the target position or no unit is selected for DIRECT ATTACK, then the word ATTACK will change to AREA and by pressing the <FIRE BUTTON> you will be directing your unit to fire at that area of the map, not just at a particular unit. In addition, an entire unit, or one or both of its SECTIONS, may make an attack. (ALL ATTACK ORDERS ARE OVERRIDDEN BY ANY "NEW" COMBAT ORDER.)

IMPORTANT : Units in COLUMN or MOUNTED artillery may not attack under any circumstances.

7.5.1 DIRECT ATTACK - Infantry, cavalry or artillery offensive fire that is ordered against a specific UNIT; requires an unbroken LINE OF SIGHT to the target and will cause the maximum amount of damage to the target unit.

7.5.2 AREA ATTACK - COMPANY ONLY COMMAND - Infantry, cavalry or artillery offensive fire that is ordered against a specific POSITION or POSITIONS; requires an unbroken LINE OF SIGHT and will cause a variable amount of damage to units in the position under attack.

7.5.3 MELEE (SPECIAL) - While a MELEE ATTACK is not a menu option and can not be ordered as such, it is the direct result of two opposing units occupying the same position and fighting hand-to-hand. MELEE units are considered disordered.

7.5.4 ATTACK RESULTS - Players will be notified, on screen, of the results of a successful attack in the COMMAND WINDOW during the execution phase. However, to speed up play, there will be no notification of a failed attack.

7.6 UNIT FIRE ORDERS - ATTACK QUALIFIERS-BP/GS allows players to further specify, again by using Civil War Era commands, the type of FIRE directed against an opposing unit or units in either a DIRECT or AREA ATTACK. Select QUALIFY from the options menu to specify the type of FIRE desired.

7.6.1 HOLD - The HOLD option allows a unit to "hold" its fire until superseded by another attack qualifier. This command is particularly useful when concealing units, creating an ambush or saving ammunition. IF A UNIT IS ORDERED TO "HOLD", ALL PREVIOUS ATTACK ORDERS ARE CANCELLED.

7.6.2 FIRE AT WILL - COMPANY ONLY COMMAND The FIRE AT WILL option allows a COMPANY to direct its fire under its own control and at those units the computer determines represent the greatest threat. The FIRE AT WILL command can be further qualified by using it in conjunction with FIRE ON RANGE & FIRE BY.

7.6.3 FIRE ON RANGE - The FIRE ON RANGE option prevents a unit from opening fire until or unless opposing units come within the specified range: NORMAL, CLOSE OR LONG. (Ex: an artillery unit opposing an advancing infantry unit might use this order to fire its CANISTER or GRAPE SHOT at CLOSE range to maximize its effect.) **IMPORTANT** : RANGE in BP/GS is not an absolute; each weapon and ammunition type in BP/GS has its own NORMAL, CLOSE & LONG range (SEE WEAPONS).

7.6.4 FIRE BY... - The FIRE BY option puts the player ON THE FIRING LINE directing how the unit or sections under his command will fire. Each type of fire, SQUAD, FILE or RANK, used during the Civil War had its own advantages and disadvantages, depending on the particular circumstance. Indeed, often a battle would turn on a unit's ability to get off just one more volley before closing with the enemy.

FIRE BY FILE & FIRE BY RANK will permit a player to split attacks. These commands will also allow a unit to make 2 attacks on the same unit by using the appropriate FIRE COMMAND, or to make 4 attacks on the same target!

While FIRE AT WILL and AREA ATTACKS are COMPANY-ONLY commands, selecting the proper FIRE COMMAND will allow multiple attacks. Learning when and how to "fire" a unit was a much a result of trial and error on the battlefield as anything a young officer might learn in, say, HARDEE'S TACTICS! (And yes, we did use an ACTUAL copy of HARDEE'S in researching BP/GS; however, some of the staff at GARDE' did object to being shot at to verify some of the finer points.)

7.6.4.1 FIRE BY SQUAD - The full complement of the UNIT or SECTION will fire in volley on the target. The unit's movement is moderately reduced by the TIME TO RELOAD.

7.6.4.2 FIRE BY FILE - 1st half of the UNIT or SECTION will fire; 2nd half of the UNIT OR SECTION will fire while the 1st half is reloading their weapons. The unit's movement is significantly reduced by the TIME TO RELOAD.

7.6.4.3 FIRE BY RANK - 1st half of the UNIT or SECTION fires, 2nd half of the UNIT or SECTION fires only after the first half has reloaded. The unit's movement is significantly reduced by TIME TO RELOAD.

7.6.5 TIME TO RELOAD - Most Civil War units were armed with muzzle loading rifles that required the soldier to halt, bite open a greased paper cartridge containing powder and ball, put the cartridge in the muzzle, take out

his ram rod, tamp the powder and ball home, take out a percussion cap, place it over the nipple at the breech, check that he didn't leave his ram rod in the barrel, cock the hammer, aim and shoot. REMEMBER: A UNIT FIRING ON THE MOVE WILL HAVE ITS MOVEMENT REDUCED BY THE TIME TO RELOAD, UNLESS THE UNIT IS USING BREECH LOADING OR REPEATING WEAPONS.

7.6.6 LINE OF FIRE - Unit fire which does not strike its intended target will, in the nature of things, continue on until it hits something else, say your own men if you're not careful. The concept of LINE OF FIRE requires the player to consider how close a target unit is to a friendly unit, the possibility of advancing friendly units blocking selected target units, etc. In the heat and confusion of battle with the GAME CLOCK running, BP/GS allows the player to experience some of the pressures of command and the consequences.

7.7 COMBAT RESULTS - During the EXECUTION PHASE, the computer will display the number of men "LOST" in a unit as a result of the attack. This represents the total of dead, wounded and those who simply ran away from the unit.

7.8 CANCELING ORDERS - Orders in BP/GS may be countermanded by selecting the CANCEL command from the MAIN MENU. There is, however, no guarantee, just as on an actual Civil War battle, that the original order will be canceled.

8.0 COMMAND, MORALE & FATIGUE

Each unit in BP/GS is influenced, much as its Civil War predecessors, by 3 main factors: COMMAND, MORALE & FATIGUE. Units will enter battle with a preset Command, Morale and Fatigue level. In addition, each of these factors will change during the course of combat for each individual unit. The factors range from a LOW OF 15 to a HIGH OF 1.

8.1 COMMAND - The level of leadership of a particular unit during the Civil War ran the full spectrum from military genius to the criminally incompetent. Usually, the better the COMMAND level in BP/GS, the better a unit will fare in battle; HOWEVER, even the great Stonewall Jackson was known to have an off day and the COMMAND level of a unit is no final guarantee of its performance.

8.2 MORALE - How the men in a unit feel about themselves, their unit and just how the fight is going in general. Civil War soldiers were trained to fight, not as

individuals, but as a unit in close order. As a consequence, they would tend to stand or rout as a unit. Morale is the measure of the unit's emotional endurance or, more simply, how much confusion, noise, and fear the men will endure. Morale will tend to go up if a unit has success on the battlefield and go down if it suffers defeat and or sustains heavy losses.

8.3 FATIGUE - How tired the men in a unit are. Each unit enters battle with some fatigue level. (Some of Longstreet's men on the second day of Gettysburg, for example, entered the battle on a blistering hot day having just marched 27 miles and, to top it all off, the Yankees had captured the squad sent to fill their canteens. THAT'S FATIGUE.) Units will generally have their fatigue increase during combat; however, units that are inactive will gradually recover their strength. Fatigue will adversely affect Morale.

9.0 DISORDER, SUPPRESSION & ROUT

There are 3 types of unit disorganization in BP/GS: DISORDER, SUPPRESSION and ROUT.

9.1 DISORDER - A UNIT in BP/GS is considered DISORDERED if the UNIT DENSITY exceeds the number of men that can be deployed in a position. Disordered units have their combat capability severely reduced.

9.2 SUPPRESSION - A UNIT may become suppressed while under enemy fire. Suppressing a unit affects its ability to fire its weapons; it can not fire when suppressed.

9.3 ROUT - The complete disintegration of a unit in

BP/GS. If the COMMAND, MORALE & FATIGUE levels fall below a critical point, the UNIT (really a disorganized mass of fleeing men) will break out of the player's or computer's control and move as rapidly as possible to safety and away from the battle line. Routed units may or may not later rally and return to the battle. (The Civil War officer, out of a strong sense of duty and the possible effect on his career if he failed, was expected to try and personally rally a broken unit with a combination of patriotic appeals, the flat of his sword and a string of oaths that would make a teamster blush. You are not required to personally do this; however, it may make you feel better.) If the unit is determined by the computer to be totally routed, it may be removed from the game.

10.0 WEAPONS

The Civil War broke out just as a revolution in weapons' design was occurring. As a result, a dramatic increase in fire power was introduced at a point in history when military tactics, largely unchanged since the days of Napoleon, had not yet been updated to reflect this recent enhancement of an army's might.

10.1 WEAPON TYPES - Each unit in BP/GS is armed with weapons of different capabilities, ranges and effects. The types of weapons include SMALL ARMS, ARTILLERY and CLOSE COMBAT weapons.

10.1.1 SMALL ARMS - Rifles and pistols. The General Issue rifle during the Civil War for the vast majority of UNION and CONFEDERATE troops was the 58 Cal. Muzzle Loading Percussion Rifle, accurate and deadly to 1/2-mile and firing a cylindrical lead Minie' Ball. An experienced soldier could get off three rounds a minute! Breech Loading weapons such as the Sharps Rifle and Carbine were less prevalent, single-shot affairs that improved the rate of fire and allowed troops to load their weapons without exposing themselves. Repeating Rifles such as the Spenser and the Henry Rifle vastly increased the firepower of the few units equipped with them. (Not until the WW II M1 rifle appeared were American Troops able to generate more firepower.) The inability of the South to produce repeating rifles (although captured arms were used) and the resistance of key Federal officials to supply the Union Troops with these weapons limited their use. Pistols were generally carried by field officers and both enlisted men and officers in the cavalry. These were, by

and large, six-shot Percussion Revolvers, cumbersome and slow to load. Union sharpshooters often used the Sharps Breechloader or special, handmade Percussion Rifles with telescopic sights, while Confederate sharpshooters were fond of the imported British Whitworth Rifle.

10.1.2 ARTILLERY -Smooth Bore and Rifled Cannon- - During the Civil War, artillery was often called the Queen of Battle. SMOOTH BORE weapons were usually cast in iron or bronze. RIFLED CANNON had a series of spiraled grooves cut into the barrel which put a spin on the ball or shot as it was fired and vastly improved accuracy and range. Some RIFLES, such as the Parrot, had a reinforced breech to withstand the greater pressures. ARTILLERY generally fired 3 types of ammunition: SOLID SHOT, ANTI-PERSONNEL & EXPLOSIVE SHOT. SOLID SHOT was a solid, round cast iron ball or a cylindrical, bullet-shaped projectile. ANTI-PERSONNEL ammunition was primarily canister-type, tin can-like affairs packed with iron balls. EXPLOSIVE SHOT consisted of SHELLS, hollow, explosive-filled cylindrical shot and CASE SHOT, similar to canister but having an explosive charge, turning it into a giant long-range rifle grenade.

10.1.3 CLOSE COMBAT WEAPONS - Sabers & Bayonets - While the Cavalry SABER would seem to have been made obsolete by the repeating pistol and rifle, anyone who has ever tried to load and fire a gun (never mind actually hit something) while galloping on a horse will appreciate that a saber was still a reliable and effective

weapon at close range. The infantryman's BAYONET, or "cold steel", on the other hand, was invaluable as a "backup" to his single-shot percussion rifle (handy in repelling a wild-eyed enemy during a melee after just firing your weapon) and sometimes the only alternative when the unit's ammunition was exhausted. Bayonets can not be used with Carbines. SABERS and BAYONETS are considered close range weapons only.

10.2 WEAPON EFFECTS & RANGES - Each type of weapon in BP/GS has three distinct ranges over which it may be fired: CLOSE, NORMAL & LONG. What is long range for a rifled artillery piece is very different from, say, a smooth bore musket. Ranges are given in yards. LONG range is considered to be the maximum "effective" range of a weapon. Weapons fired at NORMAL and CLOSE range will generally be more effective and accurate.

