

Using the Civil War Module
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Overview

The Civil War module lets you play Avalon Hill's Civil War game on your computer.

Players may play either the Union or Confederate army.

Once you enter the module and choose your side, you will be presented with the Main Toolbar.

This is a series of buttons along the top of the main window that allow you to play the game.

Prepare for Play

Open the Main Map, Time Record, and Pieces Pallette by pressing F2, F4, and F1 respectively.

Set up the pieces on the Main Map according to the rules. The Time Record has a Time Marker in the starting month of the war. Advance this marker one month for each turn.

Movement

When you select a piece, you may move it up to its movement allowance. It will leave a Movement Trail unless the Movement Trail toggle has been turned off. Press Ctrl - M to toggle the Movement Trails.

Zone of Control

You may view the current piece's Zone of Control (ZOC) by pressing Ctrl - Z or by choosing the corresponding menu item.

Combat

To resolve combat, place an Attack Marker from the Pieces Pallette near the site of combat. Calculate the Attack Odds and announce them to the opposing player by pressing F5 and choosing the appropriate odds. Then, roll the die by pressing the 'Roll Die' button or pressing Ctrl-R. Consult the

Combat Results Table by pressing F3. To delete a piece, select it and right click on it to show its available actions. Choose 'Delete' or press Ctrl-D to delete.

Ending the Game

Play continues until March, 1865 or until one side completes its victory conditions.

Hot Keys

Here is a list of the Hot Keys and their actions.

<u>Key</u>	<u>Action</u>
F1	Open the Pieces Pallete
F2	Open the Main Map
F3	Open the Combat Results Table
F4	Open the Time Record
F5	Set Attack Odds
Ctrl - D	Delete Selected Piece
Ctrl - M	Toggle Movement Trails
Ctrl - Z	Toggle Zone of Control