

TRUCKFISH GAMES

BATTLESCOPE

CIVIL WAR

THE ART OF COMMAND



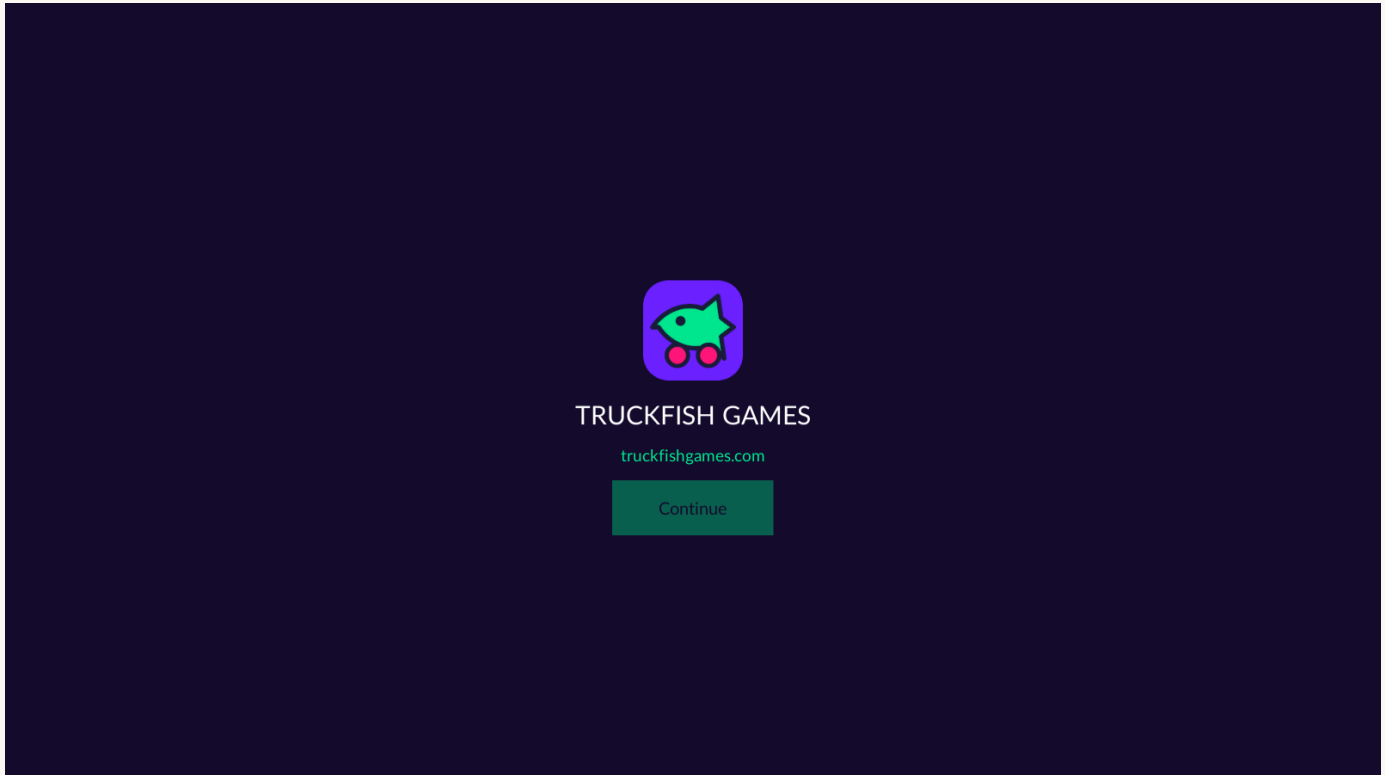
Actual Windows 1.0.1 scene rendered offscreen; interface omitted for capture.

Command the Union or Confederate army in an offline strategy game with two scales of command: brigade battles on hex fields and armies on a strategic map of the United States. Choose an individual battle, a branching battle campaign, or the separate war-map campaign.

FREE FIELD GUIDE

Installation, controls, tactics and campaign essentials.
Keep this booklet beside you for your first command.

Take command



The actual publisher screen rendered from this release. Continue opens the game; it also proceeds automatically.

Install and start

1. Download the game's Windows ZIP and extract the entire archive into a folder.
2. Run CivilWar.exe. Keep its Data folder, MonoBleedingEdge and every supplied runtime file beside the executable.
3. Create or select a local commander profile and choose your army. The packaged game requires neither the Unity editor nor an online account. Optional local text generation is not required to play.

Choose your first game

Battles offers nine authored fields: First Manassas, Gaines' Mill, Second Manassas, Antietam, Fredericksburg, Chancellorsville, Gettysburg, the Wilderness and a fictional assault on Washington. Either army is playable.

Learn an individual battle before starting a campaign. Read the terrain, objective values and reinforcement schedule first.