NOTE : BP/GS uses two different methods for determining the distance between two positions on the map board. To find the sighting range, the maximum distance is calculated and displayed on the screen. The firing range is calculated by multiplying the game scale by 1.5 and subtracting the result from the sighting range.

10.2.1 SMALL ARMS

S/B MUSKET - Smooth Bore Musket

Close Range - 0 to 50 Yds.
Normal Range - 51 to 100 Yds.
Long Range - 101 to 200 Yds.

RFL MUSKET - Rifled Musket

Close Range - 0 to 100 Yds.
Normal Range - 101 to 200 Yds.
Long Range - 201 to 400 Yds.

CARBINE - Carbine

Close Range - 0 to 150 Yds.
Normal Range - 151 to 300 Yds.
Long Range - 301 to 600 Yds.

RP CARBINE - Repeating Carbine

Close Range - 0 to 150 Yds.
Normal Range - 151 to 300 Yds.
Long Range - 301 to 600 Yds.

S/S RIFLE - Sharpshooter's Rifle

Close Range - 0 to 300 Yds.
Normal Range - 301 to 600 Yds.
Long Range - 601 to 1200 Yds.

10.2.2 ARTILLERY - While artillery firing SHOT & SHELL is considered to have both NORMAL and LONG range, gunners would invariably use CANISTER only, rather than SHOT or SHELL, at CLOSE range. In BP/GS, CANISTER may only be fired at CLOSE range.

12# NAPOLN - 12 lb. Napoleon

Canister Range - 0 to 100 Yds.
Normal Range - 101 to 700 Yds.
Long Range - 701 to 1,400 Yds.

12# HOWITZ - 12 lb. Howitzer

Canister Range - 0 to 100 Yds.
Normal Range - 101 to 600 Yds.
Long Range - 601 to 1,200 Yds.

10# PARROT - 10 lb. Parrot Rifle

Canister Range - 0 to 100 Yds.
Normal Range - 101 to 900 Yds.
Long Range - 901 to 1,800 Yds.

3" RIFLE - 3" Ordnance Rifle

Canister Range - 0 to 100 Yds.
Normal Range - 101 to 1000 Yds.
Long Range - 1,001 to 1,800 Yds.

10.3 AMMUNITION SUPPLY - Ammunition in BP/GS, just as on the Civil War battlefield, is limited. Each attack and defense will expend the normal amount of ammunition the UNIT TYPE carried into battle, limiting the number of attacks the UNIT may make. HOWEVER, when the ammunition supply is exhausted, INFANTRY and CAVALRY units in BP/GS will, if possible, use the ammunition from the dead and wounded, with reduced firepower, until that supply is gone.

11.0 COMMAND MENUS -AN OVERVIEW

11.1 MAPS MENU - Each Scenario in BP/GS includes its own battlefield map. Several views of each map, with differing scales, are available at all time during game play. The BP/GS maps may be accessed from the MAPS MENU of the MAIN MENU.

Available options under MAPS include GO, TACTICAL, STRATEGIC, SITUATION & DONE.

11.1.1 GO - Allows players to scroll a cursor across any BP/GS map in any one of 6 directions.

11.1.2 TACTICAL - The TACTICAL map is selected from MAP MENU options. It displays 1/12 of the SITUATION MAP.

11.1.3 STRATEGIC - Allows players to view the STRATEGIC MAP. The STRATEGIC MAP displays 1/4 of the SITUATION MAP.

11.1.4 SITUATION - Displays the BP/GS SITUATION MAP. This is the only "overall" view of the battlefield.

11.1.5 DONE - Exits the MAPS MENU.

11.2 ORDERS MENU - Unit Movement and Deployment in BP/GS was extensively researched using actual Civil War field and training manuals. The result is a game system that allows players to command their units in much the same way as Civil War era officers would have moved and deployed their units in battle, using some of the same commands those officers actually issued to their troops under fire. Unit orders in BP/GS are issued from the ORDERS MENU of the MAIN MENU. For a more complete description SEE: COMMANDS & ORDERS.

Available options under ORDERS include SELECT, REVIEW, MOVE, CANCEL, DEPLOY & DONE.

11.2.1 SELECT - Allows players to choose any one of the UNION or CONFEDERATE units available in the scenario while displaying the unit's designation.

11.2.2 REVIEW - Allows players to view an animated display of the selected unit's current movement orders; 2 display speeds are available.

11.2.3 MOVE - Accesses the MOVEMENT ORDERS WINDOW and the available movement options including CYCLE, QUICK, D/QUICK, RUN, COLUMN, LINE, HALT, FRWRD, BKWRD, LFT, RGHT, ABT, OBLQ, FC & MARCH.

CYCLE - GENERAL MOVEMENT ORDERS - In the CYCLE command, the computer functions under the GENERAL MOVEMENT ORDER as a "SCOUT", selecting the best route for a unit to follow to its objective. Other CYCLE COMMAND options include COMPANY FORWARD, COMPANY BACKWARD, COMPANY LEFT OBLIQUE FACE, COMPANY RIGHT OBLIQUE FACE, COMPANY LEFT FACE, COMPANY RIGHT FACE & COMPANY ABOUT FACE.

QUICK - SPECIAL MOVEMENT ORDER - Unit will execute movement orders faster than "common time" with fatigue resulting.

D/QUICK (DOUBLE QUICK) - SPECIAL MOVEMENT ORDER - Unit will execute movement orders faster than the QUICK COMMAND with greater fatigue resulting.

RUN - SPECIAL MOVEMENT ORDER - Unit will execute movement order at top speed with maximum fatigue resulting; generally used during a charge at close quarters.

COLUMN - FORMATION ORDER - Allows unit in LINE or SKIRMISH to change to COLUMN formation while executing a movement order.

LINE - FORMATION ORDER - Allows unit in COLUMN or SKIRMISH to change to LINE formation while executing a movement order.

HALT - TERMINATION ORDER - Clears current movement orders being issued and/or existing movement orders.

FRWRD (FORWARD) - MOVEMENT ORDER - Unit will move in direction of current facing, subject to commands.

BKWRD (BACKWARD) - MOVEMENT ORDER - Unit will move in opposite direction than currently indicated, subject to additional commands.

LFT (LEFT) - MOVEMENT ORDER - Unit's troops perform a left face (90° left to the line of march) and move.

RGHT (RIGHT) - MOVEMENT ORDER - Unit's troops perform a right face (90° right to the line of march) and move.

ABT (ABOUT) - MOVEMENT ORDER - Unit will turn 180° to the line of march (ABOUT FACE) and move in the new direction.

OBLQ (OBLIQUE) - SPECIAL MOVEMENT ORDER- -Unit will face 45° to the line of march. Can only qualify other commands AND works in different ways with each individual command. EX: LEFT OBLIQUE FACE (SEE COMMANDS & ORDERS).

FC (FACE) - SPECIAL MOVEMENT ORDER - Order does nothing in itself, but must be used In conjunction with other commands. EX: LEFT OBLIQUE FACE (See COMMANDS & ORDERS).

MARCH - INITIATION ORDER - Executes current command displayed in ECHO BAR.

11.2.4 CANCEL - Terminates all orders to current selected unit.

11.2.5 DEPLOY - Accesses the DEPLOYMENT ORDERS WINDOW and the available deployment options including CO, S1, S2, COLUMN, LINE, SKIRM, DIS-MNT, D/L, D/R, STD, KNL, LIE, LFT, RGHT, ABT, OBL, FC & DONE.

CO (COMPANY) - DEPLOYMENT ORDER - The entire unit will deploy in a specified manner, subject to an additional command.

S1 (SECTION 1) - DEPLOYMENT ORDER - Only Section 1 of the selected unit will deploy in a specified manner, subject to an additional command.

S2 (SECTION 2) - DEPLOYMENT ORDER - Only Section 2 of the selected unit will deploy in a specified manner, subject to an additional command.

COLUMN - DEPLOYMENT ORDER - Selected unit (COMPANY ONLY ORDER - CAN NOT BE ISSUED TO A SECTION) will deploy in column formation.

LINE - DEPLOYMENT ORDER - Selected unit (COMPANY ONLY ORDER - CAN NOT BE ISSUED TO A SECTION) will deploy in line formation.

SKIRM (SKIRMISH) - DEPLOYMENT ORDER- -Selected unit (COMPANY ONLY ORDER - CAN NOT BE ISSUED TO A SECTION) will deploy in skirmisher formation. Units ordered to RUN are automatically in SKIRMISH formation.

DIS-MNT (DIS-MOUNT)- DEPLOYMENT ORDER- Toggle Command - Selected Cavalry unit alternately Mounts or Dis-mounts. Selected Artillery unit will alternately Limber or Unlimber.

D/L (DENY LEFT)- DEPLOYMENT ORDER- Selected unit or section (UNIT MUST BE IN "LINE" FORMATION) will bend back, or "deny", its left flank to defend against an assault on an unsupported left flank.

D/R (DENY RIGHT) - DEPLOYMENT ORDER- -Selected unit or section (UNIT MUST BE IN "LINE" FORMATION) will bend back, or "deny", its right flank to defend against an assault on an unsupported right flank.

STD (STAND) - DEPLOYMENT ORDER - Selected unit or section will assume a standing position.

KNL (KNEEL) - DEPLOYMENT ORDER - Selected unit or section will assume a kneeling position.

LIE - DEPLOYMENT ORDER - Selected unit or section will assume a prone position.

LFT (LEFT) - DEPLOYMENT ORDER - Selected unit or section will turn 90° to the left, subject to an additional command.

RGHT (RIGHT) - DEPLOYMENT ORDER - Selected unit or section will turn 90° to the right, subject to an additional command.

ABT (ABOUT) - DEPLOYMENT ORDER - Selected unit or section will turn 180° from its current facing, subject to an additional command.

OBL (OBLIQUE) - DEPLOYMENT ORDER - Selected unit or section moves 45° while maintaining its current facing and deployment.

FC (FACE) - DEPLOYMENT ORDER - Selected unit or section will change current facing, subject to an additional command.

DONE - Terminates deployment orders for a specified unit.

11.2.6 DONE - Leaves ORDERS MENU.

11.3 COMBAT MENU - Unit Combat in BP/GS has been extensively researched using first-hand battlefield accounts, historical studies and actual Civil War field and training manuals. The result is a combat system that accurately portrays Civil War era combat and uses some of the same commands field officers issued to their troops to direct fire on opposing units. Combat orders in BLUE POWDER GREY SMOKE are issued from the COMBAT MENU of the MAIN MENU. For a more complete description SEE COMMANDS & ORDERS. Available options under COMBAT include COMPANY, SEC1, SEC2, ATTACK, QUALIFY & DONE.

11.3.1 COMPANY- GENERAL ORDER - Specifies the entire unit will participate in an attack.

11.3.2 SEC1 - (SECTION 1) - GENERAL ORDER - - Specifies Section 1 of a UNIT will participate in an attack.

11.3.3 SEC2 - (SECTION 2) - GENERAL ORDER - Specifies Section 2 of a UNIT will participate in an attack.

11.3.4 ATTACK - ATTACK ORDER - Allows player to specify what enemy unit to attack.

DIRECT - ATTACK QUALIFIER - Specifies an attack on a particular UNIT.

AREA - ATTACK QUALIFIER - Specifies an attack on a particular POSITION.

11.3.5 QUALIFY - FIRE ORDER - Allows player to specify a particular fire command during an attack.

HOLD - FIRE QUALIFIER - Orders a unit or section to cease fire.

FIRE AT WILL - FIRE QUALIFIER - Orders a unit or section to determine what to fire on and when to fire.

FIRE ON RANGE - FIRE QUALIFIER - Orders a unit or section to begin firing when target units come within a specified range. There are three ranges in BP/GS: CLOSE, NORMAL & LONG.

NOTE : Each weapon type will have a different range value, measured in yards, for close, normal & long range.

FIRE BY... - FIRE QUALIFIER - Orders a unit or section to fire in a particular sequence.

FIRE BY SQUAD - Orders an entire unit or section to volley fire.

FIRE BY FILE - Orders 1st half of unit or section to fire; 2nd half fires while 1st half is reloading their weapons.

FIRE BY RANK - Orders 1st half of unit or section to fire; 2nd half fires only after the 1st half has reloaded their weapons.

DONE - Leaves the Menu.

