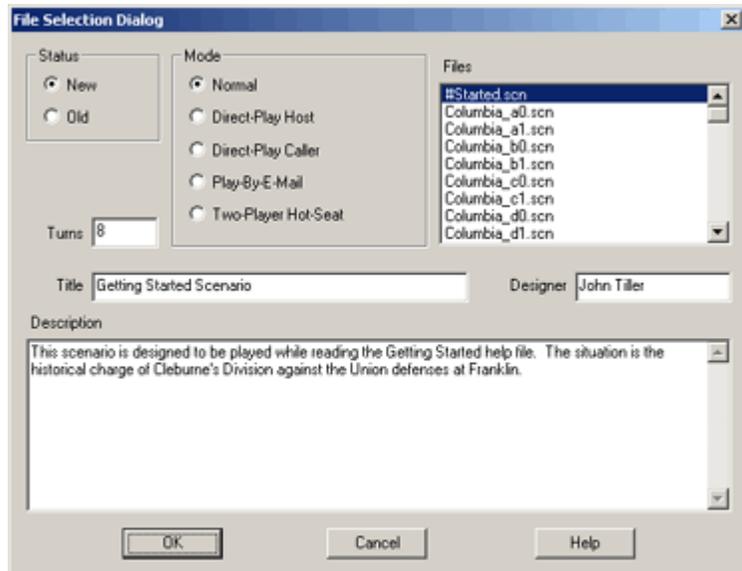


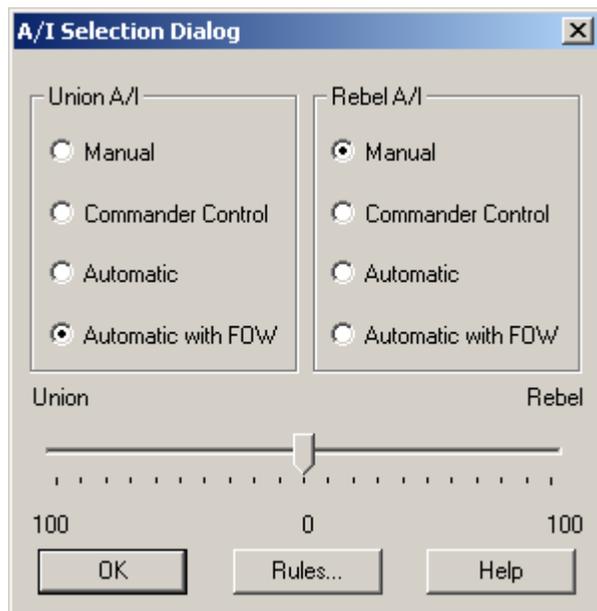
Getting Started

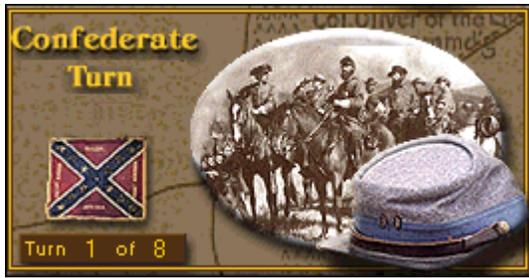
This file will help you get started quickly with Campaign Franklin. If you have just installed the game, then the Main Program should be running. Otherwise, to run the Main Program, click on the Start button, then Programs (or All Programs), the HPS Campaign Franklin program group, and then click on Main Program.

By default, after the introduction, the Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. We will be playing the short scenario based on the Confederate attack on the Union Franklin defenses. In the list of files displayed by the File Selection Dialog, select **#Started.scn**. You can read a short description about the scenario at the bottom of the dialog. When finished, click on the OK button.



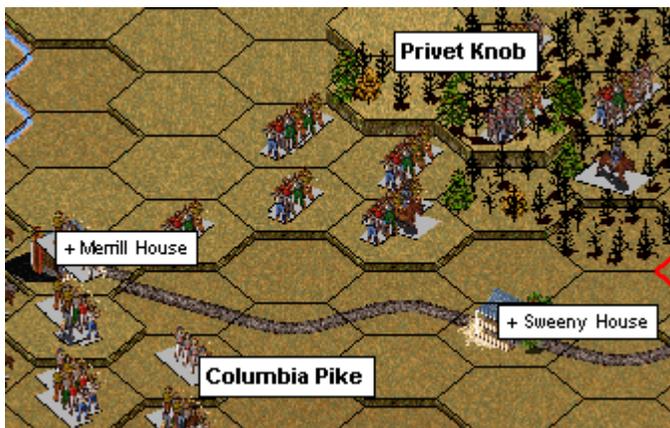
Next, the A/I Selection Dialog will appear. As we are going to play as the Rebels (Confederates), select Automatic with FOW in the Union A/I group on the left hand side of the dialog. This will cause the computer to play as the Union side. If you want to give the computer an advantage in inflicting casualties, you can move the Advantage slider towards Union side, but leave it in the middle for now. Later on, you can also use this dialog to experiment with Optional Rules by clicking on the Rules button. For now, click on the OK button.





The Phase Dialog will appear indicating that it is your turn and that there are a total of 8 turns in this scenario. Click anywhere in the dialog and we can begin your turn.

The battlefield will be drawn on the screen and you will see your grey Confederate forces on the left-hand side while the blue Union forces are shown on the right-hand side. This represents the opening attack in the Battle of Franklin with the map oriented so that North is to the right.



If you press and **hold** the Shift key, then the on-map labels will be drawn showing you the significant landmarks on the battlefield.

