

-----Read me-----

CIVIL WAR RELOADED Tagset for myth II version 1.8



CIVIL WAR RELOADED TIPS and HINTS

See the in game hints for Read me notes and tips...

CWR-MapPack-C test6

Intro Film



CIVIL WAR RELOADED

Files:

CWR-CIVILWAR-Tagset-1-8

CWR-FIELDSoBATTLE-MAPS-Ctest7

ZTAG-PATCHtagset-CWR1-8

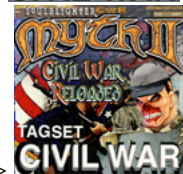
Patch updates available for omnipatch -->

PatchCWRtagset-1.72to1.8b

PatchCWRfobmapsAtomapsC

PatchCWRfobmapsBtomapsC

PatchCWRtagset-1.8atoZtag



So you wanna make a CWR Civil war mapZtag here's a patch file to add into your plugs that will make it easier take the file out when going online to play ... just toss it in your plugins folder then open loathing and create your map... (ZTAG-PATCHtagset-CWR1-8)

(To create a Ztag from existing CWR 1-8 Tagset use omnipatch file..(PatchCWRtagset-1-8atoZtag)

(note: use only one Ztag in your plugins folder at a time and remove for online game play)

to test more cwr maps > (<http://hl.udogs.net/files/Uploads/%20User%20Uploads/Points/betas/>)

may also be compatible with other map packs by PoinT and ARMY.

AoM-CAMPAIGN MAPS-vA

WAVA-CAMPAIGNmaps-vA

CPR-Maps-vA

B32-Maps

<http://tain.totalcodex.net/authors/show/548>

changes... CWR Tagset :Things added, adjusted and fixed...

1.72 to 1.8

Added charge mode to regular soldiers.

Adjusted object strength of stone wall and barricades

Added shell shock to some arty attacks

Adjusted some artillery attack damages

Adjusted unit terrain pass ability for Forest Terrain to reduce model interactions

Maps: fix list... 1.8

o-

Tagset: fix list... 1.8

o-

--patches available here to new versions... <http://hl.udogs.net/.../Points/betas/--->

--Forum Discussions <http://tain.totalcodex.net/forum/>

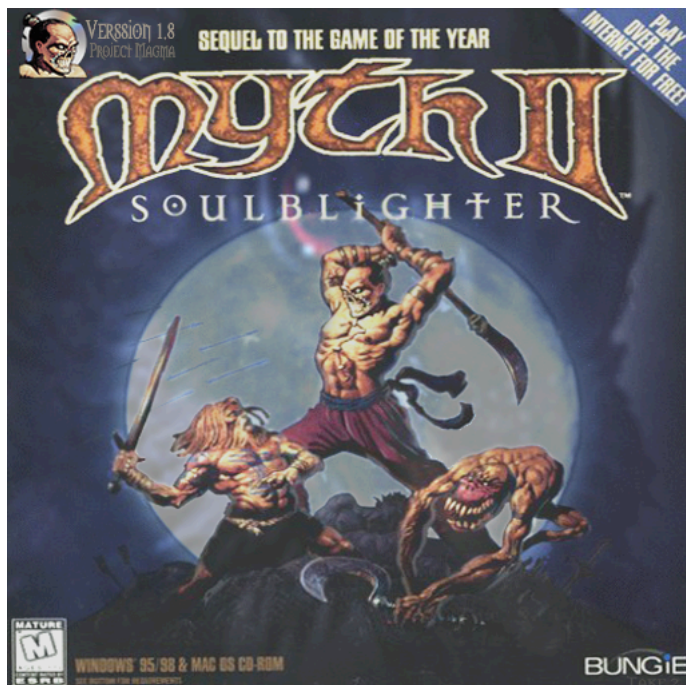
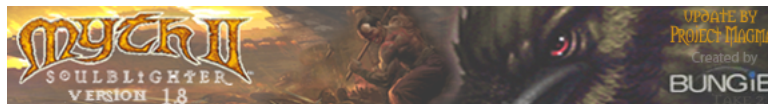
--Get games going... Gate of Storms server or Marisunet server

-- Thanks again to all that contributed 3d models, textures, sounds, images, and time over the years.
A detailed list of contributors can be found in the file maker pro database for CWR--

--made with FEAR, LOATHING, OAK, blood, sweat, and the occasional tear.