11.3.6 DONE - Leaves COMBAT MENU.

11.4 EXECUTE MENU - After you've issued orders to your units, the EXECUTE command directs the units to carry out their orders. This command also allows players to change sides between UNION and CONFEDERATE forces by pressing the <FIRE BUTTON> and toggling the JOYSTICK.

11.4.1 EXECUTE - Directs units to carry out existing orders.

11.4.2 EXECUTE - Toggles between the UNION and CONFEDERATE forces.

11.5 UTLTY MENU - The UTILITY MENU allows players to select several game options including saving the current game to disk and ending the game.

11.5.1 ID/ON or OFF- TOGGLE COMMAND - Permits the player by pressing the <FIRE BUTTON> with the command selected to identify a particular unit (ID/ON) automatically by placing the game cursor over the unit on the map during play.

11.5.2 LOS/ON or LOS/OFF - TOGGLE COMMAND - Permits the player by pressing the <FIRE BUTTON> with the command selected to determine the distance between an attacking unit and its target (LOS/ON) automatically while in the COMBAT MENU.

11.5.3 NEG.F - DISPLAY COMMAND - A display option for MONOCROME monitors that surrounds each FEDERAL UNIT on the TACTICAL MAP with a solid box to improve visual recognition.

11.5.4 NEG.C - DISPLAY COMMAND - A display option for MONOCROME monitors that surrounds each CONFEDERATE UNIT on the TACTICAL MAP with a solid box to improve visual recognition.

11.5.5 SAVE - Allows players to save the current game to disk.

11.5.6 DONE - Leaves the Menu.

12.0 CIVIL WAR TACTICS

During the Civil War tactics had to change to cope with radical advances in weaponry. The old style of tactics, using cavalry charges and massive infantry attacks, were no match for the new weapons. Commanders were forced to learn by trial and error how to deploy their troops most effectively.

12.1 INFANTRY - Just as in every war, the infantryman in the Civil War was the principal unit type and, just as in every war, infantry tactics were central to fighting and winning battles. In the years since the Mexican American War, a revolution had occurred in infantry small arms, beginning with the introduction of the percussion rifle and the paper cartridge and culminating with the repeating rifle and metal cartridge. These modern arms were infinitely more reliable and accurate than the old flint lock smooth bores of the Mexican War and had an effective killing range of over a quarter mile! In addition, the rate of fire, or how much lead a body of men could fire in a given time, had also increased. The net effect of all this human ingenuity was to swing the balance firmly toward the defensive. Civil War commanders quickly learned that the Napoleonic style infantry charge was costly at best and suicidal at worst. Yet, the dilemma for Civil War commanders remained. While a poor defense could easily lose a battle, it couldn't very well win one either. Indeed, so strong had the defense become that while armies were often defeated on the field and compelled to retreat, NO army in the Civil War was ever actually destroyed on the battlefield! While no really "good" answer was found during the Civil War, the offensive tactics which worked the best involved using large numbers of attacking troops, often three or more times the number of defenders, with artillery and/or small arms support from other infantry units. Often coordinated and simultaneous attacks by smaller units on a single target would, alternatively, work as well. Some commanders preferred their advancing troops to fire on defending troops while others depended on speed and the bayonet to carry the enemy positions. What might work in one case might not in another! What almost never worked were uncoordinated and unsupported piecemeal attacks. On the defensive, Civil War infantry was most effective under cover, using either terrain or breastworks to shield themselves. In addition, at very close range, friendly artillery support would enhance the defense.

12.2 SHARPSHOOTERS - Sharpshooter units were the elite infantry outfits during the Civil War. Union Sharpshooter Units were usually armed with either special handmade percussion rifles equipped with telescopic sights or breech loading weapons such as the Sharps or Spencer Rifles. Confederate Sharpshooters used either Whitworth Rifles, imported from England through the

blockade, or regular issue rifled muskets. Sharpshooters, in addition to using special weapons, were trained marksmen whose fire was usually far more accurate than conventional infantry units. During the Civil War, these units were used primarily at long range where their weapons and training would be most effective. They were particularly useful in suppressing opposing units, especially artillery.

12.3 ARTILLERY - Artillery in the Civil War fulfilled a variety of tactical roles. The introduction of rifled artillery such as the Ordnance Rifle and the Parrot made accurate, long range artillery fire practical for the first time. However, gunners still had to be able to "see" the target as no reliable system for indirect fire had yet been worked out. Rifled artillery, due to its greater accuracy, was particularly useful for counter-battery fire, or shooting at the opposing artillery. In addition, rifled artillery was used for long range bombardment of enemy infantry and artillery positions, using explosive shells to support advancing infantry. As a defensive anti-personnel weapon at close range, rifled artillery would, instead, use canister or grape shot, although the rifled barrel tended to limit its effectiveness. Smooth bore artillery, such as the popular Napoleon, were generally less accurate and lacked the long range of the rifled pieces; however, at medium and close range smooth bores had some real advantages. In the anti-personnel role, at medium range, gunners would fire a single iron ball weighing from 12 to 24 pounds. Unlike the cylindrical rifled shot which buried itself in the ground, ball shot would literally "bounce" around among the opposing infantry causing a good deal of injury and havoc! At close range, smooth bores firing canister or grape shot were really giant sawed off shotguns and highly lethal. Indeed, the last few yards of an infantry charge against artillery would often be a desperate race of seconds to bayonet the gunners before they got off one last volley. The big disadvantage of artillery, however, was once un-limbered it could not be moved quickly by hand and could be overrun and captured by infantry.

12.4 CAVALRY TACTICS - While the infantryman's favorite jibe, "Who ever saw a dead cavalryman?", was undeserved, cavalry and cavalry tactics in the Civil War had undergone a radical change since the days of Napoleon. The rifled musket, paper cartridge and the Minie' ball had all conspired to make an unsupported cavalry charge against infantry a very unhealthy prospect, a lesson the British had learned in the Crimea with the Charge of the Light Brigade and one that American Civil War commanders quickly learned all over again. Increasingly, cavalry came to be used as mounted infantry. Under independent commands of men such as

Sheridan, Grierson, Forrest and Mosby, cavalry was the Civil War equivalent of the WW II strategic bombing raid, destroying railroads, bridges, warehouses and, on occasion, entire towns. On the battlefield, combining the speed of cavalry with the vastly smaller target of the infantryman and, in some cases, the punch of repeating rifles, dismounted units such as Buford's Union cavalry at Gettysburg or Forrest's Confederate troopers in the West could hold their own against infantry and cause a respectable amount of havoc in the process.

12.5. VICTORY - Victory in BP/GS, as the great Confederate cavalry leader Nathan Bedford Forrest observed in the Civil War, is "Getting there first, with the most". (No, he did not use bad grammar or butcher this or any other quote attributed to him, although his talent for strong language was legendary and known to peel the hide off an army mule or a hapless second lieutenant.) Selecting which units to use and getting them "there first", you will find, is a great deal more than half the battle. However, as you may have guessed by now, it's not quite that simple! Each unit type - infantry, sharpshooters, cavalry and artillery - has its own advantages and disadvantages. Finding the best way to use them together (combined arms) in a particular situation can make all the difference. Remember also that each unit on the battlefield is different. Units vary widely (as they did during the Civil War) in size, weaponry, commanders, morale and fatigue. Selecting the proper units for a particular task is, and was,

an essential of successful command.

The next step, determining the best deployment and formation, is critical. The COLUMN formation is generally best when quick movement is essential while combat should "almost" always be done in the LINE formation. Select a unit's POSTURE with an eye to using the terrain to best advantage and balance how mobile the unit must be against the losses from enemy fire. There are really no hard and fast rules for using the FIRE COMMANDS. Each combat situation is unique and a certain amount of trial and error is called for in learning how best to direct fire in BP/GS. Lincoln's advice to one of his generals is still worth repeating, "General, be sure and put "ALL" your troops into battle." Piecemeal attacks, sending the troops to the battle line in dribs and drabs, is usually a serious and costly mistake. However, always keep a reserve handy to turn back an enemy counter attack or exploit a breakthrough. One of Union General McClellan's staff at Antietam said it best, "Remember, General, you command the last reserve of the last army of the Republic".

Finally, keep in mind that even the great Civil War commanders lost battles and made mistakes. After a few games you'll better understand what it was REALLY like to make decisions under fire in the smoke and confusion of battle and wonder if you're leading the battle or being led! There are no "victory" points in BP/GS. There weren't any in the Civil War. Victory is for you and "history" to decide!

13.0 SCENARIOS/ORDERS OF BATTLE

SCENARIOS - Each scenario in BP/GS is designed to explore a different aspect of each of the 3 battles provided in the original BP/GS game. Each of the HISTORICAL SCENARIOS begins with both UNION and CONFEDERATE UNITS in their historical starting positions. Additional units may "arrive" on the battlefield during play, again at the historical entry time. In addition, each scenario has several variations, allowing the gamer to explore the "what ifs" of history with different strategies, units and arrival times and to answer the great "might have beens".

Although based as much as possible on historical fact, BLUE POWDER GREY SMOKE is above all a game and events may or may not occur as they did in history as the battle unfolds. The variables of battle are so diverse that, short of staging the entrance action, there is no way to insure that you or the computer will do the same thing at the same time as your brethren did over 100 years ago. Given the same parameters, history could have turned out differently. The historical scenarios have been set up as they in fact happened but we lose control as soon as you and the computer-player take command.

13.1 ANTIETAM: (SHARPSBURG) September 17th, 1862

McClellan's strategy was to attack the Confederate left flank at dawn with "Fighting Joe" Hooker and the 1st Corps. Once Lee had drawn off his forces to contain Hooker, Burnside's Corps on the Confederate right flank would cross Antietam Creek, seize Sharpsburg and the approach to the vital ford, trapping Lee's army. Then, with Lee's army fully committed, Sumner's Corps, the largest in the army, would attack the Confederate center and crush the remainder of Lee's army. That was how it was supposed to be.

When it was over for the men in blue and grey, Antietam was the bloodiest single day of the war. Lee and his army had staved off furious Union assaults and survived to retreat to Virginia. Lincoln had his victory at last and McClellan, unable to follow up his victory, said a final goodbye to the army he had created.

13.1.1 TERRIBLE SWIFT SWORD

At dawn, 6:00 AM, the Union 1st Corps under "Fighting Joe" Hooker led off the attack against Stonewall Jackson on the Confederate left. Jackson had placed Ewell's division on the edge of the East Wood, while Stonewall Jackson's old division, now under J.R. Jones, was deployed in the West Wood across the Hagerstown Pike. Hooker's objective was the Dunker Church, the key to the Confederate left flank. Hooker's Corps led by Ricketts' Division drove through the North Wood and entered a corn field near the Miller Farm. As Hooker's Corps advanced, JEB Stuart's Confederate Horse Artillery on Nicodemus Hill fired furiously into his right flank. Across Antietam Creek, McClellan's Union Reserve Artillery returned the fire. Ricketts soon collided with Confederate infantry under Douglas at the edge of the corn field. Firing furious volleys at almost point blank range, both sides made the "Corn Field" the scene of some of the most desperate fighting in the Civil War. For now, the Yanks were stopped cold. Jackson sent an urgent message to Lee requesting reinforcements. They were coming from the Confederate right but for now "Old Jack" would have to make do. Jackson sent in his last reserve, Confederate General Hood's Brigades, in a desperate counter attack to stem the Union advance. By 7:00 AM the decimated Yanks, without support, (the commander of the supporting brigades picked this time to have a nervous breakdown!) were finally forced to withdraw. Union artillery at Miller's barnyard, firing canister at point blank range, succeeded in stopping Hood's infantry.

At 7:30 McClellan sent in the Union 12th Corps under Mansfield. The 12th Corps' rookies went driving straight through the wreckage of the morning's battle into the Miller cornfield. Jackson's men, exhausted and outnumbered, slowly gave ground until finally the Dunker Church fell to the cheering Yanks.

Since the Dunker Church was the primary objective of the Union, and they took the Church by 8:00 AM, the Confederate side can consider it a victory if they can hold the position until after 8:00 AM.

