

# Forge of Freedom: The American Civil War 1861-1865

## v1.9.23 Official Update

Thank you for playing Forge of Freedom™! We are always looking for ways to improve your gaming experience. For the latest information on the game, please go to the Matrix Games web site at [www.matrixgames.com](http://www.matrixgames.com).

### Troubleshooting:

**To obtain optimum game performance, close all other applications before beginning a game.**

Also, ensure that you have the latest video and sound drivers available for your system and that you have upgraded to the latest version of DirectX from Microsoft. The vast majority of reported problems are resolved by upgrading all drivers and DirectX to the latest versions.

If you are experiencing problems with the game, please contact [support@matrixgames.com](mailto:support@matrixgames.com) or post in the Forge of Freedom Support Forum at [www.matrixgames.com](http://www.matrixgames.com). Please provide as much detail on your issue as soon as possible.

## Version History

### Forge of Freedom v1.9.23 (May 28, 2007)

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**Please Note: This update includes major changes and improvements to most areas of the game. It is highly recommended that you print out and read through the change list below to familiarize yourself with these new changes.**

#### Fixes

- All known issues have been fixed

#### New Features and Rules Changes

##### New Game Options

- **Greater Population** – Doubles the population levels of cities.
- **No Time Limit** – The CSA does not receive time limit related victory points.
- **No European War** – European powers do not declare war.
- **Total Victory** – Doubles the victory requirements required to win the game.
- **Always Instant Combat** – Every battle in the game will be resolved as an instant battle.
- **Randomize Start Dates** – Generals can appear up to six months before or after their regular starting date.

- **No Starting Legendary Units** – Game does not create additional starting Legendary Units for the first turn of play. Those specified by the scenario designer are still included and legendary units will still have a chance of showing up on future turns.

## Interface

- Changed the movement interface on the strategic map so that the shape of the mouse cursor now more accurately reflects the action taken when the left mouse button is clicked.
- Added new “can’t attach unit” mouse cursor on strategic map.
- F2/F8 Keys now open the advisor screens from the Strategic Map.
- Added “no choice now” button to the Upgrade selection screen.
- Events report now shows newly produced military units and also shows end of turn Victory Points.
- The tooltip on the strategic map now shows the name of the city in the province below the mouse cursor if there is a city in that province.

## Units

- Added Unit History report to military groups.
- Reasons for failed movements are now recorded in Unit History reports.
- The purchasing menu for Guns now has a column that shows their Quick Combat value, where appropriate.
- Added options to show Attributes/Special Abilities for units in the Attachment Box.
- Human players no longer begin the game with garrison units in cities in the following states:
  - Connecticut
  - Louisiana
  - Maine
  - Massachusetts
  - Michigan
  - Minnesota
  - New Hampshire
  - Rhode Island
  - Vermont
  - Wisconsin

## Disbanding

- A disbanded brigade will now spread its Strength to all brigades in the same military group, both when voluntarily disbanded and when below minimum Strength. The Quality of units receiving Strength in this manner is modified using the same formula given in the Technical Appendix for units receiving Reinforcements from Camps. Artillery and Cavalry receive only 1/3 the regular amount of Strength.

## Quality / Special Abilities

- Brigades now always receive some Quality increase after battle: if a brigade fails to receive the normal Quality gain, then it will instead receive 1/4 of that amount (unless their Quality is too high, in which case they receive nothing).
- Units now receive Quality increases after small battles, though at 1/4 of the normal rate.
- Brigades that either cause or sustain total combat/siege casualties of 6,000 now receive one randomly selected Special Ability; if it was 10,000 casualties, they instead receive two randomly selected Special abilities.
- Legendary units in existence at the start of the game have all been given a +1.0 boost to their Quality.