Using the left mouse button, click at various locations on the map. Notice that when you click on a location containing soldiers, then the display on the left-hand side, the **Hex Info Area**, shows you a detailed listing of the forces in that location. In this example, you can see that the location contains Maj. Gen. Brown and regiments from Vaughan's Brigade.



Using the **right** mouse button, click in the Hex Info Area and hold down the mouse button. This will display additional information about the forces. In this example, you see that Maj. Gen. Brown commands Brown's Division in Cheatham's Corps. You also see that the Infantry regiment is equipped with Rifles.

Now it is time to start your attack on the Union position. You will advance your forces from left to right across the battlefield and attempt to occupy one or more of the Union Objectives on the map. These are identified with the Union flag, which will change to a Confederate flag if you occupy the location. The first objective is located in the middle of the nearest Union line while the other two are located in the substantial fortifications of the next Union line.



There are three fundamental actions you perform in each turn: moving, firing, and meleeing. Most ever action in the game first requires that you **select** units. There are two ways of selecting units.



Using the left mouse button, you can click on the picture of a unit in the Hex Info Area. This will cause the picture to be highlighted and thus the unit is selected. Alternatively, you can **double-click** on any map location and it will automatically select all of the units in that location.

Let's start the attack by advancing our forces towards the Union position. Double click on a map location containing Confederate forces. In the example shown here, we have selected the units stacked with Maj. Gen. Cleburne.



Once you have selected the forces to move, then click using the **right-mouse button** in an adjacent location. This will move the selected units to that location. You can then continue to click using the right-mouse button in adjacent locations and the units will continue to move up to their allowance in that turn.

As you advance, your movement may trigger enemy fire. When it does, any losses you take will be displayed on the map.



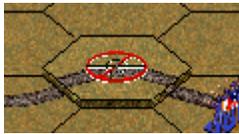
Continue to advance your units until you bring them adjacent to the Union line, if possible. Doing this will allow you to Melee against the enemy locations later in your turn.



The next action to learn about is Firing. You begin by selecting the units to fire as

before. Then you hold down the **Control** key. Doing this changes the mouse cursor from a cross  to an aiming circle . You are now in **Firing Mode**. Continue to hold down the Control key and using the **right-mouse button**, click in an enemy location. If it is valid for you to fire on that location, then the firing will be conducted. If there is some reason that you can't fire on the location, then a message will be shown at the bottom of the screen explaining why. There are three basic restrictions on firing.

One, you must be in range of the enemy location. Notice that the range of your weapons is shown as part of the information in the Hex Info Area.



Second, the units that are firing must be able to see the target (The feature of Indirect Fire allows you to get around this restriction under certain circumstances). If your Line-of-Sight to the target is blocked, then an aiming circle will appear on the map showing you what terrain is blocking your view.

Finally, you must be facing the target unit. Notice that in the Hex Info Area there is an icon that shows what direction you are facing. Also notice that after you fire, the words "Has Fired" appear in the Hex Info Area. Once you have fired, you cannot move or do any additional firing with that unit until your next turn.



Next, we will Melee against adjacent enemy units. To accomplish this, you begin by selecting the units to Melee. These units must not be **Disrupted**. You will see that units have become Disrupted in the Hex Info Area. Disrupted units can automatically recover from being Disrupted in subsequent turns based on the abilities of their leader.

Next, using the right-mouse button, you click on the adjacent location containing the Union forces. You will see a symbol appear on the map where the melee is going to occur and a message box will tell you that the outcome is unknown. You can add additional forces to the same melee if you wish.





When you are ready to resolve the melee, you click on the "Resolve Melee" button on the toolbar. This will conduct the melee and display the losses for both sides on the map. Your losses will be the first number and the Union losses will be the second number.

Once you have meleed with units, then they cannot move or fire for the remainder of your turn. But starting the next turn, you will be able to move and fire again with these units.



After you have completed all of the actions you wish in your turn, you then advance the game to the Union turn by pressing the Next Turn button on the toolbar. You will then see the Phase Dialog for the Union turn and the computer will then automatically carry out the actions for the Union side. Once the computer finishes the Union turn, your Phase Dialog will appear again and it will be your turn. You continue playing the game in this fashion through a total of 8 turns. At the end, the program will display the victory outcome of the battle. Victory will be determined by your ability to occupy enemy Objectives while keeping your losses low.

After you have mastered the basics of the game play, there are additional toolbar buttons that you will want to learn about that facilitate play. These include:



There are three toolbar buttons that you use to change the facing of your units. The first turns the selected units Counterclockwise, the second turns them Clockwise, and the third does an About Face of the selected units.

You can change the formation of selected units from Line to Column formation using the Change Formation toolbar button. This also changes Leaders and Cavalry from mounted to dismounted status. It can also be used to limber or unlimber artillery.



You can change the scale of the map display using the two Zoom buttons on the toolbar. The first will increase the scale of the map while the second will decrease it. Notice that there are two 3D display modes in the game and two 2D display modes.

The Visible Hexes toolbar button can be used to determine which locations are visible on the map.



When this button is pressed, then the locations which are visible from the currently selected location are bright while the non-visible locations are shaded.



This completes a discussion of the basics of play. There are a large number of additional features you can learn about by reading the documentation. The major game play features are described in the [Users Manual](#). There are also manuals detailing the [Main Program](#) and [Scenario Editor](#). You may also be interested in the [Campaign Editor](#) when you are ready to create your own campaign games.

At this point you can continue the game until completion or save it and return to it later. There are a number of features in the game that you can investigate as well as multiple play modes such as Play-By-E-Mail against a human opponent and the Campaign Game, which allows you to fight a number of battles based on decisions you make about the course of a campaign. Good luck with your attack and enjoy the battle.