TERRIBLE SWIFT SWORD - ORDER OF BATTLE

UNION ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
1st CORPS - Hooker				
1st Division - Doubleday				
1st Brigade - Phelps	INF	1,225	Rifles	6:00 AM
2nd Brigade - Wainwright	INF	1,480	Rifles	6:00 AM
3rd Brigade - Patrick	INF	1,595	Rifles	6:00 AM
Hooker's 1st Division Artillery	ART		(10) 10 lb. Parrots/ (6) Napoleons	6:00 AM
2nd Division - Ricketts				
1st Brigade - Duryea	INF	1,052	Rifles	6:00 AM
2nd Brigade - Christian	INF	845	Rifles	6:00 AM
3rd Brigade - Hartsuff	INF	1,259	Rifles	6:00 AM
Hooker's 2nd Division Artillery	ART		(8) Ordnance Rifles	6:00 AM
3rd Division - Meade				
1st Brigade - Seymour	INF	1,000	Rifles	6:00 AM
2nd Brigade - Magilton	INF	780	Rifles	6:00 AM
3rd Brigade - Anderson	INF	1,220	Rifles	6:00 AM
Hooker's 3rd Division Artillery	ART		(8) Napoleons (5) 10 lb. Parrots	6:00 AM
12th CORPS - Mansfield				
1st Division - Williams				
1st Brigade - Crawford	INF	1,092	Rifles	7:30 AM
3rd Brigade - Gordon	INF	2,210	Rifles	7:30 AM
2nd Division - Greene				
1st Brigade - Tyndale	INF	950	Rifles	7:30 AM
2nd Brigade - Stainbrook	INF	785	Rifles	7:30 AM
3rd Brigade - Goodrich	INF	770	Rifles	7:30 AM
1st Artillery	ART		(10) Napoleons	7:30 AM
2nd Artillery	ART		(10) Ordnance Rifles	7:30 AM
3rd Artillery	ART		(9) Ordnance Rifles	7:30 AM

CONFEDERATE ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
LONGSTREET'S CORPS - Longstreet				
Hood's Division - Hood				
Hood's Brigade - Wofford	INF	845	Rifles	7:00 AM
Law's Brigade - Law	INF	570	Rifles	7:00 AM
Evans' Brigade - Evans	INF	2,200	Rifles	7:00 AM
Washington's 1st Artillery - Walton	ART		(3) Ordnance Rifles	7:00 AM
Washington's 2nd Artillery - Walton	ART		(9) Napoleons	7:00 AM
Lee's Artillery Battery - Lee	ART		(9) Ordnance Rifles	7:00 AM
Lee's Artillery Battery - Lee	ART		(16) Napoleons	7:00 AM

JACKSON'S CORPS - Jackson

Ewell's Division - Lawton				
Lawton's Brigade - Douglass	INF	1,150	Rifles	6:00 AM
Hays' Brigade - Hays	INF	550	Rifles	6:00 AM
Trimble's Brigade - Walker	INF	700	Rifles	6:00 AM
Early's Brigade - Early	INF	1,100	Rifles	6:00 AM
Early's 1st Artillery	ART		(4) Napoleons	6:00 AM
Early's 2nd Artillery	ART		(3) Ordnance Rifles	6:00 AM
D.H. Hill's Division - A.P. Hill				
Ripley's Brigade - Ripley	INF	606	Muskets	7:10 AM
Garland's Brigade - Garland	INF	675	Muskets	7:10 AM
Colquitt's Brigade - Colquitt	INF	525	Muskets	7:10 AM
D.H. Hill's 1st Artillery	ART		(8) Ordnance Rifles	7:10 AM
D.H. Hill's 2nd Artillery	ART		(8) Napoleons	7:10 AM
Jackson's Division - Jones				
Winder's Brigade - Grigsby	INF	275	Rifles	6:00 AM
Starke's Brigade - Starke	INF	550	Rifles	6:00 AM
Jones' Brigade - Johnson	INF	325	Rifles	6:00 AM
Taliaferro's Brigade - Warren	INF	520	Rifles	6:00 AM
Jackson's 1st Artillery	ART		(18) Ordnance Rifles	6:00 AM
Jackson's 2nd Artillery	ART		(5) Napoleons	6:00 AM
1st Horse Artillery - Stuart	ART		(12) Ordnance Rifles	6:00 AM
2nd Horse Artillery - Stuart	ART		(7) Napoleons	6:00 AM

13.1.2 BLACK DEVILS

It was 7:30 AM and McClellan had seen two Union Army Corps disappear into the woods and cornfields of the Confederate left flank. Burnside on the Confederate right had failed to launch his attack on time and the neat, coordinated, setpiece battle that McClellan had planned evaporated with the morning fog. Something had to be done, so McClellan sent in Sumner's 2nd Corps with orders to advance on the Confederate center, holding Richardson's Division in reserve. "Bull" Sumner was brave enough, an old Indian fighter, but a relic of the old army who was a lot more comfortable when others did the thinking for him. It was 9:00 AM before Sumner's Corps had marched from the rear and forded Antietam Creek. Ignoring the Union officers who attempted to brief him, Sumner charged straight ahead toward the Dunker Church.

Sumner and his lead division under Sedgewick advanced slowly through the now trampled corn field, littered with the wreckage of the morning's battle. For the hard pressed Confederates, help had finally arrived, "Tige" Anderson's Brigade and McLaws' Division, from the Confederate right. Stonewall Jackson counter attacked, sending McLaws' veterans in on Sedgewick's flank near the Dunker Church, "Tige" Anderson's and Jubal Early's troops piling in after them, forcing Sedgewick's Division to flee the field in complete rout!

Lee was on the field in person to shore up the Confederate center and had posted Rhode's and Anderson's Brigades from D.H. Hill's Division in a natural trench formed by an old sunken road between the Hagerstown and Boonsboro Turnpikes. Now, advancing on this position, was French's Division, "Old Blinky" to his new Division of raw, untested troops who were out to prove they could hold their own with the veterans and Hill's boys were just the men they were looking for. Hill's men met them with a fierce volley of fire that drove back their first charge. But they came on again and again, supported by Union artillery that pounded the Confederates in the "Bloody Lane". In the dark of the battle, the new blue uniforms of the Pennsylvanians and New Yorkers silhouetted on the ridge line looked jet black and suddenly Hill's veterans took up a shout as they tore open cartridges and clanked their ram rods, "GO BACK THERE, YOU BLACK DEVILS!" Old Blinky's men were veterans at last.

McClellan released Richardson's veteran Division. Richardson moved fast, putting his men in on the right flank of D.H. Hill's weary Confederates. Led by Meagher's famed Irish Brigade, Richardson's and French's Divisions made a fresh assault on the outnumbered Rebels. The Confederates in the sunken road began to waver under the fierce Yankee

onslaught. Now, unable to bear any more, Hill's Brigades were heading for the rear, completely routed. Across Antietam Creek, McClellan watched the victory. He had held back Franklin's Reserve Corps all morning against a possible Rebel counterstroke and now, for a moment, he toyed with sending them in behind Richardson and French to exploit the breakthrough. No, too dangerous, he decided at last. Better to wait for Burnside's Corps to finish off the Confederate Army.

The main thrust of this scenario was for Sumner's units to push back the Confederate line, particularly D.H. Hill's troops in the sunken road. Although Sedgwick was routed from the cornfield by the Confederates, Sumner was considered successful when he managed to rout Hill's units from the sunken road. Therefore, the Confederates will be victorious if they can hold the position at the sunken road until 10:00 am.

BLACK DEVILS - ORDER OF BATTLE

UNION ORDER OF BATTLE UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
2nd CORPS - Sumner				
1st Division - Richardson	INF	2,800	Rifles	9:00 AM
2nd Division - Sedgwick				
1st Brigade - Gorman	INF	2100	Rifles	9:00 AM
2nd Brigade - Howard	INF	1630	Rifles	9:00 AM
3rd Brigade - Dana	INF	1520	Rifles	9:00 AM
Battery A, 1st Rhode Island Lt.	ART		(6) Parrots	9:00 AM
Battery I, 1st U.S.	ART		(6) Napoleons	9:00 AM
3rd Division - French	INF	6,200	Rifles	9:00 AM
6th CORPS - Franklin				
2nd Division - Smith	INF	5,400	Rifles	12:00 PM

CONFEDERATE ORDER OF BATTLE UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
LONGSTREET'S CORPS - Longstreet				
Anderson's Division	INF	3,800	Rifles	9:45 AM
Anderson 1st Artillery	ART		(10) 10 lb. Parrots	9:45 AM
Anderson 2nd Artillery	ART		(10) Napoleons	9:45 AM
J.G. Walker Division	INF	3,562	Rifles	9:00 AM
Petersburg Battery	ART		(6) 10 lb. Parrots	9:00 AM
Stafford Battery	ART		(6) Howitzers	9:00 AM
Mc Law's Division	INF	3,216	Rifles	9:45 AM
McLaw's 1st Artillery	ART		(9) 10 lb. Parrots	9:45 AM
McLaw's 2nd Artillery	ART		(17) Napoleons	9:45 AM
JACKSON'S CORPS - Jackson				
Early's Brigade	INF	1,100	Rifles	9:30 AM
D. H. Hill's Division	INF	3,510	Rifles	9:30 AM
D.H. Hill's 1st Artillery	ART		(5) Ordnance Rifles	9:30 AM

13.1.3 BURNSIDE'S BRIDGE

At 10:00 AM Burnside received orders from McClellan and began his attack on Lee's fragile right. Lee had been stripping his defenses here to support Jackson and, until A.P. Hill arrived from Harper's Ferry, the outnumbered defenders were going to have to hang on as best they could. Fortunately for the Confederates, their position was strong and Burnside was demonstrating that he was a great deal better at setting fashions (he invented the "sideburn") than leading his Corps. Two Georgia Regiments under Toombs were sheltered in an old wooded stone quarry above the narrow stone Rohrbach Bridge that crossed Antietam Creek. Burnside divided his command, sending Rodman's Division off on a jaunt to ford the Antietam upstream (effectively taking them out of the battle for some time) while ordering Sturgis' Division to force the bridge. It was a slaughter. The Confederate fire swept the bridge and its approaches, cancelling Burnside's advantage in numbers and firepower. At about 1:00 PM, Sturgis's men made one last attempt to cross the bridge. They charged up to the creek bank, halted, fired a final volley at the Confederate defenders, then dashed across the bridge and drove Toomb's regiments out of the quarry!

Lee and the Army of Northern Virginia were in mortal danger. All of Lee's reserves were committed and there was precious little between Burnside and Lee's escape route across the Potomac River, just beyond the streets of Sharpsburg. One more push and Lee and his army were trapped! But Burnside insisted on a delay to bring up reinforcements and ammunition. It was nearly 3:00 PM before he renewed the attack. Wilcox's Division and the Kanawha Brigade led the final Union assault. The Confederate artillery and outnumbered infantry contested the Yankee advance but by 3:30 PM Longstreet's Corps was driven to the outskirts of Sharpsburg. The Union troops broke through and Yankee skirmishers ran ahead into the streets of Sharpsburg! In the chaos, Lee anxiously scanned the horizon as a column of troops approached. Suddenly, through the telescope, the Confederate Flag was seen floating on the wind. A.P. Hill and the Light Division had arrived in the nick of time. Without waiting to deploy his troops in proper attack formation, Hill ordered the Light Division in a hasty attack on the unprotected Union left flank. It worked; Burnside's troops tried to form a defensive line, failed and were routed. Lee and the Confederate Army were saved

While Burnside was able to take the bridge and subsequently push Jones' division back toward Sharpsburg, A.P. Hill's counter attack caused Burnside's ultimate objective to fail. The Federal victory, then, will be to have Burnside hold the advance position against Hill's attack.