--Copyright ... ARMYmunitions Factory 2001-2014, Bungie, Project Magma, Take2 .

this ain't your Papa's Myth.... play the new CWR and live free die well.



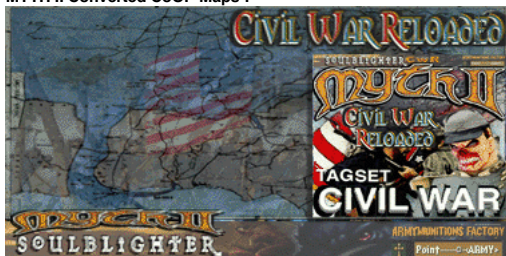
Myth II Soulblighter Bungie's Game of the Year
Bungie, Take 2
Project Magma
Tain.totalcodex.net
<http://www.mythdev.com>

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CIVIL WAR RELOADED Maps for myth II version 1.8



MYTH II Converted CoOP Maps :



This sets up the myth II soulblighter campaign and multi maps for CWR (Civil War Reloaded) and should also work with any B32 (base 32 tagset).

So the story.... The forces of Dark have returned you go out and kick their arse. Basically the same as The myth II soulblighter campaign with a few adjustments for civil war... Veterans are more prevalent and you will have some both easy and hard fights with CWR active...

this is the 2nd beta version... Enjoy.
Point

PointsG @ gmail.com

<http://tain.totalcodex.net/authors/show/548>

Thanks to.... projectmagma
Bungie fear and loathing and beta testers....
Ditwidget, Yank and the whole army crew..

MythII soulblighter campaign levels Converted

- 01 Dawson's Creek
- >guys still stuck in top corner
- 02 Graveyard
- 03 Town Gates
- 04 Outside the Keep
- 05 Inside the Keep
- 06 Destroy Bridge
- 07 World is Knot enough
- 08 The Great Library
- 09 Escape From Madigral
- 10 Landing at White Falls
- 11 Ambushed night
- 12 Mountain Pass
- 13 The Deciever
- 14 With Friends Like These
- 15 Desert March
- 16 Catacombs
- 17 Defend Muirthemne
- 18 Tain Shard
- 19 The Tain
- 20 Camp
- 21 Munitions dump
- 22 Dam it
- 23 Battle 1
- 24 Battle 2
- 25 Soulblighter
- ee a long awaited drinking party

CWR campaign levels

- 00 Fort sumter April 12 1861 -enter vetrans -
- 01 Bull Run one July 21 1861
- 02 Fort Donelson February 11-16 1862
- >>03 Shiloh April 6-7, 1862
- 04 Honor Taken
- 05 A better day to fight
- 06 Bull Run Second Manassas August 28-30 1862
- 07 Harpers Ferry September 12-15 1862
- 08 Sharpsburg Antetum September 17 1862
- >>09 Entrenched
- 10 Sunken Road/antetum
- 11 Fredriksburg 1 December 13, 1862
- 12 Field of Battle
- 13 Chancelorsville May 1-4, 1863
- 14 Fredriksburg 2nd May 3 1863
- 15 Vicksburg May 1863
- 16 Brandy wine station (Deer Creek) June 9th 1863
- >>17 Deer Creek Valley defend position (brandy wine) June 1863
- 18 Gettysburg day 1 July 1-3, 1863
- 19 Devils Den (Little Flat top) July 2, 1863
- 20 Gettys burg day 2 July 2, 1863
- 21 Gettysburg day 3 July 3, 1863
- >>>22 Devils back bone September 1, 1863
- 23 Wilderness (chancelorsville) May 5-6, 1864
- 24 A better Day to die
- 25 Till Death Takes Hold September 19, 1864
- 26 Fort Mazarin November 29, 1864
- 27 Fires of Myth

00 Fort Sumter April 12 1861





Defend the fort and retreat to live to fight another day!