## Sieges

- Units cannot besiege if they are below 1/3rd their maximum Strength. Such units neither deal damage nor receive damage in siege combat.
- Players can now only have one siegeworks per province.
- Players can now choose the type of siege when creating a siegeworks, instead of waiting until the following turn.
- Units can now deal damage to attacking Siege Artillery in siege combat.
- Now easier to besiege cities: besieging units do twice as much damage as they did previously and the defenders no longer get any defensive bonus. Furthermore, besiegers do an additional 30% damage to a besieged city's defenses each turn.
- Siege artillery can no longer initiate battles.
- Siege artillery no longer takes up space within military groups.
- Increased siege damage and rates of all sieges. Fixed siege damage display bug.
- Gunboats now participate in Bombard attacks (as if they were artillery).
- Units that take casualties during a siege gain Quality as if they had fought in a battle.
- Siege Artillery is now properly filtered on the Military Advisor screen.
- Any one siege attack against a brigade can now do damage equal to no more than 66% of its target's current strength.
- The Medical attribute now reduces damage taken during a siege by 20%. This is not cumulative for more than one Medical attribute.

## Politics

- Cost per each diplomatic spending level is reduced from 10 Money to 8 Money.
- Winning/losing a decisive battle now has a 20% chance to raise/lower diplomatic support level with each European power.
- England and France now require 9 diplomatic support levels before they will enter the war. The values that control this rule have been added to the Data/AcwConstants.txt file, so that players can mod them if they wish.
- Emancipation criteria:

- The USA can now only emancipate when (a) the South has total European diplomatic support levels of 12 or more, and (b) the USA has a positive Battles victory score for battles won.
- The CSA can now only emancipate when (a) the CSA has a total victory score of 6 or less and (b) the CSA has a negative Battles victory score.
- These Emancipation criteria are dropped after 1863.
- Governors now have a chance to request a building that represents historical development in that state. Each state now has a list of building types that will not be requested in that state. (Special thanks to Artmiser for compiling this table.)
- Elections for governor are now held on a historically accurate schedule.
- Many governors are now set to “Support Volunteer Musters” at the beginning of play.

### **Economy/Victory Conditions**

- Reduced the costs of some units.
- Changed the costs of some buildings.
- CSA can no longer buy new plantations if it emancipates its own slaves.
- Training Grounds now provide +.2 Quality to all newly built units in the same state, not just the same province.
- Banks now yield 1% income per turn (rather than per month).
- Counterfeiting upgrade now causes only a 33% loss to bank income (instead of 50%).
- When the "Upgrade Weapons" option is off, Runners no longer can get Gun resources.
- When a state capitol is captured, CSA loses 1 National Will point, USA loses 2.
- Victory Point gain for capturing the enemy's national capitol has been raised to 3.
- RR/Research produced by a province now does not decrease with depleted population in that province.
- Legendary units now also appear for mustered/conscripted rather than just built units.
- Mustering/conscripting in a high population province is now attempted once for every 6 population levels of the province.
- The Espionage II upgrade now allows the USA to see where CSA blockade runner goods are located whenever the USA player has a fleet selected. If the CSA has Espionage II, then the USA may no longer see CSA blockade runner goods.
- Made changes to the weapons data. Added several new types of guns and modified the ratings on various weapons based on additional research.
- Added "Heavy Dahlgren Guns" Naval upgrade, a prerequisite for getting the XX inch Dahlgren Guns.
- Added "Naval Infrastructure I" and "Naval Infrastructure II" upgrades. Each of these decreases the cost of new Ships, Gunboats, and Frigates by 15 Labor.
- Research upkeep cost is now 2 research points per upgrade.
- Forts and cities now provide an intrinsic low priority supply level to brigades garrisoned inside them, permitting replacement troops to be sent to garrisons if regular units are not drawing all available replacements.
- Camps now have a 25% chance to reduce population in the April Population Phase.

- In Early April, the population restoration now makes additional checks for both National Will and Governor Attitude bonuses (so that National Will and Governors can each add up to 2 additional population replenishments now).