BURNSIDE'S BRIDGE - ORDER OF BATTLE

UNION ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
UNION ARTILLERY RESERVE				
Union Artillery Reserve #1	ART		(15) 20 lb. Parrots	10:00 AM
Union Artillery Reserve #2	ART		(15) 20 lb. Parrots	10:00 AM
9th CORPS - Burnside				
1st Division - Wilcox				
1st Brigade - Christ	INF	1,400	Rifles	10:00 AM
2nd Brigade - Welsh	INF	1,700	Rifles	10:00 AM
8th Battery, Massachusetts	ART		(6) Napoleons	10:00 AM
Battery E, 2nd U.S.	ART		(6) Ordnance Rifles	10:00 AM
2nd Division - Sturgis				
1st Brigade - Nagle	INF	1,300	Rifles	10:00 AM
2nd Brigade - Ferrero	INF	1,500	Rifles	10:00 AM
Battery D, Pennsylvania Lt.	ART		(6) Napoleons	10:00 AM
Battery E, 4th U.S.	ART		(6) 10 lb Parrots	10:00 AM
3rd Division - Rodman				
1st Brigade - Fairchild	INF	875	Rifles	12:30 PM
2nd Brigade - Harlan	INF	1,900	Rifles	12:30 PM

Battery A, 5th U.S.	ART		(6) Napoleons	12:30 PM
Kanawa Division - Cox				
1st Brigade - Scammon	INF	1,000	Rifles	12:30 PM
2nd Brigade - Crook	INF	1,800	Rifles	10:00 AM
Simmonds' Battery	ART		(6) 10 lb. Parrots	10:00 AM

CONFEDERATE ORDER OF BATTLE
UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
LONGSTREET'S CORPS - Longstreet				
Jones' Division				
Toomb's Brigade - Toombs	INF	270	Rifles	10:00 AM
2nd & 20th Georgia	INF	403	Rifles	10:00 AM
Jenkins' Brigade - Walker	INF	700	Rifles	10:00 AM
Drayton's Brigade - Drayton	INF	455	Rifles	10:00 AM
Kemper's Brigade - Kemper	INF	500	Rifles	10:00 AM
Pickett's Brigade - Hunton	INF	450	Rifles	10:00 AM
Loudoun Virginia Artillery	ART		(4) Napoleons	10:00 AM
Turner Virginia Artillery	ART		(4) Howitzers	10:00 AM
Wise Virginia Artillery	ART		(3) 10 lb. Parrots	10:00 AM

JACKSON'S CORPS - Jackson

Hill's Light Division - Hill				
Branch's Brigade - Branch	INF	650	Rifles	4:00 PM
Pender's Brigade - Pender	INF	600	Rifles	4:00 PM
Archer's Brigade - Archer	INF	355	Rifles	4:00 PM
Field's Brigade - Brockenbrough	INF	550	Rifles	4:00 PM
Gregg's Brig - Gregg	INF	1,075	Rifles	4:00 PM
Hill's Division Artillery - Walker				
Crenshaw's Virginia Battery	ART		(4) Napoleons	4:00 PM
Fredericksburg Virginia Battery	ART		(6) Napoleons	4:00 PM
Pee Dee South Carolina Artillery	ART		(4) Ordnance Rifles	4:00 PM
Purcell Virginia Artillery	ART		(4) 10 lb. Parrots	4:00 PM

13.2 GETTYSBURG: July 1-3, 1863

13.2.1 A BUGLE AT DAWN

By June 30th Robert E. Lee had ordered Heth's Confederate Division, like the rest of the dispersed Army of Northern Virginia, to concentrate at a sleepy Pennsylvania crossroads town called Gettysburg. Heth's footsore troops were looking forward to "appropriating" some badly needed new shoes. They set off, with the long, loping stride of veterans, down the Chambersburg Pike.

George Meade, the new commander of the Army of the Potomac, had a problem, really two problems, just now. He was going to have to defeat Robert E. Lee, not a simple proposition in itself, but before he could do THAT he was going to have to find him. Meade had sent urgent orders for the Union Cavalry to move ahead of the Army and try and find Lee before Lee found him! John Buford, commanding a division of Union Cavalry, was, like Custer and Farnsworth, a new breed of Union Cavalry officer. They had learned (the hard way as it turned out) how to use their cavalry as mounted infantry, moving fast and hitting hard. Buford had one other thing going for him as his Cavalry Division and Battery of "Horse" Artillery rode into Gettysburg: the seven-shot Spencer Repeating Carbine! Admiring Confederates called it the Sunday Rifle, "Load it on Sunday and fire all week!" Buford and his men found Rebel pickets out on the Chambersburg Pike as dusk fell. They camped just behind a high ridge topped by a Lutheran Seminary and waited for morning.

Buford's bugles woke the Union troopers at dawn on July 1st. A scout soon galloped ahead down the Chambersburg Pike. In the grey half light, he saw figures moving. They were Heth's Confederates. A shot went wizzing by his head, REBELS!

He lifted his new Spenser Repeater, squeezed off a round and, putting his spurs to his mount, rode back to warn the men dug in on Seminary Ridge.

The Confederates, thinking they were up against State Militia, formed a skirmish line and mounted a half-hearted assault on the Union position. Their attack was met by a hail of well-aimed Yankee bullets. Something was very wrong! Heth's men were veterans and they "knew" there couldn't be that many Yankees on that ridge blocking the road into Gettysburg! They formed up and made another attack to flank these stubborn Yankees, ran into Buford's Artillery firing canister at point blank range and fell back again with heavy losses. Buford's Carbines and Artillery were taking a heavy toll but the pressure was mounting on his outnumbered Division. He had to hold out until help arrived! Heth began to suspect these Yankees might be something other than militia and ordered his Artillery up to pound the Federal position. The Battle of Gettysburg had begun.

The Confederate's objective is to force the Union from their position, thereby blocking the Chambersburg Pike by 10:00 AM. At that time, the position was heavily reinforced by the 1st Corps. To have secured the position by 9:00 AM may have forced the Union to take alternate positions, and may be considered a Confederate victory.

A BUGLE AT DAWN - ORDER OF BATTLE

UNION ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
1st Division Cavalry Corps- Buford				
1st Brigade - Gamble	CAV	1,600	Repeating Carbines	8:00 AM
2nd Brigade - Devin	CAV	741	Repeating Carbines	8:00 AM
Battery A, 2nd U.S. Horse	ART		(6) Ordnance Rifles	8:00 AM

CONFEDERATE ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
A.P. HILL'S CORPS				
Heth's Division				
1st & 2nd Brigades	INF	3,100	Rifles	8:00 AM
3rd & 4th Brigades	INF	3,048	Rifle	
Heth's Division Artillery- Garnett				
1st Artillery	ART		(12) Ordnance Rifles	8:00 AM
2nd Artillery	ART		(6) Napoleons	8:00 AM

13.2.2 A DISTANT THUNDER

Lee heard it in the distance, like a roll of thunder. It must be Heth's Artillery at Gettysburg, but firing on what? For once Lee and the Army of Northern Virginia were blind. JEB Stuart was off on one of his daring cavalry raids and the Confederates were left to push through the Pennsylvania countryside, groping for the Union Army and its new commander, Meade. Lee, although not ready for battle, marched the Army of Northern Virginia down the Chambersburg Pike to Gettysburg.

Buford and his Union troops on Seminary Ridge had their hands full. Heavily outnumbered, only the superior fire power of his repeaters had stalled Heth's attack. But Heth had brought up his Artillery and the Cavalrymen couldn't hold out forever. Buford spied the belfrey of the Seminary, galloped up to the door and ran, panting, up the bell tower. In the distance, an ominous dust cloud confirmed his worst fears, more Rebels were advancing down the Pike. As he ran out the Seminary door, he was greeted by General John Reynolds, commander of the 1st Corps of the Army of the Potomac.

"There's the Devil to pay", Buford shouted and told Reynolds the worst. But behind Reynolds was the Iron Brigade and behind them the rest of the 1st Corps marching up the Emmitsburg Road. It was 10:00 AM when Reynolds sent messengers to bring up Howard's 11th Corps as fast as possible while the Iron Brigade relieved Buford's tired troopers.

For a while the Union 1st Corps enjoyed the advantage and pushed Heth's Division back but Davis' Brigade counter-attacked on the Union right flank and routed the Federals. Reynolds retreated to Seminary Ridge. Davis' Brigade attacked again and in turn were counter-attacked by the Iron Brigade and fell back. Just then, a Confederate Sharpshooter took aim on Reynolds and he fell dead. Abner Doubleday (often referred to as the Father of Baseball!) next took command. It was after 11:00 AM when the 11th Corps came up the Emmitsburg Road at the "Double Quick" and took up positions north of the 1st Corps on Seminary Ridge. They had hardly taken up their positions when a Confederate Division, under Robert Rhodes of Ewell's Corps, came marching down the Carlisle Road and struck the right flank of Howard's Corps. Howard's men held for a while, against all odds, but suddenly another Confederate Division under Jubal Early came smashing in from the Northeast and Howard's Corps was routed, running through the streets of Gettysburg, the survivors making for the heights of Cemetery Ridge. The 1st Corps, its right flank now unprotected, had to fight its way out of the Confederate pincers to join the routed 11th Corps.

Lee came up just as the Union troops were fleeing toward Cemetery Ridge. Unsure of the terrain and the whereabouts of the Union Army, he hesitated to order Ewell's Corps to attack. They would finish the job tomorrow.

The key to the Confederate success in this scenario was when Ewell's Divisions routed Howard on the Federal right flank, allowing the Confederates to rout the remaining Federal line by attacking their rear as well as their front. For the Federals to be victorious, Howard's units must repel Ewell's attack on his front and right flank so that the front line can concentrate on fighting the Confederate frontal assault.

A DISTANT THUNDER - ORDER OF BATTLE

UNION ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
1st CORPS - Reynolds				
1st Division Cavalry Corps- Buford				
1st Brigade - Gamble	CAV	1,600	Repeating Carbines	8:00 AM
2nd Brigade - Devin	CAV	741	Repeating Carbines	8:00 AM
Horse Artillery				
Battery A, 2nd U.S. Cavalry	ART		(6) Ordnance Rifles	8:00 AM
1st Division - Wadsworth				
1st Brigade - Meredith	INF	1,883	Rifles	10:05 AM
2nd Brigade - Cutler	INF	1,717	Rifles	10:05 AM
Division Artillery Brigade				
2nd Maine Lt., Battery B - Hall	ART		(6) Ordnance Rifles	10:05 AM
2nd Division - Robinson				
1st Brigade - Paul	INF	1,300	Rifles	11:05AM
2nd Brigade - Baxter	INF	1,200	Rifles	11:05 AM
3rd Division - Rowley				
1st Brigade - Biddle	INF	1,287	Rifles	10:45AM
2nd Brigade - Stone	INF	1,315	Rifles	10:45AM
5th Maine Lt., Battery E - Stevens	ART		(6) Napoleons	10:45AM
1st New York ., Battery L - Reynolds	ART		(6) Ordnance Rifles	10:45AM
1st Penn. Light, Battery B - Cooper	ART		(4) Ordnance Rifles	10:45AM
4th U.S., Battery B - Stewart	ART		(6) Howitzers	10:45AM

11th CORPS - Howard

1st Division - Barlow	INF	3,200	Rifles	12:45 PM
2nd Division - Von Steinwehr	INF	3,200	Rifles	12:45 PM
3rd Division - Schurz	INF	3,900	Rifles	12:45 PM
11th CORPS ARTILLERY - Osburn				
1st Artillery, Battery 11	ART		(14) Napoleons	12:45 PM
2nd Artillery, Battery 11	ART		(10) Ordnance Rifles	12:45 PM

CONFEDERATE ORDER OF BATTLE UNIT/COMMANDER

UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
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A. P. HILL'S CORPS

Heth's Division - Heth				
Division 1 & 2	INF	3,100	Rifles	8:00 AM
Division 3 & 4	INF	3,048	Rifles	8:00 AM
Heth's Artillery	ART		(18) Ordnance Rifles	8:00 AM
Pender's Division - Pender				
Division 1 & 2	INF	1,955	Rifles	11:00AM
Division 3 & 4	INF	2,450	Rifles	11:00AM
Division Artillery	ART		(16) Napoleons	11:00AM
Artillery Reserve - Walker				
McIntosh Reserve Artillery	ART		(16) James Rifles	11:00AM
Pegram Reserve Artillery	ART		(19) Napoleons	11:00AM

EWELL'S CORPS - Ewell

Rhode's Division - Rhodes				
Division 1, 2 & 3	INF	4,974	Rifles	2:30 PM
Division 4 & 5	INF	2,884	Rifles	3:20 PM
Division Artillery	ART		(16) Napoleons	3:30 PM
Early's Division - Early				
Division 1 & 2	INF	2,000	Rifles	2:45 PM
Division 3 & 4	INF	2,400	Rifles	2:25 PM
Division Artillery	ART		(23) Ordnance Rifles	2:45 PM

13.2.3 REBEL YELL

It was the second day of Gettysburg. That morning Lee had ordered Pete Longstreet, Confederate 1st Corps, to smash into the Federal left flank while Baldy Ewell made an attack up Culp's Hill on the Union right flank. That afternoon the commander of the Union 3rd Corps, Dan Sickles, without orders, pulled out of the Federal line on Cemetery Ridge to occupy higher ground in his front, anchoring his left flank in a tumble of gigantic boulders called Devil's Den. At 4:00 PM Longstreet launched his attack. A screaming horde of Confederates fell on Dan Sickles' exposed position, making straight for Devil's Den. Arriving on the scene moments before, Meade's Chief of Engineers, General Warren, spotted the glint of Rebel bayonets forming in the valley near Little Round Top and hastily commandeered a Brigade from Sykes' 5th Corps to seize the heights before the advancing Rebels. The New York "Orange Blossoms" of Sickles' 3rd Corps had led a spirited defense of the Devil's Den but, with their officers down and their left flank shattered, they were finally swept under by Longstreet's irresistible grey wave. The victorious Confederates paused, regrouped and started for the Round Top. From Cemetery Ridge, the Union men of the 5th Corps came at a dead run and topped the crest, the 20th Maine in the lead. Below, the "Johnnies" were already starting up the western slope.

