

YANKEE

1. LOADING INSTRUCTIONS

- The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading the program.
1. Connect the ear socket of the computer to the ear socket of your tape recorder.
 2. Set the volume control as per Sinclair manual.
 3. Adjust the tone control to maximum.
 4. Type LOAD "".
 5. Start the tape recorder. The program will RUN automatically once loaded.

2. INTRODUCTION

In Gettysburg you play the role of General George Meade commander of the Union army, (Black units) and your army consists of 6 corps with 3 of them possessing one cavalry unit. The unit designated 11th Corps is commanded by the 1st Corps commander.

In Chickamauga you command the Confederate army of General Braxton Bragg (Yellow units).

Your army consists of 5 Infantry Corps, 1 Cavalry Corps of 3 Divisions each and 3 Artillery Batteries - 21 units in all. The computer has similar forces.

You may either control the battle by issuing orders to individual units or by issuing orders to your Corp Commanders who are programmed to either carry out your exact orders or, if you prefer, to act on their own initiative intelligently.

Each game turn has 2 main phases - the issuing of army orders and the movement and combat which results from those orders.

Information is available on strength and morale of your units and the strength of the enemy units, if they are in range. In the combat phase losses, retreats and routs for both sides are reported. Therefore, one has the benefit of computer intelligence being programmed not only for the computer's forces but also for the Player's Commanders if you require to use it.

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Engage - requests the Corps Command unit to search up to 2 positions distant for enemy units (other than enemy artillery units) and to move next to those units if located, as will the other Divisions of the Corps if they are within 2 positions of the enemy.

Withdraw - requests the Corps to move towards a new base position at a slow speed and will avoid enemy units during such movement. New Base Position is selected by moving cursor and confirming with Target.

Regroup - requests Corps to move towards a new Base Position. In moving the enemy will not be engaged except by accident no matter how close the enemy units are. New Base Position is selected by moving cursor and confirming with Target.

4:6. Ordering Artillery Units

Artillery units can only be accessed via the artillery menu which is accessed after exiting from the Infantry and Cavalry ordering phase. They can only be given unit orders and are never subject to Corps command.

First move the cursor onto the Artillery unit which you wish to order. This results in the main menu i.e. 4:3. being accessed and the options are the same.

Keying Order results in the Artillery Order menu being accessed as follows:-

Movement - requests unit to move and the cursor must then be moved to the target position and confirmed by keying Target.

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N.B. Artillery take 2 Movement points to limber and unlimber. Infantry and Cavalry units exert a degree of control over adjacent positions. Therefore any unit next to an enemy Infantry or Cavalry unit may not move directly to a new position that is also next to an enemy unit, except as a result of combat.

Combat occurs between all opposing units occupying adjacent positions. Each 500 men in a unit equals one Strength Point and these are increased by level of morale. See Section 5 below. They are also adjusted as shown above, according to the terrain occupied by the attacker.

After each army's movement the units of that army are considered as attacking units during combat and the opposing army's units as the defenders.

One unit attacking 2 enemy units with no other friendly unit adjacent, attacks at half strength.

An Artillery unit adjacent to at least 2 enemy Infantry/Cavalry units, will rout.

If a Corps command unit is eliminated then the next Division becomes the Corps commander if it is not subject to a unit order.

5. MORALE

The morale level of a unit adds strength points to a unit as follows:-

Excellent + 6 : Very Good + 5 : Good + 4
Fair + 3 : Low + 2 : Poor + 1 : Abysmal + 0

Half of the morale factor is made up of a fatigue value, fractions rounded down.

e.g. very good morale = 3 morale points + 2 fatigue points. On every third occasion a unit attacks (not defends) a fatigue point is deducted thus reducing the overall morale level and effectiveness of the unit.

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3. DISPLAY

The display can be scrolled up and down, left or right, by using the cursor keys. The total playing area is approximately 3 times the size of the screen which is displayed.

The reported positions of both friendly and enemy troops are shown initially.

Each unit displays its type and the corps designation, a 'C' represents the corps command unit of that corps. A 'U' shows that the unit is under direct unit command.

In Gettysburg the number on the unit is the corps designation. In Chickamauga there are 5 infantry commanders in the players army and they are designated with the commanders initials as follows:-

P = Polk.
HI = Hill.
L = Longstreet.
B = Buckner.
H = Hood.

