

US CIVIL WAR COMMAND

Mod for STRATEGIC COMMAND III – WAR IN EUROPE

Version 1.0

MOST RECENT UPDATE OF THIS README :

TAKE CARE ! The mod will work correctly only if you choice ENGLISH LANGUAGE in options

Used graphs in mod come from :

- Civil War Generals II (Sierra Games)
- Final struggle, Pikes & Muskets (WDS)
<https://wargameds.com/collections/game-demos-wds>
- Age of Rifles (SSI)
- Imperialism 1 (SSI)

DISCLAIMER

IMPORTANT NOTE 1 : **Save your vanilla files before to use the mod**

This mod is provided as private free work, you use it under your own responsibility. I made it for my own recreative usage, and sharing this mod as free work does not create for me any kind of responsibility or guarantee.

IMPORTANT NOTE 2 : This mod has been made under a Matrix version. It will probably work fine with a Steam version but take in mind that structure of install may perhaps be different.



CONTENT

- Files of the mod
- This **readme**

WHAT IS THIS MOD ?

This mod does convert SC 3 – War in Europe in a complete "US CIVIL WAR" PC wargame, to be used to build large battles. It does modify heavily vanilla game for 100 % : forget WW2, game mechanisms will work with very different way, you will now play an entirely and original new game detailed and tactical battles.

If my setting/parameters are not ok for you, change them directly yourself or ask on forum for modifications, I will do needed rectifications.

This mod is the demonstration that Hubert's SC AI works very fine with all scales and all times.



CREDITS

You are free, under your own responsibility :

- to use files of this mod to create your own battle mod
- to modify the mod to create your own adapted version
- to adapt it to create your own historical battles
- to use use files of the mod for any another kind of mod

If you are interested to use the mod, do not forget to consult regularly the first post of this thread :

<https://forums.matrixgames.com/viewtopic.php?t=416953>

=> Changes in versions of the mod (new link available by mp) and changes in readme will be displayed in this first post



HOW TO INSTALL

You do not need to create a separated new installation, the mod is configured to be used with vanilla installation of SC War in Europe.

In the directory **Campaigns** of the pack mod, you will find these elements (1 directory + 1 file.cgn) :

📁 _3_CIVIL_WAR_COMMANDER

📄 3_CIVIL_WAR_COMMANDER.cgn

You have to copy-past these 2 elements in :

Users\<username>\Documents\My Games\Strategic Command WWII - War in Europe\Campaigns

In the directory **Mods** of the pak mod, you will find this directory :

📁 CIVIL_WAR_COMMAND

You have to copy-past it in :

Users\<username>\Documents\My Games\Strategic Command WWII - War in Europe\Mods



HOW TO USE

Vs AI, human player may choice Union army or Confederate Army (AI has no any particular advantage in parameters)

Mod may also be used human vs human (hot-seat, mails or multiplayer).

In the generic campaign mod, the 2 sides have **exactly identical and equilibrated parameters** : no any advantage for AI has been implemented.

Therefore, in case of necessity, for example when particular historical battle does need it, some parameters will be adapted to advantage one side and to reproduce particular historical situation (better moral, better training, better command, better parameters for one kind of unit, etc)

In human vs AI battles, bonus may be given (but not absolutly needed) to AI like in vanilla game (in start screen of battle : experience bonus, etc)

Mod may be played with 2 exactly identical oob or with different oobs (as you prefer, by example if you want to play historical battle)

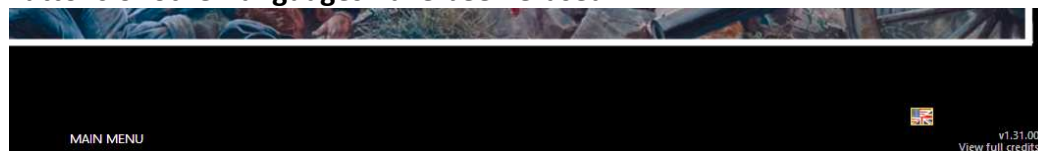
Mod may be played with (or without) "confusion of battle" (name of FOW in the mod)