Four times the Alabamians charged up the rocky slope of Little Round Top only to be driven back in desperate hand-to-hand combat by the outnumbered Maine Regiment led by their young commander, Joshua Chamberlain. The fight had

lasted nearly two hours when the rebel yell rose again above the rattle of musketry and the crash of artillery. If those leather-tough veterans from Alabama could take the Round Top, the Army of Northern Virginia would win the Battle of Gettysburg and perhaps the war. The Yanks braced themselves one more time. As the sun slanted low in the Pennsylvania sky, Chamberlain and his exhausted regiment, nearly out of ammunition, watched another Rebel battle line surge up the slope.

The Confederate's primary objective was to take Little Round Top, which would give them a staging point to launch an attack on the left flank of the Federal line located on Cemetery Ridge. They would have easily made it had the Federals not noticed this in time to quickly dispatch units to guard against such a maneuver. The Confederates will be considered victorious if they can gain a position on the heights of Little Round Top at any time.

REBEL YELL - ORDER OF BATTLE

PART I: LITTLE ROUND TOP

UNION ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
5th CORPS - Sykes				
1st Division				
3rd Brigade - Vincent				
20th Maine	INF	308	Rifles- Enfields	4:00 PM
Company B, 20th Maine	INF	50	Rifles- Enfields	4:00 PM
16th Michigan	INF	150	Rifles- Enfields	4:00 PM
44th New York	INF	313	Rifles- Enfields	4:00 PM
83rd Pennsylvania	INF	308	Rifles- Enfields	4:00 PM
2nd Division				
3rd Brigade				
140th New York	INF	447	Rifles	5:00 PM
146th New York	INF	454	Rifles	5:00 PM
91st Pennsylvania	INF	258	Rifles	5:00 PM
155th Pennsylvania	INF	360	Rifles	5:00 PM
Battery D, 5th U.S.	ART		(6) Parrots	5:00 PM

CONFEDERATE ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
LONGSTREET'S CORPS				
Hood's Division				
Law's Brigade				
4th Alabama	INF	346	Rifles	4:00 PM
15th Alabama	INF	644	Rifles	4:00 PM
47th Alabama	INF	347	Rifles	4:00 PM
48th Alabama	INF	374	Rifles	4:00 PM
4th Texas	INF	415	Rifles	4:00 PM
5th Texas	INF	409	Rifles	4:00 PM

PART II: DEVIL'S DEN

UNION ORDER OF BATTLE UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
3rd CORPS - Sickles				
1st Division				
2nd Brigade				
4th Maine	INF	287	Rifles	4:00 PM
86th New York	INF	268	Rifles	4:00 PM
124th New York	INF	238	Rifles	4:00 PM
99th Pennsylvania	INF	339	Rifles	4:15 PM
2nd U.S. Sharpshooters	INF	170	Rifles	4:00 PM
3rd Brigade				
40th New York	INF	431	Rifles	4:40 PM
2nd Division				
3rd Brigade				
6th New Jersey	INF	200	Rifles	5:15 PM
Artillery Brigade				
4th New York	ART		(6) 10 lb. Guns	4:00 PM

CONFEDERATE ORDER OF BATTLE UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
LONGSTREET'S CORPS - Longstreet				
Hood's Division- Hood				
Robertson's Brigade - Robertson				
3rd Arkansas	INF	479	Rifles	4:00 PM
1st Texas	INF	426	Rifles	4:00 PM
Benning's Brigade- Benning				
2nd Georgia	INF	350	Rifles	5:05 PM
15th Georgia	INF	335	Rifles	5:05 PM
17th Georgia	INF	365	Rifles	5:05 PM
20th Georgia	INF	340	Rifles	5:05 PM
Law's Brigade- Law				
44th Alabama	INF	360	Rifles	4:00 PM
Anderson's Brigade - Anderson				
11th Georgia*	INF	300	Rifles	
59th Georgia*	INF	500	Rifles	

*not in historical; used in variant scenario

13.2.4 DUTY, HONOR, COUNTRY

The third day of Gettysburg found Lt. Alonzo Cushing, a young Union Artillery Officer, commanding a battery of guns on Cemetery Ridge by a clump of trees and a low stone wall. He couldn't know that a mile away Robert E. Lee had ordered Pickett's 15,000 men to that same "little clump of trees" on Cemetery Ridge .

Pickett's men had gotten as far as the Emmitsburg Pike when they made a left oblique and turned toward the "Little Clump of Trees". The Yankee guns had torn great gaps in their ranks, the massed rifle fire of the Union 2nd Corps had taken its own toll. Nearly all the Confederate officers were down now except Armistead. The Confederate artillery desperately tried to suppress the Federal guns. Cushing's losses were high: only 2 guns out of the original 6 in his battery were still firing; he himself was terribly wounded. He saw the grey wave turn toward his position.

Armistead, with but a few hundred left to follow him, put his hat on his sword and led his men over the wall. Cushing ordered the surviving men of his battery to save themselves and fired the last gun loaded with triple grape shot. As he did, a bullet killed him. Armistead and his men had done it. They had broken through the Federal line but there were no support troops left and the Yankees were rallying for a counter attack. He put his hand on a gun and fell mortally wounded, struck down by a minie ball. Hancock, while rallying the Union troops for a counter attack, was also wounded and carried from the fight. Far away, Lee saw the Confederate Battle Flag fly, for an instant, beside the old flag, then fall.

This scenario concentrates mostly on the famous charge known as "Picketts Charge", which failed. The Confederate goal is to drive the Union from Cemetery Ridge.

DUTY, HONOR, COUNTRY - ORDER OF BATTLE

UNION ORDER OF BATTLE UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
1st CORPS - Reynolds				
1st Division	INF	2,566	Rifles	3:15 PM
2nd Division	INF	1,800	Rifles	3:15 PM
3rd Division	INF	2,900	Rifles	3:15 PM
Artillery	ART		(23) Ordnance Rifles	3:15 PM
2nd CORPS - Hancock				
1st Division	INF	3,900	Rifles	3:15 PM
2nd Division	INF	3,300	Rifles	3:15 PM
3rd Division	INF	3,300	Rifles	3:15 PM
Artillery	ART		(24) Napoleons	3:15 PM
11th CORPS - Howard				
1st Division	INF	1,800	Rifles	3:15 PM
2nd Division	INF	1,800	Rifles	3:15 PM
3rd Division	INF	2,400	Rifles	3:15 PM
Artillery	ART		(20) Ordnance Rifles	3:15 PM
3rd CORPS - Sickles				
1st Division	INF	4,900	Rifles	3:15 PM
2nd Division	INF	4,600	Rifles	3:15 PM
Artillery	ART		(30) Napoleons	3:15 PM
ARTILLERY RESERVE - Tyler				
1st Regiment 1st Volunteers	ART		(46) Napoleons	3:15 PM
2nd Volunteers	ART		(12) Parrots	3:15 PM
3rd & 4th Volunteers	ART		(46) Ordnance Rifles	3:15 PM

CONFEDERATE ORDER OF BATTLE
UNIT/COMMANDER

UNIT TYPE

EFFECTIVE
STRENGTH

WEAPONS

TIME OF
ARRIVAL

LONGSTREET'S CORPS - Longstreet

PICKETT'S COMMAND

Pickett's 1st Brigade	INF	1,480	Rifles	3:15 PM
Pickett's 2nd Brigade	INF	1,575	Rifles	3:15 PM
Pettigrew's 1st & 2nd Brigades	INF	1,720	Rifles	3:15 PM
Pettigrew's 3rd & 4th Brigades	INF	2,100	Rifles	3:15 PM
Trimble's Division				
Pender's 2nd & 4th Brigades	INF	2,575	Rifles	3:15 PM
Artillery	ART		(58) Napoleons	3:15 PM
	ART		(21) Rifles/ (8) Parrots	3:15 PM

HILL'S CORPS - A. P. Hill

Anderson's 1st & 2nd Brigades	INF	3,227	Rifles	3:15 PM
Anderson's 3rd & 4th Brigades	INF	2,200	Rifles	3:15 PM
Pender's 1st & 3rd Brigades	INF	2,400	Rifles	3:15 PM
Artillery	ART		(24) Napoleons	3:15 PM
	ART		(8) Howitzers	3:15 PM
	ART		(32) Rifles	3:15 PM

EWELL'S CORPS - Ewell

Rhodes' 1st Brigade	INF	2,100	Rifles	3:15 PM
Rhode's 2nd & 3rd Brigades	INF	2,670	Rifles	3:15 PM
Rhode's 4th & 5th Brigades	INF	2,790	Rifles	3:15 PM
Early's 1st & 2nd Brigades	INF	1,900	Rifles	3:15 PM
Early's 3rd & 4th Brigades	INF	2,370	Rifles	3:15 PM
Artillery	ART		(36) Napoleons	3:15 PM
	ART		(35) Rifles	3:15 PM

13.3 CHICAMAUGA: Septmeber 19-20, 1863

13.3.1 MR. LINCOLN'S GUN

It was 18th of September, the day before the Great Battle of Chickamauga. The historians wouldn't count this as part of the battle but you could have fooled the men who fought that day. Confederate General Bragg hoped to seize the crossings over Chickamauga Creek before the battle began in order to turn the flank of the Union Army under General Rosecrans before they were fully concentrated. In the early morning, Bushrod Johnson's Division and Forrest's Cavalry were to cross Reed's Bridge and sweep north, while Walker's Reserve Corps would cross to the south at Alexander's Bridge and join Johnson's Division.

Guarding Alexander's Bridge for the Union Army of the Cumberland was a single Brigade of Wilder's Mounted Infantry* armed with brand new Spencer Repeating Carbines while Minty's Cavalry* and the Chicago Board of Trade Artillery (yes, that really was their name) guarded Reed's bridge. The Union troopers had to delay the Confederates long enough for Rosecrans to concentrate his army. They hadn't a prayer of holding the crossings but they could buy time. Would they and their repeaters buy enough?

The western armies of the Union and Confederacy had a reputation for colorful characters and Wilder was no exception! He was one of those rare officers who appreciated "bending" the regulations on occasion. He had recently requested the new Spencer Repeating Carbines, Lincoln's favorite, for his troopers and, in due course, was refused by the army. Wilder smiled, bought the repeaters on the civilian market out of his own pocket and earned the undying respect of his men in the process.

Since the outnumbered Federal units' prime objective is to delay the Confederate's crossing, the Union can consider it a victory if they can deter the Confederate's until after 8:00 AM.