### **Advisors / Reports**

- Added battle history and battle replay animation to Statistics screen.
- Added report on total casualties/kills on the Overview screen.
- Upon winning/losing the game, the player now has a chance to review the Overview screen.
- Provinces in City List that can't muster/conscript are shown with a dashed line in that column.
- Added filter buttons to City List for Ironworks and Universities.
- Can now click on a city name in City List to open City Detail screen for that city.

### **Logistical Staff**

- Increased the value of randomly generated US military group Logistical Staff ratings.

### **Attributes**

- Can now purchase Scouts for cavalry.
- Can now purchase Medical for cavalry and artillery.
- Increased the sighting distance for Scouts in detailed combat.
- Pioneers now allows a unit to dig field fortifications (even if the player does not yet have Hasty Entrenchment) and provides a +10% bonus to the chance to successfully dig a field fortification.
- Military Bands have been changed so that brigades that are routed that return to positive morale will go immediately to column formation instead of going to disordered formation. Military Bands now also have a 50% chance to stop a unit from panicking in fire and charge combat.

### **Reinforcements (Replacements)**

- When “Advanced Buildings” option is off, rendering Camps unavailable, USA now gets base 8,000 reinforcements per turn, and CSA gets 4,000.
- Reinforcement rate from camps is now  $300+15*\text{Men}$  levels in Province. If the advanced population rules are on, then this will be the average of the current Men and maximum Men, otherwise it will just be the maximum Men for the province.
- Camps now have a 10% chance to reduce the province's Men by 1 in the Early April turn.
- Cost of camps has been modified: now costs fewer horses and more money.

### **March Attrition**

- Strength loss due to March Attrition now depends on disposition:
  - Rebellious: Loss is 10%
  - Disorganized: Loss is 5%
  - Low: Loss is 2.5%
  - Normal: Loss is 1.25%
  - Inspired: Loss is .83%
  - Zealous: Loss is .5%
- Chance of lowering disposition due to March Attrition has been increased from 5% to 6.25%. This chance is now doubled when force marching, to 13%.
- Units being transported at sea no longer suffer march attrition nor lose supply while moving.

## Disease

- Added disease-related variables to the Data/AcwConstants.txt file.
- A brigade with a Medical Attribute now lowers disease losses by 20% for all units directly attached to the same military group or fort; brigades with two Medical Attributes lower disease losses by 40%. (This supersedes the
- old rule under which the Medical Attribute reduced disease losses by 50% only for the brigade with the attribute.)
- Strategic supply now reduces losses from disease; every level of strategic supply reduces base disease casualties by 5%. Units at zero strategic supply, however, take 50% more casualties from disease.
- Disease casualties penalty from swamps increased from 10% to 25%.
- Base disease casualties reduced from a Gaussian distribution around 15% to a Gaussian distribution around 11%.

## Battles and Combat

- Added an “After Battle Report” showing casualties/damage, Quality gain, effects of generals, and so forth.
- Added an “Attack Report” that can be turned on via the Advanced menu during detailed battles to show the effects of all modifiers to the casualties and morale damage of a fire attack.
- When retreating after combat, units now prefer to retreat into a province with a city if possible.
- Naval evacuations: If a player loses a battle in a province adjacent to a friendly fleet, and there are no other valid retreat locations by land, then the player's units will retreat to the nearest friendly unblockaded port province. Evacuating brigades lose all strategic Supply and have their disposition reduced to Disorganized.
- Units can now retreat from combat into enemy territory as long as the province into which they are retreating is adjacent to a province controlled by that player and that province contains no enemy units. (Units will do naval evacuations in preference to this.)
- Detailed combat preferences are now saved/loaded between games.

- Military groups set to "Avoid Battle" will no longer be called by Instant Battle and PBEM Quick Battle as reinforcements.

### **Quick Combat**

- Now displays battle location and size at the top of Quick Combat.
- Added Strength/Attribute/Special Ability information to unit popup information. This can be accessed by right clicking on a unit during quick battle deployment.
- Forts now only provide defensive bonuses for Quick Combat for players who own both the province containing the fort and the fort itself.
- Defender now has slightly higher bonus to Morale checks in Quick Combat.
- Decreased damage modifier for artillery fire in Quick Combat.
- Reduced damage cap and lowered pursuit losses.