The terrain symbols are shown in 4:8 below.

At the foot of the screen the menu is displayed which shows the options and instructions available at each stage of each turn.

4. SEQUENCE OF PLAY

4:1. Game Level

Select game level as follows:-

1 = Beginner.
2 = Standard.
3 = Advanced.

4:2. First Menu

- Army order to commence or \emptyset to continue without giving any orders.

- Move cursor onto unit you wish to give orders to and the 'main menu' options will be given.

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Fire - requests artillery to fire either against Artillery or Infantry. The individual artillery Commanders will decide on the precise target unit if more than one unit of the type in question is in range. They have a bombardment range of 5 unit positions and may fire only once per game turn. The particular fire order will remain in effect until changed. Woods, towns, hills and other units block 'line of sight' and prevent artillery bombardment. Artillery fire that does not achieve significant results is not displayed.

Exit - returns to cursor movement command or to exit to the Re-organisation Phase.

4:7. Re-Organisation

Key Re-organisation and then move cursor to relevant unit and Key R to confirm, otherwise Exit.

Units which have lost at least one third of their original strength may be re-organised. This simulates the rounding up of stragglers and deserters.

On re-organisation a unit will have either 500 or 1,000 men returned to it. Any unit which re-organises whose morale is less than good, will have its morale restored to good. A unit can only re-organise once and must be more than 3 positions distant from an enemy unit at the moment of re-organisation. Artillery units cannot be re-organised.

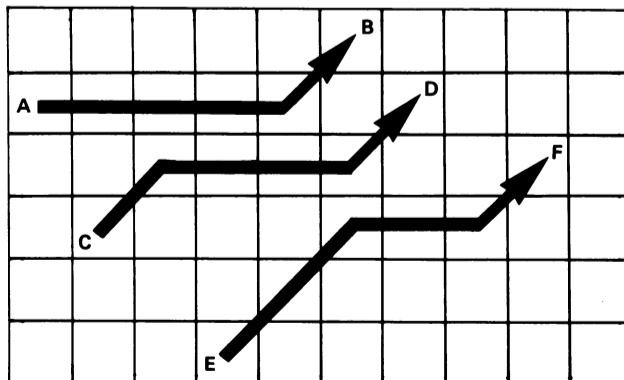
4:8. Movement and Combat

Keying \emptyset in the first menu activates the Movement Phase. Six Movement points are allocated each turn for the Infantry and Artillery and ten Movement points are allocated to the Cavalry and these are used up according to the terrain which is crossed as follows:-

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6. MOVEMENT RULE

If the 2 positions are on the same line, column or diagonal then movement takes place along a straight line between the 2 positions. If not then the following diagram shows the method used.



The rule that applies is that movement takes place along the diagonal until it is one line or column from the line or column of the target position. It then moves along the line or column with the last move along the diagonal.

7. HIDDEN MOVEMENT

Only those enemy units whose position has been reported to you by your corps commanders will appear on the map. This stimulates the difficulties of communication and means that your corps commander may react to enemy units that are not visible to you.

Generally the closer enemy units are to a friendly unit the more likely their position will be displayed.

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4:3. Main Menu

Order to access the order menu see 4:4, 4:5, and 4:6 below. Details give number of troops in unit and their morale and number of enemy troops if within range.

Terrain exposes the terrain underneath a unit. Unit order deletion returns the unit to Corps Command. Exit allows exiting from order phase to next phase.

4:4. Ordering a Unit

Each unit, except Corps Commanders may be given a direct unit order and will move towards the objective position set regardless of the current Corps order.

Move cursor to target position and confirm by keying Target. Move cursor onto next unit which you want to move or Exit.

4:5. Ordering a Corps

Move - requests the unit to move and then the cursor must be moved to the target position and confirmed by keying Target and then Yes if you want the Corps to hold at this position. The other 2 Divisions of the Corps will ape the movement of the Corps Commander.

Full Command - requests the Corps Commander to search up to 3 positions distant for enemy units and to engage any such unit. However, if a Division (unit) in the Corps is likely to sustain severe losses, then the Commander will not engage.

Hold - requests all the units of a Corps to remain in position.