MR. LINCOLN'S GUN - ORDER OF BATTLE

UNION ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
14th CORPS - Thomas				
4th Division - Reynolds				
1st Brigade - Wilder				
92nd Illinois	CAV	400	Spencer Rifles	7:30 AM
98th Illinois	CAV	400	Spencer Rifles	7:30 AM
123rd Illinois	CAV	400	Spencer Rifles	7:30 AM
17th Indiana	CAV	400	Spencer Rifles	7:30 AM
72nd Indiana	CAV	400	Spencer Rifles	7:30 AM
18th Indiana Battery	ART		(10) Ordnance Rifles	7:30 AM

CAVALRY CORPS - Mitchell

2nd Division - Crook				
1st Brigade - Minty				
3rd Indiana	CAV	550	Carbines	7:30 AM
4th Michigan	CAV	550	Carbines	7:30 AM
7th Pennsylvania	CAV	550	Carbines	7:30 AM
4th U.S.	CAV	550	Carbines	7:30 AM
Board of Trade Battery	ART		(6) Napoleons	7:30 AM

CONFEDERATE ORDER OF BATTLE

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
RESERVE CORPS - Walker				
Walker's Division				
Gist's Brigade	INF	1,400	Rifles	7:30 AM
Ector's Brigade	INF	500	Rifles	7:30 AM
Wilson's Brigade	INF	1,200	Rifles	7:30 AM
Liddle's Division - Liddle				
Liddle's Brigade	INF	1,150	Rifles	7:30 AM
Walthall's Brigade	INF	1,837	Rifles	7:30 AM
Johnson's Division - Johnson				
Gregg's Brigade	INF	1,425	Rifles	7:30 AM
McNair's Brigade	INF	1,209	Rifles	7:30 AM
FORREST'S CORPS - Forrest				

Armstrong's Division - Armstrong				
Armstrong's Brigade	CAV	750	Carbines	7:30 AM
Forrest's Brigade	CAV	750	Carbines	7:30 AM
Armstrong's Artillery	ART		(4) Parrots/ (4) Napoleons	7:30 AM
Pegram's Division - Pegram				
Davidson's Brigade	CAV	700	Carbines	7:30 AM
Davidson's Artillery	ART		(4) Napoleons	7:30 AM
Huwald's Tennessee Battery				
Scott's Brigade	CAV	500	Carbines	7:30 AM
Scott's Artillery	ART		(8) Ordnance Rifles	7:30 AM

13.3.2 THE RIVER OF DEATH

Long before, the Indians had given the creek running through the heavily wooded hill country of Northern Georgia a grim and prophetic name: Chickamauga, the River of Death.

The Union Army of the Cumberland under Rosecrans had, in the first day of the Battle of Chickamauga, withstood a series of savage but uncoordinated attacks by Bragg's Confederate Army of the Tennessee. Bragg's battle plan had been to turn the Union left flank, driving the Army of the Cumberland from the ridge guarding the vital road to Rossville, trapping Rosecrans against the mountains and destroying the Union Army. Guessing Bragg's plan, Rosecrans had placed Thomas' Corps on the Union left at the beginning of the battle and reinforced Thomas from his right throughout the first day. Although Thomas had given ground (finally withdrawing to Horseshoe Ridge), Bragg had failed to break through Thomas' defensive position. Now, secretly reinforced in the night by Longstreet's veteran Corps from Lee's far-away Army of Northern Virginia, Bragg had renewed the battle.

The action began with Longstreet's successful attack and breakthrough on Rosecrans' right flank. It was 11:45 AM when a Union staff officer issued a "muddled" order to Union Divisional Commander Wood that resulted in Wood marching his Division out of the already weakened battle line on the Union right flank, just as Longstreet's Corps launched its assault. Longstreet's Brigades, led by Bushrod Johnson, McNair, Gregg, Kershaw, Law, Humphrey, Bennings and Robertson, poured through the gap in the Union lines. By noon, the Union Divisions under Davis and Sheridan were routed. The Confederates had struck the Yankee army like a trip hammer. His right flank shattered, one-half his army streaming back to Chattanooga in wild disarray, General Rosecrans was carried along in the rout. Only "Pap" Thomas, a Virginian who remained loyal to the old flag and the Union, and his gallant Corps remained on the field.

By 12:30 Thomas had rejected retreat and decided to make a desperate stand to cover the Union Army's withdrawal to Chattanooga. With his own Corps and some of the survivors of the rout that had made their way to his position, Thomas prepared his defensive line. The first Confederate assault was led by Bushrod Johnson's Division with Hindman and Kershaw's Brigades on Snodgrass Hill. The Union line was actually broken, 1,100 prisoners and 27 pieces of artillery captured, before Thomas successfully counter-attacked and drove the attackers down the slope.

Longstreet, after the initial breakthrough on the Union right, had wheeled his command right and advanced on Thomas's positions on Snodgrass Hill. It wasn't until nearly 3:00 PM (the time our scenario starts) that Longstreet, his command nearly as demoralized by victory as the Yankees by defeat, was ready to resume the attack. Longstreet's Confederate Divisions under Stewart, Hood, Bushrod Johnson and Hindman started up the ridge.

While Thomas was beating off Longstreet's attacks, help was on the way. Rosecrans had stationed Union General Granger's Corps as a reserve on the La Fayette Road. Granger, hearing the sound of Thomas's guns, and guessing that some disaster had befallen the army, marched to Thomas' rescue. By 3:15 PM Thomas was in desperate shape but within a few minutes, Granger's troops had shored up the sagging Union lines at Snodgrass Hill. At 3:30 a fresh Confederate Division, Preston and Robertson's Brigade of Hood's Division, renewed the attack on Snodgrass Hill.

Until now, the Confederate right that fought so hard during the morning had been largely quiet (much to Longstreet's dismay). But at 4:00 PM, they too joined the attack. Thomas, finally believing that he had done all that he could to protect the defeated Union Army, began to withdraw his command toward Rossville. The end came at 5:00 PM when troops under Confederate General Preston stormed the heights and captured 1,000 Federal prisoners, Thomas' rear guard.

For the Confederates to be victorious in this scenario, they must dislodge Thomas from his position before 4:00 PM, when he made his withdrawal to Rossville.

RIVER OF DEATH - ORDER OF BATTLE

UNION ORDER OF BATTLE UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
14th CORPS - Thomas				
1st Division - Baird	INF	5,541	Rifles	12:30 PM
1st Division Artillery	ART		(18) Parrots	12:30 PM
3rd Division - Brannan	INF	5,998	Rifles	12:30 PM
3rd Division Artillery	ART		(14) Napoleons	12:30 PM
4th Division - Reynolds	INF	4,161	Rifles	12:30 PM
1st Brigade - Wilder	CAV	2,300	Spencer Rifles	12:30 PM
4th Division Artillery	ART		(14) Napoleons	12:30 PM
20th CORPS - McCook				
1st Division - Davis	INF	3,900	Rifles	5:00 PM
2nd Division - Johnson	INF	4,200	Rifles	12:30 PM
1st Brigade - Willich	INF	1,500	Rifles	12:30 PM
2nd Division Artillery	ART		(6) Parrots	12:30 PM

UNION RESERVE CORPS

1st Division	INF	3,913	Rifles	1:00 PM
1st Division Artillery	ART		(12) Napoleons	1:00 PM
2nd Division	INF	1,500	Rifles	1:00 PM
2nd Division Artillery	ART		(6) Parrots	

CONFEDERATE ORDER OF BATTLE UNIT/COMMANDER

UNIT/COMMANDER	UNIT TYPE	EFFECTIVE STRENGTH	WEAPONS	TIME OF ARRIVAL
CONFEDERATE RIGHT - Polk				
Cheatham's Division	INF	6,454	Rifles	12:30 PM
Cheatham's Division Artillery	ART		(20) Napoleons	
HILL'S CORPS - A. P. Hill				
Cleburne's Division	INF	5,115	Rifles	12:30 PM
Cleburne's Division Artillery	ART		(12) Ordnance Rifles	12:30 PM
Breckinridge's Division	INF	3,769	Rifles	12:30 PM
Breckinridge's Artillery	ART		(22) Napoleons	12:30 PM

RESERVE CORPS -Walker

Walker's Division	INF	3,359	Rifles	12:30 PM
Walker's Artillery	ART		(8) Parrots	12:30 PM
CONFEDERATE LEFT - Longstreet				

Hindman's Division	INF	6,122	Rifle	12:30 PM
Hindman's Division Artillery	ART		(18) Napoleons	12:30 PM

BUCKNER'S CORPS

Stewart's Division	INF	4,358	Rifles	12:30 PM
Stewart's Division Artillery	ART		(15) Napoleons	12:30 PM

Preston's Division	INF	4,809	Rifles	12:30 PM
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Leyden's Division Artillery	ART		(8) Howitzers	12:30 PM
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Confederate Reserve Artillery	ART		(16) Ordnance Rifles	12:30 PM
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Johnson's Division	INF	2,500	Rifles	12:30 PM
Johnson's Division Artillery	ART		(16) Napoleons	12:30 PM

LONGSTREET'S CORPS

McLaw's Division	INF	1,500	Rifles	12:30 PM
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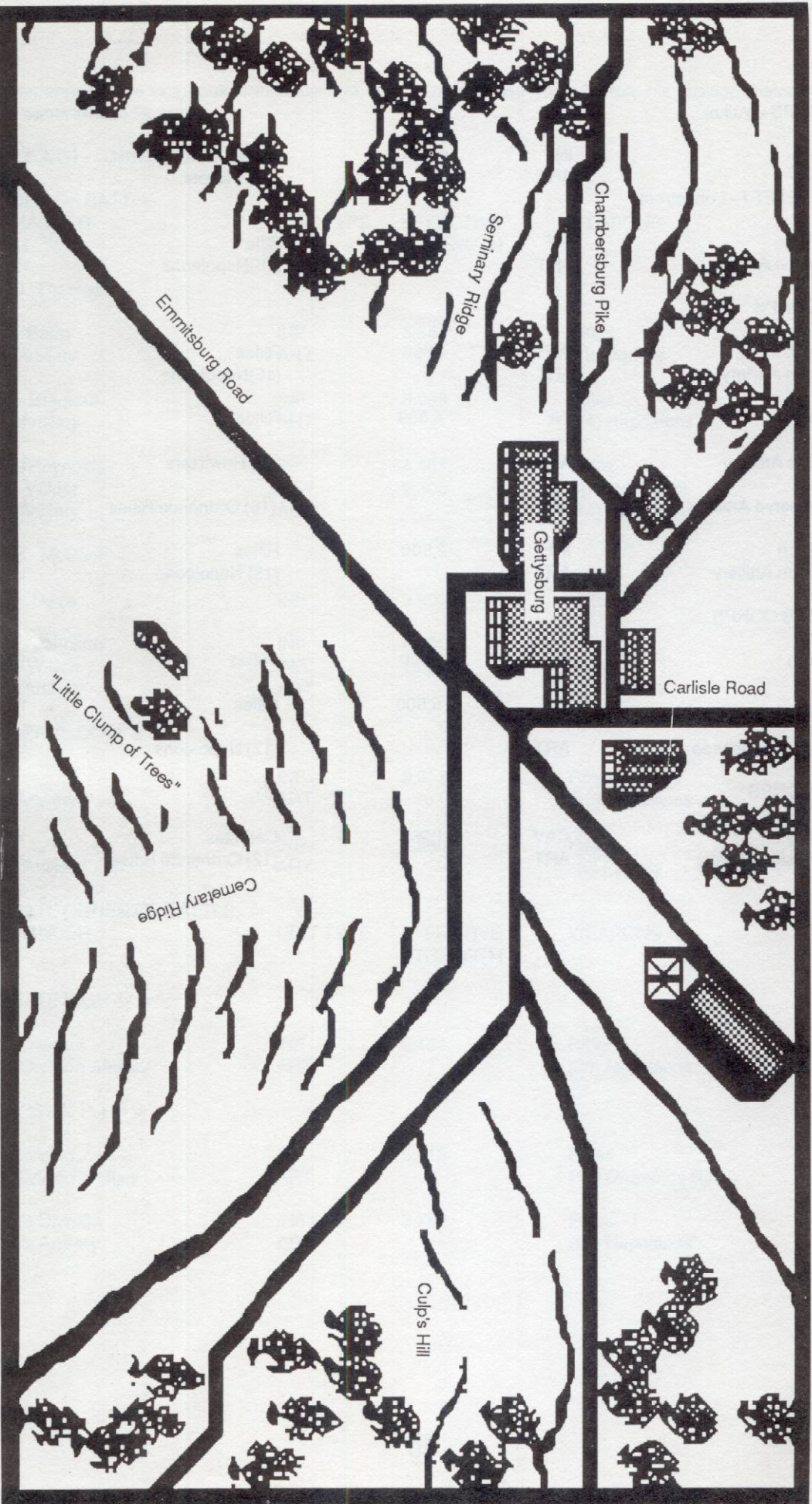
Hood's Division	INF	5,500	Rifles	12:30 PM
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Reserve Artillery, Tennessee	ART		(17) Napoleons	12:30 PM
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FORREST'S CORPS