GAMES OPTIONS TO BE USED

LANGUAGE OPTION

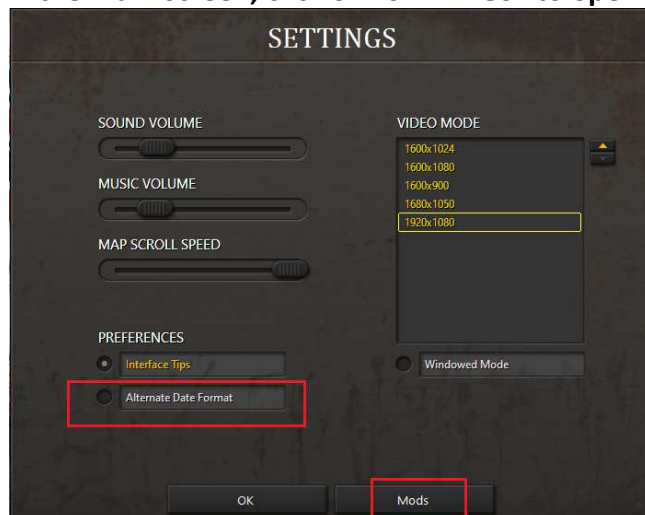
Take care ! The mod will work correctly only if you choice **ENGLISH LANGUAGE** in options. Buttons of other languages have been erased



Buttons for language choice are in the low right corner of start screen

HOW TO LUNCH THE MOD

In the main screen, click on "SETTINGS" to open this window :



To have correct display for TURNS, let unchecked the box "**Alternate date format**"

Then, left click on the "**Mods**" button to open the mod window

In the "Mods windows", check CIVIL_WAR_COMMAND line and uncheck all other mods lines

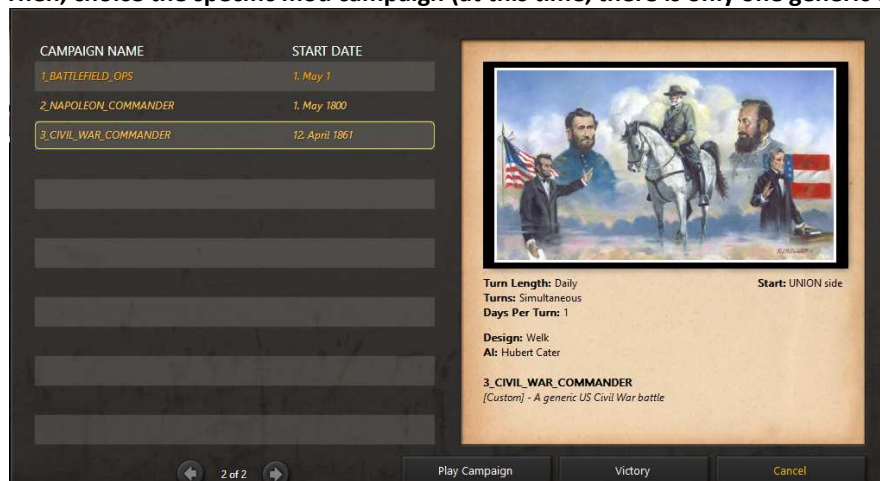
Then left click "ok"



The specific main screen of the mod will immediately appears like that : Then, choice what type og game you want to play (solo player, hot seat, etc)



Then, choice the specific mod campaign (at this time, there is only one generic civil war battle)



Then, choice your side (Union or Confederate)



You may choice to play **Union army** or **Confederate army**, as you prefer.