### **Naval**

- Increased chance that ships sink blockade runners.

### **Detailed Combat**

- There are now no bonus field fortifications for the AI in detailed combat below the difficulty level of Major. At the difficulty level of Major, the chance of the AI getting bonus field fortifications is 15%; this increases by 12% per difficulty level above Major. AI still has a chance for bonus field fortifications after it has developed the Hasty Entrenchment upgrades.
- Changed the key to cancel "quickly resolve detailed combat" from <spacebar> to 'x'.
- Artillery can now only spend up to 4 movement points while still being allowed to fire in the same move – that is, artillery that spend more than 4 movement points cannot fire after moving.
- Failure to deploy skirmishers now only results in the ending of the unit's turn and the loss of the unit's Fresh status instead of making the unit disordered.
- Disordered/routed units now do less damage in return fire.
- The modifiers to a unit's Morale in detailed combat (such as Disposition, Home Territory bonus, game difficulty level, etc.) now can neither reduce a unit's starting detailed combat Morale below 50% of its level of Quality nor raise it above  $1.0 + 1.5 * \text{its current Quality}$ . For instance, a unit with a base Quality of 4.0 cannot have a detailed combat morale modified below 2.0 nor above 7.0.
- Units in detailed battle can lose no more than 2.0 levels of Morale due to being in threat zones.
- Added Detailed Combat option to always show blinking star for out of command units (this is now on by default).
- Restore to command no longer uses up a command point when clicking on a unit already in command.
- Units in detailed battle can now only be rallied by the “special rally” once per battle.
- Decreased the frequency with which commanders perform the “special rally.”

- Units in skirmish order now do only 50% damage in fire combat.
- Increased line of sight distance for all units by 2 hexes.
- Unspent return to command points are now automatically spent at the end of a round of detailed combat.
- Any fire attacks at night now always result in fatigue for the attacker and defender.
- Brigades in line formation in detailed combat can now enter rough terrain types (villages, forests, etc.) The cost of a unit in line formation to enter rough terrain is +4; the presence of one or more Pioneer attributes reduces this to +2.
- Changes to cavalry in column formation to make them more like skirmishers:
  - Receive 50% to fire attack damage
  - Take only half normal flanking damage dealt against them
  - Receive only 66% the normal morale loss from fire attacks against them
- Moved starting positions of supply caissons back.
- Sound effects should be less repetitious now.

## Generals

- Academies no longer determine the number of generals that can exist for each rank, except for 5 stars, which now require 6 Academies. Ranks are now determined by the number of each type of military group a player has. For example, a player with two Armies will be allowed to have two 4 star generals.
- Academies now train the ratings of a player's military groups; each Academy trains one military group in each of the May turns. Groups with lower ratings are trained before groups with higher ratings. No rating may be trained to be higher than "Good."
- Improved AI assignment of generals.
- Fixed bug involving generals' starting dates and the starting date of the scenario.
- Generals are now always compacted into stacks even if the "No Compact Stacks" preference is selected.
- Added a Promotion button to generals' Command Box at the bottom of the screen. Any number of generals may be promoted during a turn this way, rather than the one per turn using the end of turn promotion window.
- Demoted generals now have a 50% chance to resign in protest.
- In non-remote games, promoting or demoting a general when the "Random Stats" game option is on gives a chance that one or two of the general's stats will randomly increase or decrease by a small amount.
- On the Military screen, player now sees the number of generals of each rank, both current and maximum.
- Generals have a chance to train the Quality of brigades under their command instead of training them to have Special Abilities. Generals that are training will now only raise the Quality of units they teach if the unit has a Quality below 4.0 – that is, units with a Quality below 4.0 are unable to learn Special Abilities via training by generals. After a unit's Quality reaches 4.0, and until it reaches 8.0, a teaching general 50% of the time will raise the unit's Quality by .1 instead of teaching it a Special Ability.
- The Heroes and Dreaded Special Abilities can now not be taught by any general with 4 or 5 stars.