Controls at a glance

INPUT	ACTION
Battle - left-click	Select or inspect a unit, or move your selected unit to highlighted ground.
Battle - right-click a visible enemy	Attack with the selected unit; artillery uses its legal firing range.
Battle - Space	End the turn.
Battle - F / D	Change formation / dig in when eligible.
Battle - R / Shift+R	Rest the selected unit / rest eligible units and end the turn.
Battle - Y / C	Rally / arm Charge for the selected unit.
Battle - M	Arm Mass fire for an eligible battery.
Battle - Tab	Select the next idle unit.
Battle - V / F2	Toggle the victory report / hide or restore battlefield panels.
Battle - Esc	Pause, resume, or close an open report.
War map - left-click	Select your formation, then choose a destination to march.
War map - H / B	Arm forced march / rail movement, then click a destination.
War map - R	Rest the selected formation. Shift+R does not issue the battle's Rest all command here.
War map - Space	End the day and resolve the opposing moves, supply and contacts.
F5 / F9	Save / load the current map's slot: battle on the tactical map, war on the strategic map.
Arrow keys or middle-mouse drag	Pan the map.
Mouse wheel or + / -	Zoom the map.
Ctrl+Q	Request quit. Save first.

A useful habit

Avoid attacking fresh defenders across open ground without preparation. Their first volley can break your assault before it replies.

Read the battlefield



Actual live battlefield; the interface is omitted in this offscreen capture. Objectives and terrain shape the fight.

Formations and combat

Infantry marches in column and fights in line. Cavalry can fight mounted or dismounted; guns move limbered and deploy to fire. Normal assaults give the defender the first volley, so fresh troops in good cover are difficult to dislodge.

Morale and command

Health, organisation, morale, leaders and supply influence whether troops can fight, hold or retreat. Rallying and demanding charges can spend army morale. Preserve a safe retreat route before committing.

Artillery and coordinated attacks

Use artillery to prepare an attack, and inspect the selected battery's range shading. Coordinated pressure can wear down a defender; a mounted cavalry charge is powerful but exposes its riders to greater danger.

Rest and supply

Rest eligible units to restore condition and replenish supply under the current field's rules. Dig in to improve a position. Winning ground with a badly damaged army can still produce a poor final score.

Branching battle campaign

Campaign branches use the player's result, whichever army they command. Wins can open different fields; a draw follows the non-victory route. The muster carries the campaign's force condition and rearming choices forward.

Marching on the war map

One strategic turn is one day. March along connected ground, move by rail where the route permits, or force a march at a cost to your brigades' health and organisation. Rest a formation before it is needed in battle.

The campaign continues



The actual strategic war map from this release. Labels and panels are omitted from this offscreen capture.

Supply and contact

War-map formations need a traceable supply route to a friendly city. Opposing forces near each other can trigger a tactical battle, with nearby formations joining as reinforcements. The brigades' surviving men and condition return to the war map afterward.

National will

Both nations begin with 300 will. Battles, cities and declining contact change it. Time alone also wears it down: Union will falls by 0.10 per day and Confederate will by 0.06. The Confederacy can win by exhausting Northern will without conquering the entire North.

What decides the result

Battle campaign begins at First Manassas. Results change the route through the catalogue, so one playthrough need not visit every field. The Seven Days campaign step uses the Gaines' Mill battlefield. Recover and rearm at the muster between battles.

A tactical battle ends at its turn limit, or when an army has no units left on the field and no reinforcements waiting. Ground, army morale, casualties, condition and other scoring terms determine a major victory, minor victory or draw.

The war opens in July 1861. Take cities, maintain supply and win engagements to weaken the opposing nation's will. A side loses when its national will reaches zero or it has no live formations remaining.

Confederate capture of Washington ends the war immediately. Capturing Richmond transfers national will but does not itself end the war. If the war reaches its 1,400-day limit, higher remaining will wins; an exact tie favors the Confederacy.

Keep your command

Save, return and back up

Profiles, preferences and saves are local. Each profile has separate tactical battle, battle-campaign ledger and strategic war files. Use F5 and check the save message before leaving an unfinished game.

Continue on the title screen loads the profile's tactical battle. Battle campaign resumes its muster. To resume a saved strategic war, choose The war, then press F9 on the war map before issuing orders or saving again.

Completed battles in the branching battle campaign are recorded in its ledger automatically. This is separate from the strategic war-map save.

Save the war-map position before ending a day that may lead to contact. After a tactical battle, return to the war map and save again to retain its strategic result. A tactical battle save does not restore the surrounding strategic war context.

Save folder: %USERPROFILE%\AppData\LocalLow\DefaultCompany\BattleScope - Civil War

About this game

Offline single player against a computer opponent; no multiplayer.

The tactical catalogue contains eight historical-inspired fields and one fictional Washington scenario. It is not a twenty-battle catalogue, and the branching campaign is not eight mandatory battles in a straight line.

The battle campaign follows the same Eastern Theatre sequence from either player's side; a separate Union campaign sequence is not included.

Terrain, orders of battle and strategic forces include authored abstractions. War-map elevation is based on geographic data, while cities, railways, woodland and starting forces are authored content.

When player fog of war is enabled, the computer opponent still has full unit information. Optional text generation does not decide combat, pathfinding or AI orders.

Tactical and strategic saves are separate. Saving partway through a war-generated tactical battle does not preserve a resumable combined battle-and-war session.

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