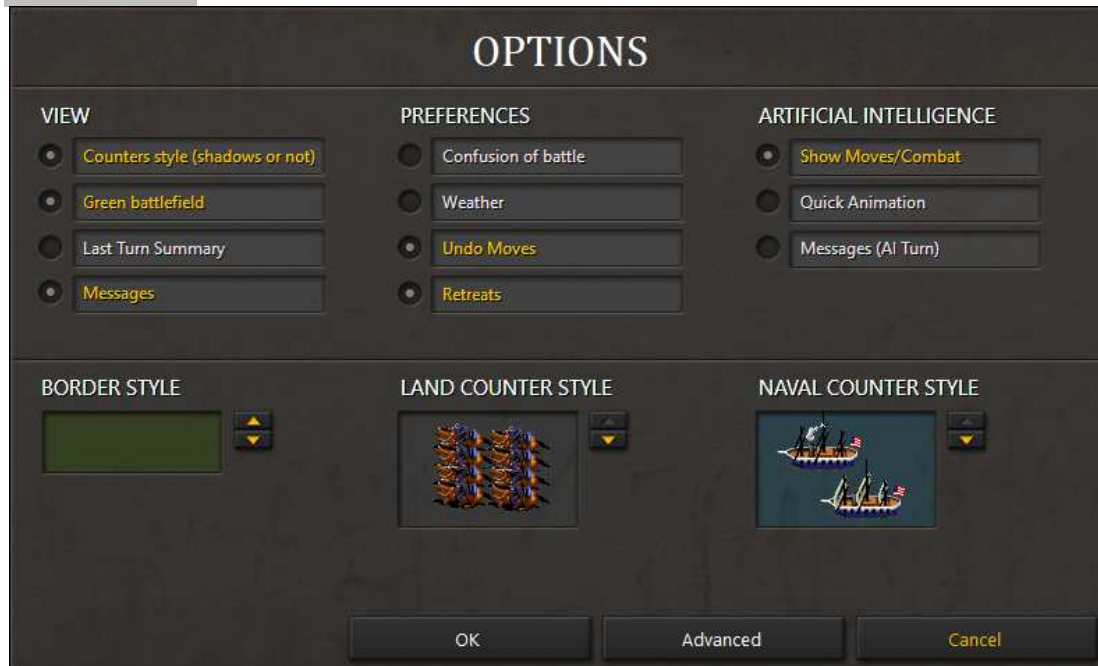
You are free to choice **difficulty level**

It may be usefull (but no any obligation : not needed) to give some **experience bonus** to AI (you may choice the bonus level as you want)

If you check "**Confusion of Battle**" (see below) in options screen, it's also possible (but not needed) to give some **spotting bonus** to AI (you may choice the bonus level as you want)

To give **Gold bonus** to AI is not needed (Gold is not used in the mod).

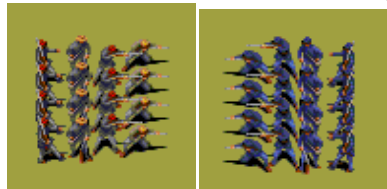
OPTIONS SCREEN



TAKE CARE : it's better to let unchecked "**Quick animation**"

Counters option option

If box = checked/uncheckedd : No any difference => **Unit sprites** units are in "3D perspective" and identical



Example : Inf brigades

In all case, **unit sprites zoom** (outzoom view in game) have a 2D perspective "Kriegspiel look"



Green battlefield

If box = checked/unchecked : No any difference for battlefield color

Note : If "Green Battlefield" is unchecked, you will play with a full black mini jump map (if checked : mini jump map will be light braun)

Messages

Do not forget to check this box (absolutely needed to receive popup messages during battle)

Messages (AI Turn)

You are free to check or uncheck this option (as you like)

Take care : do not any confusion between the 2 types of Messages (Messages and Messages AI Turn)

Confusion of battle

It's the vanilla "Fog of war" I just renamed in "confusion of battle" : it produces exactly same effects than in vanilla game.

Weather :

Actually, this box must stay "unchecked" (do not check it)

Later, weather will perhaps be implemented in the mod, to allow mud or snow meteo conditions for some battles

Border style :

Setting has no any importance, content of concerned file was erased and borders do never appear in game

Other options :

You are free to use them as you want. In my opinion, it's better to check **Undo moves**, **Retreats**, **Show moves/combats** and to let uncheck the other options.