- Reduced generals' chance of teaching a special ability from  $5\% + (\text{Leadership Rating}^2)\%/2$  to  $1\% + (\text{Leadership Rating}^2)\%/3$ .
- Now reveals generals' hidden Special Abilities whenever a general teaches them.
- Generals can now die more easily in Quick/Instant Combat.
- In Detailed Combat, units with Strength below 1,000 now cannot be rallied by the generals' special rally.
- In Detailed Combat, reduced the bonus damage from generals by 50%. Group generals' bonus now applies to all units in group, not just units with generals directly attached. For example, a brigade will now get a combat bonus from a general directly attached to it as well as from its division commander.
- Added 175 biographies of generals. Generals who have biographies have "(BIO)" shown after their name in their Command Box; clicking on the names of these generals will open their biographies.
- The historical accuracy of the generals data was improved as to the accuracy of their starting dates, ratings, starting locations, and so forth.

## Scenarios

- There are three new scenarios now, while the old July 1861 scenario has been removed. These scenarios are intended to cater to a wide range of players and we suggest trying them all, along with the different game options, to find the balance that suits you best. The scenarios are now as follows:
- **Coming Fury (Balanced Economy)** – Starts in July, 1861, with First Bull Run. Historical orders of battle. Economies and populations have been balanced towards a lower parity to create a more challenging game for the Union player.
- **Coming Fury** – Starts in July, 1861, with First Bull Run. Historical orders of battle, historical economies and populations. Very challenging for the CSA player.
- **Southern Steel** – Starts in November, 1861. Historical orders of battle, historical economies and populations. Very challenging for the CSA player.
- **Standard Campaign** – Starts in November, 1861. Semi-historical orders of battle, balanced towards the high side for the CSA. Economies and populations balanced towards a lower parity. Easier than the other scenarios for the CSA, more challenging for the Union player.

## PBEM Replay

In PBEM games, after the Movement Phase has been completed, a new replay file will be created in the PBEM directory with the following nomenclature:

<GAMENAME>\_Replay\_<TurnNumber>.<sve|rep>.

Note that the .rep extension stands for "reports" not "replay"; to load the replay file, load the .sve file that has "\_Replay\_" in the filename. Since the CSA player generates these two "\_Replay\_" files, he must send them to the USA player along with the two regular files after taking his turn.

The USA player may load this file, view the replay, and then take his turn in lieu of loading his normal turn file, if he wishes; the CSA player may view this file, but cannot take his turn immediately after viewing this file as the USA player can.

When the replay file is loaded, the player will be prompted to choose either the USA or the CSA as the "viewing" player – a password check will be initiated if players have chosen passwords.

Loading PBEM replay during a multiplayer game will fail with an error message.

In PBEM games, the AI now has to pick options for partisans and raiders in order for the replay file to work properly.

### **Forge of Freedom v1.2.3 (Dec. 5, 2006)**

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- Fixed invisible cities in low animation mode.

### **Forge of Freedom v1.2.2 (Dec. 4, 2006)**

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- Fixed bug related to message during siege.
- Now preloads the voice files used during the load sequence to prevent their being choppy when playing.
- Fixed bug which caused a stack of cavalry to look like a stack of artillery.
- Removed ironclads from start of the standard scenario.
- Fixed problem with commander special abilities in the July scenario.
- Undo order function should now properly be reset between turns.
- Fixed problem of map scroll locking up when two popup boxes were opened (or attempted to be opened) simultaneously.

### **Forge of Freedom v1.2.1 (Initial Release)**

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**\* Low Animation Mode \***

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Users who have difficulty running Forge of Freedom on their computer can try to run the game in "Low Animation Mode." Open the file forgeoffreedom.ini. (This file is typically found in your Windows directory or in the ForgeOfFreedom directory. You'll need to run the game at least once for this file to be created.)