Armstrong's Division	CAV	1,250	Carbines	12:30 PM
Armstrong's Division Artillery	ART		(12) Ordnance Rifles	12:30 PM

Gettysburg

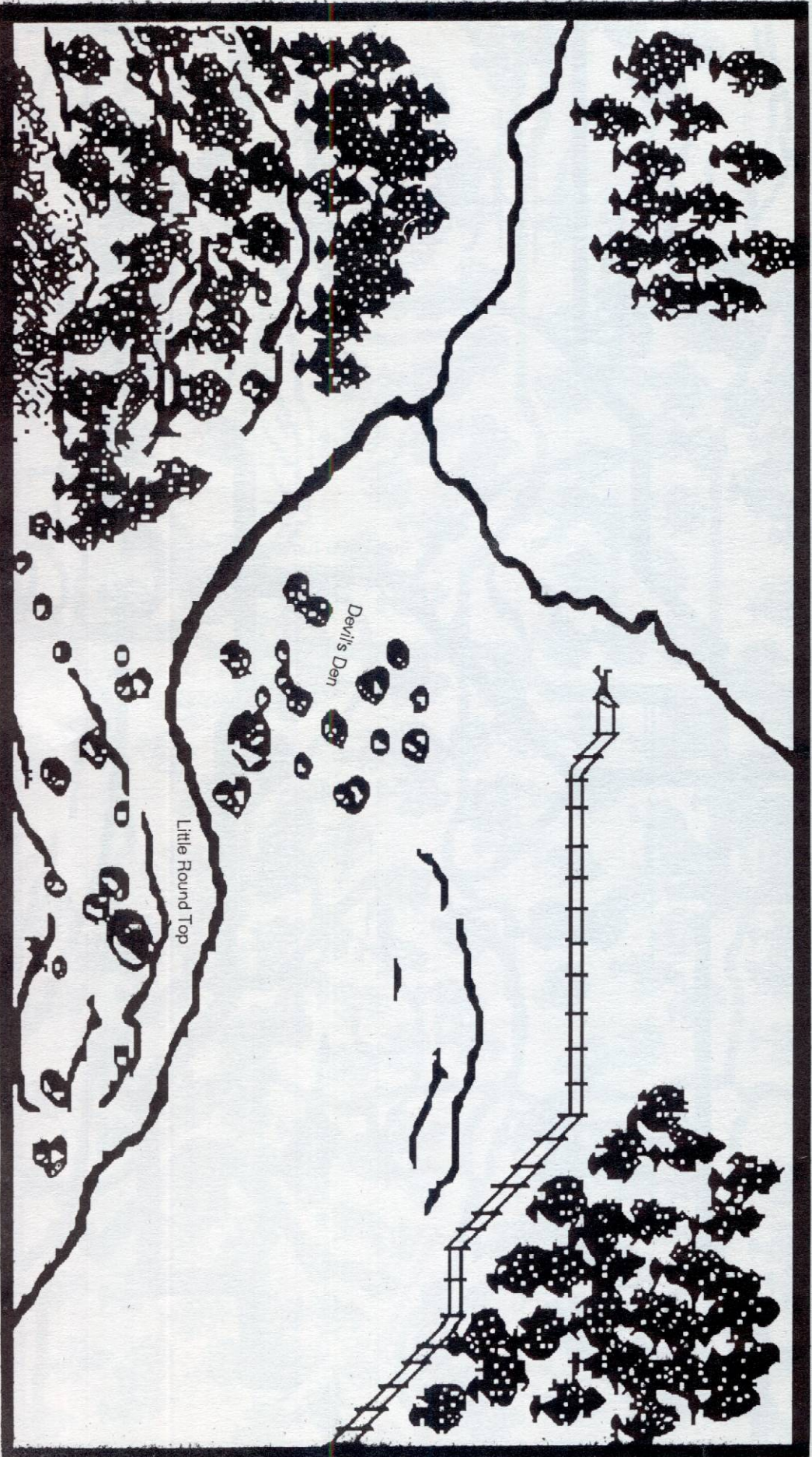


A BUGLE AT DAWN

A DISTANT THUNDER

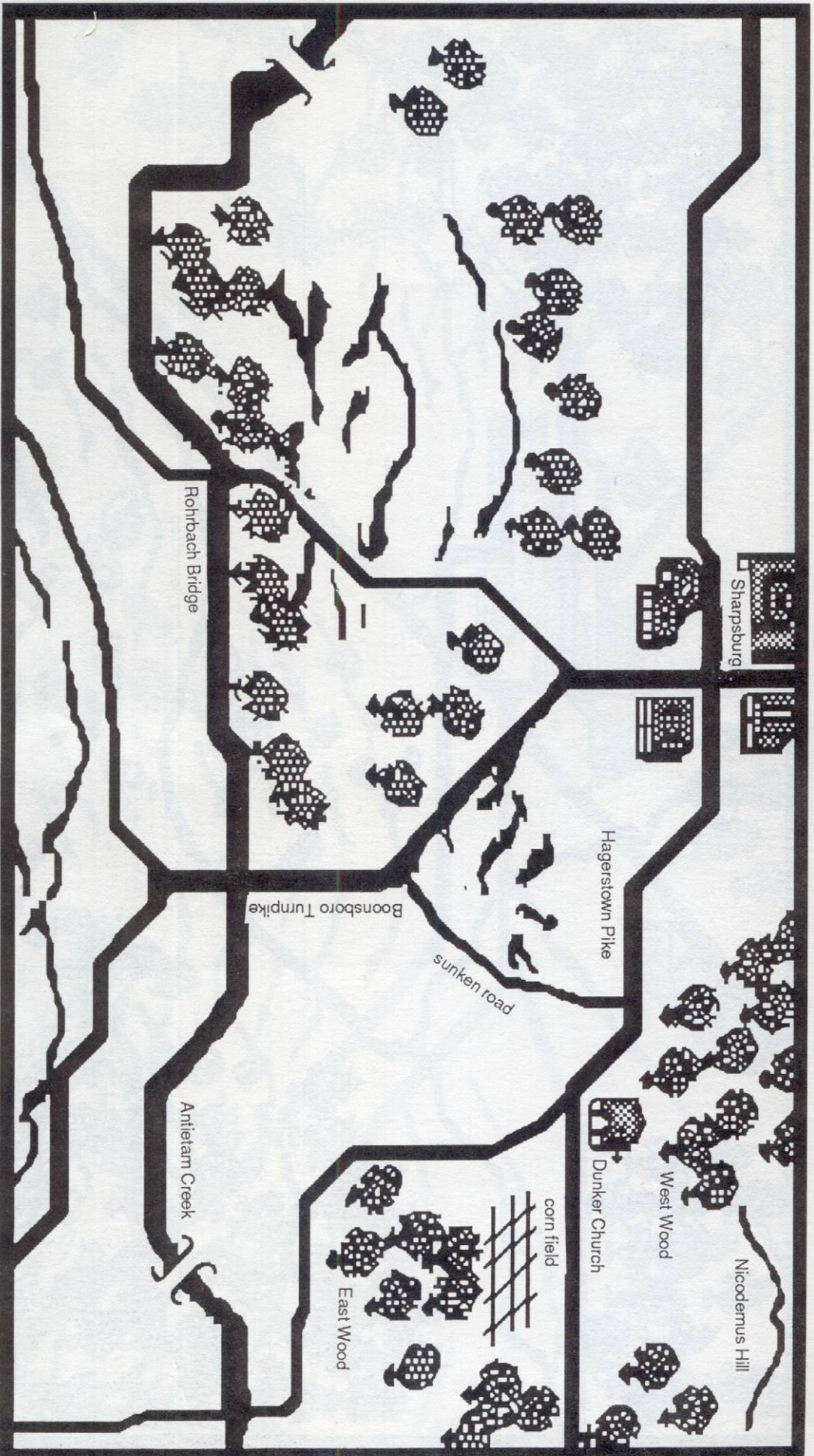
DUTY, HONOR, COUNTRY

Devil's Den



REBEL YELL

Antietam



TERRIBLE SWIFT SWORD

BLACK DEVILS

BURNSIDE'S BRIDGE

Chickamauga



MR. LINCOLN'S GUN

THE RIVER OF DEATH

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15.0 GLOSSARY

artillery battery - Usually 6 guns, although the number would vary. Often batteries would contain mixed weapons, rifles & Napoleons for instance.

battalion - A military unit composed of two or more companies and a headquarters.

breastworks - Hastily constructed fortifications of stones, fence rails, tree limbs, etc. designed to provide some protection from enemy small arms fire.

breech - The rear end of a fire arm.

breech loader - Shoulder arm that is loaded from the breech.

brigade - A military unit consisting of two or more regiments.

caisson - A small ammunition wagon that was towed with an artillery piece.

caliber - The diameter of the bore of a firearm.

canister - Artillery ammunition designed for anti-personnel use, consisting of a hollow metal can filled with solid round balls.

column - Unit in a rectangular formation composed of 4 equal ranks.

company - A military unit composed of approximately 100 men.

corps - A military unit consisting of two or more divisions and support troops.

counter battery fire - Artillery fire directed against opposing artillery.

division - A military unit consisting of two or more brigades. The division was the basic unit of army level deployment.

fatigue - The measure of how tired combat soldiers are.

file - A type of FIRE COMMAND directing the first half of a UNIT or SECTION to fire and the second half of the UNIT or SECTION to fire AS the first half is reloading their weapons.

flank - The extreme left or right position of a given formation.

Howitzer - A muzzle loading, smooth bore, short-barrelled artillery piece firing shell and canister ammunition. Designed for firing at high angles of elevation.

limber - The wheeled carriage that transports an artillery piece.

line - Units in a rectangular formation composed of 2 equal ranks.

morale - In general, a unit's confidence in itself and in its ability to survive.

musket - Single shot, muzzle loading shoulder arm with a smooth barrel. Fires either a single round lead "ball" or buckshot. Generally accurate to only 200 yds.

muzzle - Point of discharge of a fire arm's barrel.

muzzle loader - Shoulder arm that is loaded from the muzzle.

Napoleon - A muzzle loading, smooth bore artillery piece, named for Napoleon III of France. The most common fired a 12-pound round shot (hence the alternate name "12 pounder"), explosive shells and canister.

Ordnance Rifle - Type of rifled artillery piece, usually firing a 3-inch wide projectile. Unlike the Parrot, it was cast from a single piece.

Parrot Rifle - A type of artillery rifle that had a distinctive metal band placed over the breech of the weapon to impart greater strength.

percussion cap - A copper cap containing fulminate of mercury that would be placed over a hollow nipple on a muzzle loading shoulder or side arm. A hammer falling on the percussion cap would send a flash into the main powder charge in the barrel of the weapon, firing the piece.

percussion rifle - Any rifle using a percussion cap.

pincer - Simultaneous attacks from two or more directions.

rank - A line of infantry, cavalry or artillery in battle formation. Also, a type of FIRE COMMAND directing half of a UNIT or SECTION to fire and the second half of the UNIT or SECTION to fire only after the first half has reloaded.

regiment - A military unit composed of ten companies of 1,000 men or less. However, straggling, disease and desertion would often reduce the typical Civil War regiment to half this number.

repeater - Semi-automatic weapon that fires several rounds or shots before being reloaded.

rifled musket - Single shot, muzzle loading shoulder arm with a series of grooves cut into the barrel for greater accuracy.

rout - Disorderly flight after a defeat on the battlefield.

shell - Artillery ammunition consisting of a hollow, cylindrical projectile filled with explosive and equipped with a fuse which allows the shell to be exploded at a particular range.

shot - Artillery ammunition consisting of either a solid, round metal ball or a solid, cylindrical-shaped metal projectile.

skirmishers - Infantry in a unit deployed so as to have from 1/2 to 2/3 of their complement dispersed in a more or less random pattern, making the most of trees, rocks, etc. for shelter while advancing and maintaining a sustained fire.

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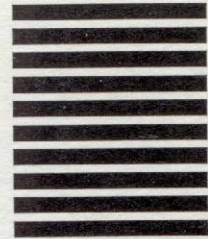
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