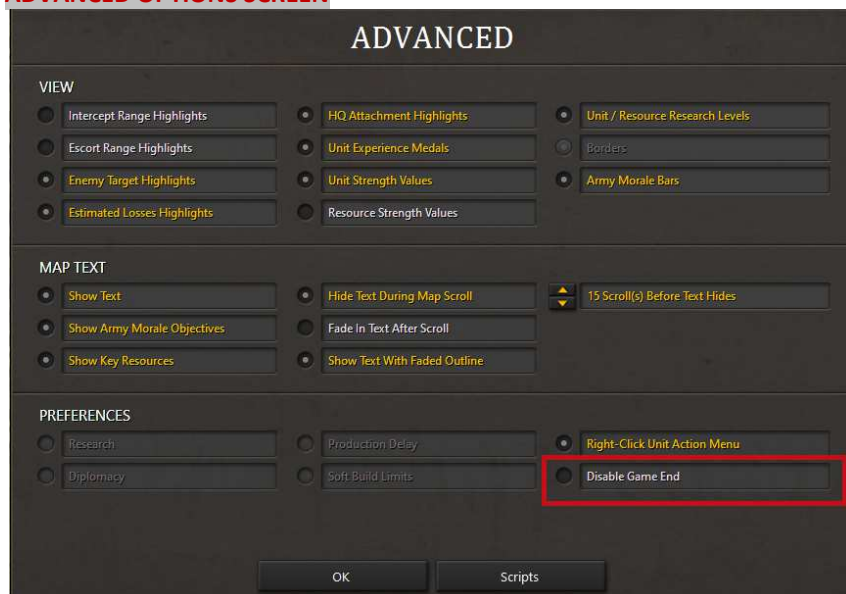
Land counter style :

This parameters has imperatively to be set at the most possible higher arrow (if not, units will probably not be correctly displayed)



Then, left click on "Advanced " button

ADVANCED OPTIONS SCREEN

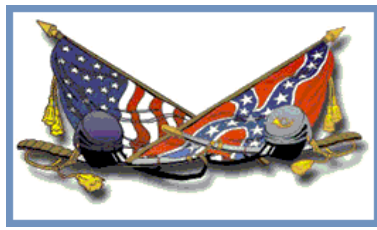


Disable end game : Let this option unchecked

Strength units values : You may choice to **check** or **uncheck** his, depending of what you prefer

Strength resources values : Let this option unchecked

Other options : you are free to set the other advanced options like you prefer to use with the mod.



ORIENTATION OF UNITS : Unfortunately, the game does not modelize this aspect. But you may simulate flank attacks and/or rear attacks by using 2 or more attacks against the same enemy unit (if you have 2 or more units around this enemy unit)

Rear or flank attacks : are also modelized by encirclement/Isolation of enemy units (isolated/encircled units are more vulnerable to attacks because they may have a little "lack of command" in these cases (**Command = Supply, that has been renamed "Command" in the mod**))

FORMATIONS : Unfortunately, SC system does not allow to modelize formations (line, columns, square, etc) and skirmishers deployment.

This limitation is solved by 3 ways :

1/ Column formation is modelized by "**Forced march**" of vanilla game (**Forced march** = renamed in "**Column march**") => Units that use "column march" during battle have high improved speed for their move, but at the same time they suffer high malus penalty in fighting (attack or defense) after a forced march.

2/ Defense formation (does replace "entrenchement" of vanilla game)

=> Units in defense formation have better defensive strength :

* **vs cavalry** : "**Defense formation**" does modelize **square** (defensive infantry formations)

* **vs infantry** : "**Defense formation**" doesn't modelize squares, but **deployment of skirmishers** in advanced defense.

3/ Skirmishers deployment in attacks is modelized by the vanilla attack system => **Blitz attacks** (**attacks after moving**) and **Prepared attacks** (**attacks before moving**) : when units attack after moving (**Blitz attacks**), they are considered as "**no skirmishers deployed**" ; when they attack before to move (**Prepared attacks**), they are considered as "**skirmishers deployed**" (and their attack is more efficient).