Add the following entry:

LOWANIM=1

Make sure there are no entries that read:

LOWANIM=0

To turn animation back on, either set the LOWANIM value to 0 or remove all LOWANIM entries in the forgeoffreedom.ini file.

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**\* No Sound Mode \***

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Users may also disable all sound effects in the game to increase performance on their machines. Using the procedure outlined for Low Animation Mode, add the entry:

NOSOUND=1

to the forgeoffreedom.ini file. To turn sound back on, change the entry to NOSOUND=0 or remove all NOSOUND entries from the file.

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**\* Notes \***

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In detailed combat, hexes are divided into Green Zones, Yellow Zones, and Red Zones. These zones are meant to model the difficulty that Civil War generals had when attempting difficult flanking maneuvers while maneuvering through territory into which their lines of communication were threatened. In terms of detailed combat, areas of the map are under threat if they are too far behind enemy lines and too close to enemy units. Threat zones also occur directly in front of enemy units.

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**\* Tips \***

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- The following interface and strategy tips were compiled from the Forge of Freedom beta team:

- Watch out for winter: if you have the "initiative" rules turned on, then many states experience winter and the movement chances of units are greatly reduced in December and January.
- On the strategic map use CTRL+# Key to store the currently selected unit. Press the # key again to recall the selection of that unit and center the map on that unit.
- The <backspace> key can be used to undo movement and purchase orders on the strategic map.
- On the strategic map the <del> key toggles between full-screen and information modes.
- Holding down <shift> and moving the mouse is a very handy way to scroll the strategic map.
- On the strategic map the ‘]’ key adds brigades in the province under the mouse cursor to the currently selected units.
- On the strategic map the ‘[’ key unselects one of the selected brigades (if there are any) in the province under the mouse cursor.
- On the strategic map the ‘+’ and ‘-’ keys cycle through units that haven’t received any orders this turn.
- On the strategic map use <spacebar> to unselect all currently selected units.
- On the strategic map the ‘v’ key selects all unattached brigades in the province under the mouse cursor.
- On the strategic map the ‘m’ key gives a movement order to the province under the mouse cursor – it’s just like left-clicking on the province except that unlike left-clicking does not clear the selection.
- On the strategic map the ‘f’ key sets the flag of any selected units to the last flag you chose from the flag-chooser.
- On the strategic map and in detailed combat, use <enter> to center the view on the currently selected unit.
- If you buy two Brigade Artillery attributes for an infantry unit, then during the movement phase that unit will transform from an infantry to an artillery unit but will have its Quality cut in half.
- If you buy two Brigade Cavalry attributes for an infantry unit, then during the movement phase that unit will transform from an infantry to a cavalry unit but will have its Quality cut in half.

- If you buy too many weapons for the brigades in a division, they'll probably start having supply problems. Try using a mix of weapons to moderate supply costs.
- Units defending territory under their political control receive a +2 Quality bonus. At the beginning of the game especially this bonus can more than double the Quality of some units.
- Unrest has a chance to spread into adjacent provinces.
- In detailed combat, a unit that has Supply equal to zero is "out of supply" and it gets a big penalty to combat and morale loss.
- In detailed combat, if a red crosshairs icon appears on an enemy unit, this means the current unit has "ranging" on that unit and will do much more damage if it attacks that unit.
- In detailed combat, Sharpshooters cause a unit to do much more damage when attacking artillery units.
- In detailed combat, any unit when located in a fort can take advantage of the fort's guns.
- In detailed combat, attacks on units in forts will eventually cause the fort's walls to crumble. Units with Engineers have better chance of breaking the walls of a fort.
- In detailed combat, out-of-command units are shown with a transparent flag, (or with a blinking-star in chit-view mode). Don't forget to return some of your out-of-command units back to command each turn by using either the return-to-command button or the 'r' key.

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