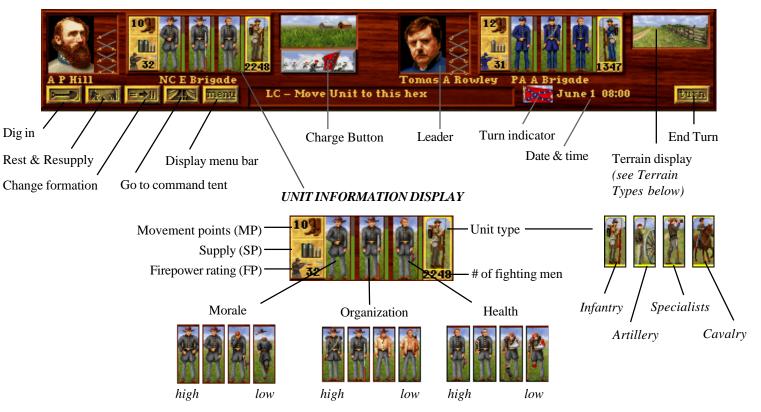


ROBERT E. LEE: CIVIL WAR GENERAL QUICK REFERENCE

CONFEDERATE SIDE

INFORMATION PANEL

UNION SIDE



UNIT-TYPES & FORMATIONS

(shown in small, medium, and large sizes)

INFANTRY, MARCHING FORMATION



CAVALRY, MOUNTED



ARTILLERY, UNLIMBERED



SPECIALISTS (single size and *formation*)



INFANTRY, COMBAT FORMATION



CAVALRY, DISMOUNTED



ARTILLERY, LIMBERED









TERRAIN TYPES









Road/Grass



Road/Forest



River

Bridge



Town



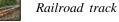
Stone wall



Sunken road







Pontoon bridge



Rocky knoll



Stream

KEYBOARD-COMMANDS

- M = Toggle Menu Bar
- **Ctrl-N** = Start new game
- **Ctrl-S** = Save game
- **Ctrl-L** = Load saved game
- Ctrl-X = Exit
- **Ctrl-T** = End turn
- **Ctrl-U** = Toggle Union data
- Ctrl-C = Toggle Confederate data
- + (**plus sign**) = Select next unit
- (minus sign) = Select previous unit
- **Ctrl-G** = Toggle hex grid
- **Ctrl-O** = Overview window
- Ctrl-F2 = Show movement range
- Ctrl-F3 = Show ready units
- Ctrl-F4 = Show fleeing units
- Ctrl-F5 = Show low supplied units
- Ctrl-F6 = Show Corps Commanders
- Ctrl-F7 = Show reinforcement areas
- Ctrl-A = Go to Command Tent
- Ctrl-P = Casualty Report
- Ctrl-M = Command Map

Ctrl-R = Reinforcements Report Ctrl- B = Objectives Report **F2** = Toggle hexnumbers **F3** = Resting units **F4** = Movement left F5 = Movement max**F6** = Times defended **F7** = Natural cover **F8** = Prepared cover **F9** = Terrain morale boost **F10** = Terrain height **F11** = Unit morale level **F1** = Help contents **Shift-F1** = Search help topics A = Reassign Corps Commanders next turn $\mathbf{S} = \mathbf{Skip}$ unit \mathbf{F} = Change formation \mathbf{C} = Center on current unit $\mathbf{D} = \text{Dig in}$ $\mathbf{R} = \text{Rest unit}$

FOR-ADVANCED-PLAYERS THE WEAPON PURCHASE SCREEN Purchase weapon Full Supply cost Army Supply Weapon purchase price Show Army of Northern Virginia Roster Dismiss Leader DETAILED UNIT INFORMATION