SOUNDS

All sounds/Musics of the game have been adapted for US Civil War battles ambience.

But due to hard coded game system, some sounds were difficult to adapt, and in a few (and minor) cases, some units have not exactly the sound they should have in reality (**example** : Foot HQ have cav sound, because program does not allow to separate sound of foot HQ and sound of horse HQ)

ARMIES SCALE

In readme of some battle (not for each battle), you will sometimes find scale indications

TIME SCALE



In the high right corner of battle screen, **N° of turns** are displayed, and also **the year** of the concerned battle (turns are **simultaneous** : each N° turn is shared by the 2 sides)

NOTE : Battles have always a maximum length of **30 turn** (may be less). When the end of battle is reached without victory of any side, a popup message announcing a draw is displayed.

NOTE : If no any side has get victory, and if moral of the 2 sides are too low (< 10%), battle does end automatically and immediately by a draw without waiting normal end turn.



REINFORCEMENTS

In some battles, each side may receive during battle automatic reinforcements, to be placed on map.

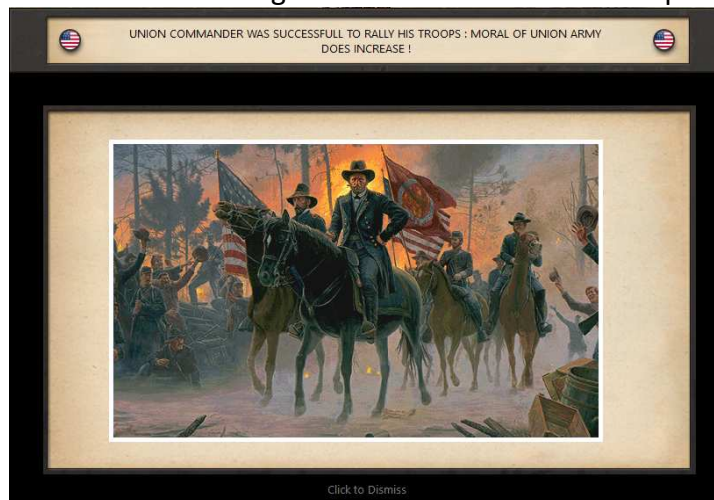
These reinforcements use the "**production queue**" function and work like in vanilla game ("**New units**" menu in interface)

Note : In some battles, reinforcements will come from special included scripts

INCREASING ARMY MORAL

At end of each turn, each general commander will try to **rally and galvanize his troops**.

=> If attempt succeed (depending of random %), a special message will appear to notify the success (it means that Army moral of the concerned side does growth in some %, and became a little bit higher than it was before the improvement)



=> If attempt failed or a side, no any message will appear concerning this side (in this case, Army moral of concerned side will not change).

In some cases, another message announcing **desertions** in an army may be displayed (**effect** : Army moral of the concerned side will a little bit decrease).

BATTLES LENGTH : Each battle must have a length of 1 to max 30 turns



VICTORY CONDITIONS

Victory conditions are managed/applied directly by the game (*), like in vanilla version. The scripts system allows an automatic management of these victory conditions.

(*) : The unic exception ("house rule") is in Human vs AI battles : Human side may never conquer or isolate enemy capital (to avoid too easy human victory)

"Army Moral" of each army is essential (Army moral = National moral that was renamed) :

A Losses in Army Moral occur for side :

- * when this side suffers losses
- * when his units are destroyed
- * when army of this side retreats on battlefield in direction of his camp
- * In some battles : when particular hexagons are conquered by enemy side

Each time you suffer losses and/or you do retreat on battlefield terrain, your Army Moral become lower. Then, your interest is to fight, to destroy enemy units and to not retreat on battlefield : you must always advance and force enemy to retreat).

If you retreats in excess like a coward commander without fighting, your Army moral will decrease (even if you have lot of units) and the battle will be probably lost for you...

Result of battle may be VICTORY for a side, or DRAW (no winner)

VICTORY in battle depends of "Army moral" of each side : When the difference between moral of the 2 armies is too important, the side with higher moral (in %) does win the battle if his moral army has a sufficient own level.