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Terrain	Symbol	Colour	Movement Cost	Combat Adjustment
Clear		Green	2	None
Town		Black	2	Defender+3
Stream		Blue	3	Attacker-2
Hill		Green	3	Defender+3
Wooded Hill		Red	3	Defender+4
Ridge		White	3	Defender+2
Woods		Red	3	Defender+2
Rough Ground		Black	2	None

Rough ground has no effect other than to outline a hill.

Chickamauga combat adjustment changes:-

Hill Defender+4
Ridge Defender+3

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8. CORPS RULES

8:1. Base Position

A corps commander's base position is initially the position the unit starts the game on.

While a corps commander is on his base position the following rules apply:-

A corps commander will never search more than two positions distant for engage movement purposes. Any division under corps command more than one position from its corps commander will move towards its corps command unit.

The base position of each corps must be maintained in a sensible position throughout the game so that when a corps commander requests a retreat, he will have a realist base to retreat to.

To change a corps base position for this purpose, issue a regroup order to the corps and then immediately issue the same corps with another type of order you wish it to carry out.

8:2. Corps Integrity

Units which become separated from their corps commander by more than one position will move towards their corps commander if the corps as a whole is subject to a move order.

During engage movement any division of a corps not in close proximity to the enemy will move towards its corps commander.

8:3. Artillery Attack

A corps commander will not attack an enemy artillery unit as a direct result of corps intelligence. (Full Command.) If you want a corps to attack artillery you must use a corps move order or one or more unit orders.

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9. VICTORY CONDITIONS

Gettysburg

The battle is deemed over when 6,000 or more Confederate troops approach the bottom right area of the map.

OR when either army is reduced to 9 units or less.

OR when either army is reduced to less than 30,000 men.

Chickamauga

The battle is deemed over when 6,000 or more Confederate troops reach Rossville Gap and or Mcfarlands Gap.

OR when 6,000 or more Union troops cross the stream in the bottom half of the map.

OR when either army is reduced to 9 units or less.

OR when either army is reduced to less than 20,000 men.

It should be noted that the above conditions only signal the termination of the game, they do not of themselves indicate who is the victor.

At the end of the battle if you wish to play again you will have to reload from cassette.

Press enter and start recorder.

This is due to the fact that there is insufficient memory to hold a copy of all initial data.

If you wish to continue the present battle enter Y.

Because more than one check is made to determine that the battle is over you may have to enter Y more than once.

10. GENERAL NOTES

Yankee is designed to be both an historical simulation and a playable game: a game of decision making, in which forces are balanced and the computer has no hidden advantages.

The unit order allows the player total control over each of his units and whilst some people express their preference for this detailed control it is not a realistic method of commanding an

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player to see more clearly where the opportunities and potential disasters exist throughout the game.

For the player, Gettysburg is the more defensive battle with Chickamauga presenting more opportunity for sustained attacking strategies. This does however depend to some extent on which strategic option the computer chooses. With regard to variety of game, level two will present the player with more potentially successful options than level three. Level three generally produces a rather dour struggle designed for the more skillful player. Level one is designed mainly as an introduction for the newcomer to wargaming but should provide an interesting game played with only corps orders for even the most competent of players.

11. HISTORICAL NOTES

11:1 GETTYSBURG 1st to 4th July 1863

The Battle of Gettysburg was fought between the Confederate Army of Northern Virginia, commanded by Robert E. Lee and the Union Army of the Potomac, newly commanded by George G. Meade.

This critical battle was fought in Pennsylvania as a result of Lee's decision to take the initiative and transfer the devastation of war from battle torn Virginia to the fertile soil of the North. Units of the two armies clashed on the ridge west of the town of Gettysburg and both sides called for assistance. As more and more units were drawn into the skirmish both Lee and Meade decided that here was as good a place as any to settle the issue.

After the first day's fighting between the lead units of the two armies, the Union army took up defensive positions on Culp's Hill and Cemetery Hill south of the town and along Cemetery Ridge running south to the two round tops. Unfortunately for Meade General Sickles on the Union left felt that the ridge in front of him was a better position than he currently held and moved his corps forward into an exposed position.

