

The toolbar displays the active regiment and the regiment's selected target. Near these unit pictures you see any medals won by either of the units. These medals measure the regiment's experience.

On the battlefield you see an area of small pips showing the radius of potential movement of the active unit. If a pip is green, it means that no enemy can fire into that space presently and that the active unit can move there without any fear of immediate damage. A red pip means that enemy units can fire into that space.

Each regiment's display on the battlefield includes a damage bar. The green portion of this bar tells you roughly how many of the regiment's troops are able to fire. As the regiment is fired upon part of the troops perish (red on the bar) and part of the troops decide to flee (yellow on the bar)

It is likely that the morale of the regiment will break before total destruction occurs. When the entire bar turns yellow and red, the regiment can only run or surrender.