Quantified (and imperative) Victory levels are : 100/65, 95/60, 90/55, 85/50, 80/45, 75/40, 70/35, 65/30, 60/25, 55/20, 50/15, 45/10, 40/5 %

In addition : when the army moral of a side = 0, opponent does obtain victory

Example : 80/45 means that => If Union Army Moral is > 80 % and Confederate Army moral is < 45 %, Union side does obtain victory.

If enemy camp is conquered, there is also victory for the conqueror side (but do not forget this "house rule" : Human side may never attack, isolate or conquer AI enemy camp).

So, this case of victory by "conquest" will occur only :

- * In human vs AI battles, if AI Army does conquer human camp.
- * In human vs human battles

In all cases of victory, a special VICTORY message will be displayed by the game.

In some battles (depending of scripts) : To conquer particular hexagons will give victory

DRAW : *There are 2 cases of draw (no battle winner)*

1°/ If no any side has victory before last turn of battle is reached

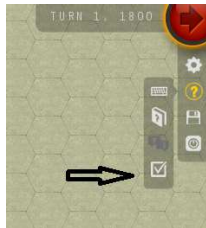
2°/ If Army moral of the both side become < 10% before last turn of battle is reached

=> In the 2 cases, a special message announcing the draw will be displayed by the program

HOW TO CONSULT VICTORY CONDITIONS AND SCORES DURING GAME ?

Proceed exactly like in vanilla game :

1/ Interface button to see **Victory conditions**



2/ Press "L" KEY (after first turn), and then in opened windows : click on **SCOREGARD** to see **actual score**

3/ Onglet "REPORT" in interface, and then : "Graphs/Army Moral" (to see **graphic of Army Moral** for the both sides)



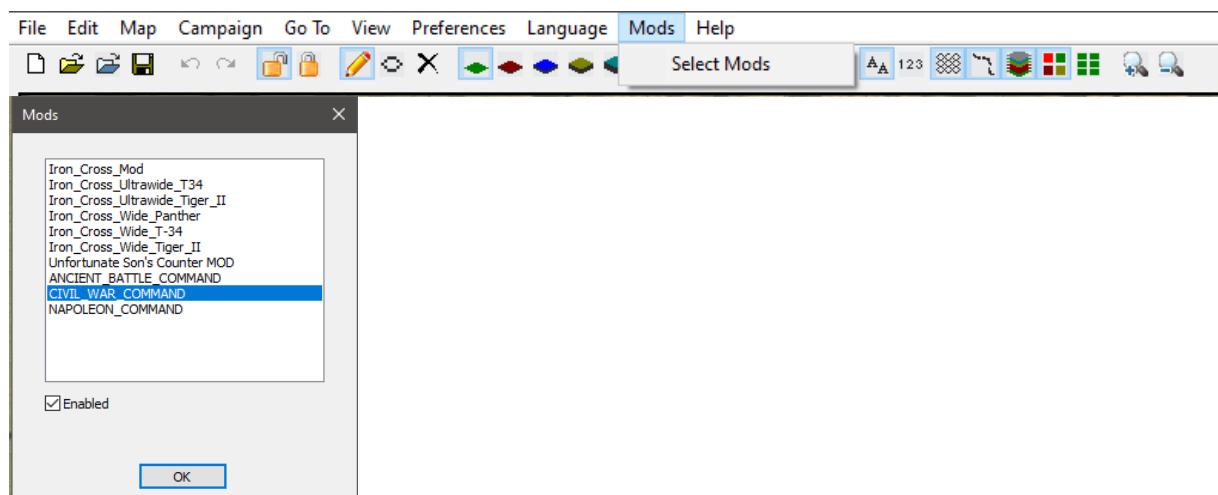
TECHNICAL NOTES

HOW TO MODIFY THE MOD

All parameters of the mod may be modified in the SC editor

Lunch the campaign Civil War

Then, activate the mod



Then you may modify all parameters of the mod (do not forget to save your modifications)

1°/ Take care if you want to create your own battles or to adapt parameters :

- * The more units have "action points", the more they have move capacity (large space to move)

- * The more units have "range strike", the more they have large space to strike

=> These 2 situations (large space to move and/or large space to strike) may have direct effects on the length of AI turns because AI needs more time to calculate all possibilities with large space.