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11:2 CHICKAMAUGA 19th to 20th September 1863

During the Summer of 1863 General Rosecrans' Union Army of the Cumberland had conducted a campaign against General Bragg's Confederate Army of Tennessee in South East Tennessee. This campaign resulted in the capture of Chattanooga by the Union army. Chattanooga was a vital rail centre and the gateway to Georgia and the deep south.

Bragg's retreat from Chattanooga whilst necessary was not, as Rosecrans believed, a full scale retreat all the way to Atlanta. Richmond, recognising the threat posed by Rosecrans, had sent reinforcements to Bragg's army. These included the veterans of Longstreet's corps though minus Pickett's division devastated at Gettysburg. For the first time a Confederate commander found himself with a numerically superior army to that of the Union commander.

As Rosecrans ordered his corps to concentrate as they had become widely scattered during their march south, Bragg went onto the offensive.

The first clash came at Reeds Bridge over West Chickamauga Creek. This was a surprise to Bragg as he had not thought that enemy forces were in that area. With Rosecrans still desperately trying to complete the concentration of his army, both commanders began to feed in troops to the front as fast as they could be brought up. The first day of the battle consisted mainly of Confederate attacks against the positions held by the Union 14th corps, commanded by Major-General Thomas and though succeeding in throwing the Union forces onto the defensive, were held all the way along the line.

On the Union right flank an attack by Hood's division was the first firm evidence that a disbelieving Rosecrans had that some of Lee's Virginia veterans had indeed reinforced Bragg's army. Rosecrans now realised the desperate situation he was in and that both his army and the Union cause in Tennessee could be lost.

On the second day Rosecrans' main concern was to protect the route back to Chattanooga. As a result Thomas' corps, on the Union left was reinforced with units from the centre. The

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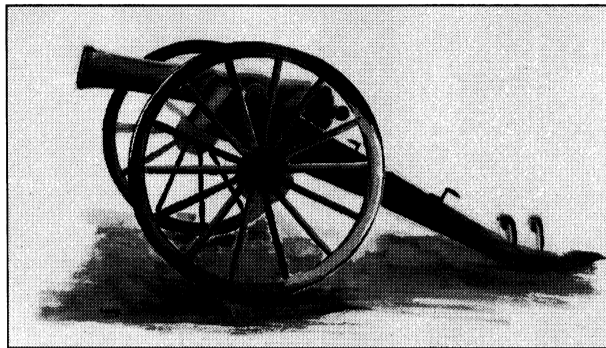
Army. In reality no army commander had this kind of control over every individual unit.

The main aim of this simulation is to provide the player with the means of command and its inherent problems, that existed historically. Commanding the army via the six corps commanders simulates the lack of perfect control the general experienced in reality. Minimal use of unit orders alongside corps orders will produce an accurate simulation of the problems faced in reality. The other significant feature of the game is the quality of your computer opponent (Charlie Oscar).

It is sufficiently sophisticated to present a challenge to the player's intelligence, his strategic and tactical sense.

It is complex enough to be largely unpredictable and to present different problems and different situations, so that it remains a challenge after repeated playings.

The range and flexibility of its responses will only become apparent when the player has become expert in the deployment of his own forces.



Field Gun

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State of the Union - 1861



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Confederate army continued to batter Thomas' line throughout the morning and more and more Union units were transferred from quieter sections of the front to support him. During this constant shift of units from the Union centre Longstreet hurled a massed attack of 11,000 men against one of the gaps created in the centre right of the Union line. Infantry, cavalry and artillery swept forward and pierced the Union line. As thousands of rebel soldiers flooded the gap the Union right flank collapsed and the best part of two corps were swept from the field and ran as a mob back to Chattanooga.

Longstreet now turned his attentions on Thomas' corps which was reduced to fighting a desperate rearguard action to cover the retreat of the rest of the army. The fighting continued well after dark and when almost surrounded, Thomas, who had fought a brilliant defensive action, was forced to withdraw and follow the rest of Rosecrans' shattered army.

Bragg did not pursue believing his army was spent though many, including Longstreet, disagreed. As a result he had won a battle but gained precious little from it. The Union army retired behind the fortifications of Chattanooga and soon Grant would arrive to restore the morale and the fortunes of the Army of the Cumberland.

The following year, under Sherman, it would march to Atlanta and thence all the way to the sea.

NAPOLEON AT WAR by the same author is available direct from CCS Ltd. at £8.95 for the Spectrum 48/128K.