- * To keep a quick AI (length AI turns), these settings are recommended :
 - 95 units max (or less) per side (included max. 10/15 HQ per side).
 - Range arty (Range strike) limited to 6/8 hex.
 - Units action points limited to 6/8 Pts
 - 75 x 75 hex (or less) maps are better (or 125 x 125 if needed)
 - Spotting range limited to 3 or 4
 - HQ attachment range limited to approx. 10
 - HQ attachment capacity (number of attached units) limited to approx. 10

If needed, I may help (ask on the forum, this "battle system" has some little – but important – technical details that have to be observed in editor during campaign building process.

2°/ Do not rename campaigns files after creation : If you want to change name of a campaign, save the campaign under a new name in the editor (If you just change names of the files, programm will probably not work properly)

3°/ SAVED GAMES : I did not experiment any bugs during battles, but it's better to register each turn.

4°/ For immersive battle ambiance (sounds & music), it's good to use a stereo headset

5°/ Top play with supplementary zoom-in levels : It's easily possible to play battles with supplementary zoom levels (using the "Windows 10 zoom system")

Using these additional *zoom-in* levels, you will have 3 ways for scrolling :

- * To use vanilla command : possible but not very practice with additional *zoom-in* levels
- * To use the mini jump map to scrool
- * To use directionnel keys of keyboard

If you don't know how to proceed, ask for help on Matrix SC War in Europe forum (commands process for supplementary zoom levels is independent of the mod)



FACULTATIVE HOUSE RULES TO BE OBSERVED

They are not absolutely needed but they give a supplementary fun to battles

In Human vs AI battles : they apply only for human player, and evidently not for AI side.

In Human vs Human battles : they apply for both sides



1/ Sharpshooters and Arty units (including Machine guns) may never fire after moving
 2/ Arty units may not fire through or on relief and terrain (woods, villages, etc.) = lines of sight.
Exception : they may fire through relief or terrain, and fire on villages, if their position is higher than concerned relief, terrain or village and if they do not shoot through relief at same level.

3/ Arty units (except howitzers obusiers) may not fire to hex that are higher than his own position
 4/ Unit may cross rivers (with or without bridge) only if 1 friend engineer-sappers unit is at max 3 hex from crossing point
 5/ Arty units may fire only if there is a supply unit at max 3 hex of their hex.
 6/ "Close contact attack" of fortified position or fortress is allowed only when there is a friendly engineer-sappers units at max 3 hex of the attacked hex

Human side may never conquer, encircle, isolate or attack the enemy camp.
 Human side can not send units further back than the enemy's rearmost commander.

Rear or flank attacks : are modeled by encirclement/Isolation of enemy units (isolated units are more vulnerable to attacks)



UNITS LIST

GENERALS (General, Major General & Lieutenant general)

INTENDANCE/SUPPLY

SAPPERS/ENGINEERS

LINE INFANTRY (Brigade, regiment, Battalion, company)

MILICES INFANTRY

FORTRESS INFANTRY

MARINE INFANTRY

SHARPSHOOTERS

IRREGULAR INFANTRY

CAVALRY (Brigade, regiment, Battalion, company)

MOUNTED INFANTRY

IRREGULAR CAVALRY

MOUNTED MILICE

CAVALRY ARTY (Horse arty)
FOOT CAMPAIGN ARTY (heavy & medium)
POSITION ARTY (Heavy Howitzer, Siege arty, Fortress arty, heavy mortars)
COASTAL ARTY
RR ARTY
MACHINE GUNS
OBSERV BALOONS
RIVER BOATS (NAVAL GUNS)
WAR SHIPS (NAVAL GUNS)



End readme ---