On a more detailed level the player must be aware of the importance of morale on a unit's effectiveness.

Regardless of numerical strength a unit will not perform effectively unless its morale is high.

Morale is progressively reduced on an individual unit basis throughout the simulation by artillery bombardment, high numerical losses, retreat as a result of combat and by fatigue. It is important to remember that Charlie Oscars units suffer in exactly the same way as your own, so that if, for example, you are faced with a very successful attack that may appear unstoppable, fatigue alone could well ensure that the enemies units run out of steam and ultimately fail.

Because the emphasis has been on producing a credible opponent, it is a game that becomes more interesting as its subtleties are mastered.

The American Civil War was the first war to show that improvements in weaponry largely favoured the defence. Improvements in accuracy and rate of fire of both the rifle and artillery allowed a defending army to take such toll of attacking troops that the massed charge rarely succeeded in sweeping the enemy from the field. This meant that pitched battles were more likely to last two to three days rather than a single day more common to Napoleonic times.

In the simulations this means that the player must have patience and wait for attacking opportunities to present themselves. In defence the player must still be aggressive, using artillery to best effect and launching counter attacks wherever local superiority exists. Once on the offensive the player must attempt to maintain pressure on the enemy units to prevent them from reorganising. This is possibly the only way to achieve a decisive victory at levels two and three.

Generally speaking it is advisable to set each corps a specific task even if this means simply remaining in reserve. It will allow the

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Lee responded by ordering Longstreet's two divisions, with supporting units from Hill's corps, to charge the Union left flank. Meade was forced into committing a major part of his force to stem the tide and ultimately 30,000 men were needed to persuade Longstreet's 15,000 to desist.

In the meantime the Confederate 2nd corps under Richard Ewell had stormed both Culp's Hill and Cemetery Hill. His troops were repulsed at Culp's Hill but managed to take Cemetery Hill for a period before being thrown back by the Union 2nd corps.

With both the Union flanks still secure, Lee was determined to crush Meade's centre with a massed infantry assault.

While Ewell continued to attack the Union right flank in order to draw reserves away from the centre, the third day of Gettysburg was totally dominated by this infantry charge, led by Major-General Pickett, against the Union positions along Cemetery Ridge.

170 guns were massed in a mile and a half long line in front of Cemetery Ridge. After the bombardment 15,000 Southern Infantrymen, screaming the rebel yell, stormed the Union positions.

In the open terrain in front of the ridge the Confederate infantry presented the Union artillery and infantry with a target they could not miss.

By the time they reached the Union lines the Confederate infantry were outnumbered and outgunned and were bloodily repulsed.

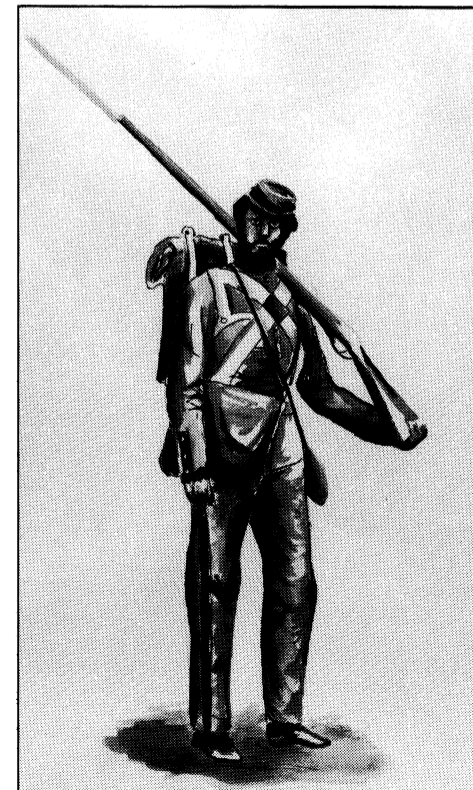
Barely 5,000 of the 15,000 managed to stagger back to the Confederate lines.

On the following day, 4th of July, the two armies faced each other again but neither made a move.

That night Lee accepted defeat and his army started to withdraw to the south.

Lee's plan to fight a decisive battle on Northern soil had failed and the initiative so fleetingly handed to him had been wrenched irrevocably from his grasp.

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Union Infantryman

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