<<-----o----->>
 <<-----CWR- Fort Sumter -CoOp----->>
 <<-----o-----o-----o----->>

lb300-: Fort Sumter, April 12 1861

Under cover of darkness the Major had us relocate to Fort Sumter, they say this is the strongest defensible position around though I expect its a death trap. They finally attacked the bombardment lasted what seemed like days there isn't much left of the fort though so far none of us have died. It looks like they are massing for an assault, I'm not sure what the Major will do now though I'd rather die fighting than starving under ground.

<<-----o----->>

300 Level hints:

Eliminating all the enemy troops or just the enemy generals might bring victory... as will simply letting the enemy take all the flag positions,

There is little chance for victory here though there is a chance to live to fight another day.

An escape route has been set up near the road at location E1 on the map retreat to that location.

If you do plan on staying and fighting dig in and be ready to counter artillery barrages.

Your Heroes enter at Fort Sumter, keep them alive and they will continue to join in battles along the campaign.

Saddle up Lock and Load!

<<-----o----->>

300 Credits:

Mesh by Point -
 Script by:Script from Bushido edited by Point, with
 ozone helping with the flag and lower script.

Detail textures: Point, Carlinho, JohnGod, Project Magma
 Text and graphics by Point and the world wide web.

CWR units by Point. with resources by-->
 Blue vs Grey by IronDuke and Project Magma.
 Civil War units by Thoran
 1861 Civil War by Cydonian
 Epic Civil War by Phex

Thanks to testers Fury, Yankee, Ditwidget, BigBrother, Industry and more....
 compiled, recompiled and amplified by Point 2011

CWR Field of Battle Maps Require Myth 1.72 or newer, and CWR Tagset version 1.8 to play.
 Enjoy the fight, and feel free to improve these levels and maps
 ...keep up the fun and great work.... Point.

All this is possible thanks first to Bungie, and secondly to Project Magma for all their great updates to the game.

<<-----o----->>
 <<-----Have Fun and Die Well!!----->>
 <<-----o-----o-----o----->>

lbTroubled Times as a World yet again Struggles Against Darknesslp
 liThe Civil War is now remade, remembered and Reloaded in CWR....
 Follow squads of Heroes as they take on the evil powers of darkness.
 Battle Rebels in a struggle to bring Light and unity back to the land. lp

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<<-----o----->>

Under the cover of darkness on December 26, 1860, Anderson spiked the cannons at Fort Moultrie and moved his command to Fort Sumter.

"Messenger "You will at once demand its evacuation, and if this is refused proceed, in such a manner as you may determine, to reduce it."

"Major Anderson" refused, though he reportedly commented, "Men, if you do not batter the fort to pieces about us, we shall be starved out in a few days

"will lose us every friend at the North. You will wantonly strike a hornet's nest. ... Legions now quiet will swarm out and sting us to death. It is unnecessary. It puts us in the wrong. It is fatal."rebel--Robert Toombs on the attack on Fort Sumter

the Confederates informed Anderson that they would open fire in one hour

The bombardment lasted through the night until the next morning, when a shell hit the officers' quarters, starting a serious fire that threatened the main magazine.

The fort's central flagpole also fell. During the period the flag was down, before the garrison could improvise a replacement, several Confederate envoys arrived to inquire whether the flag had been lowered in surrender. Anderson agreed to a truce at 2:00 p.m., April 13, 1861.

Fort Sumter, dominated the entrance to Charleston Harbor and was thought to be one of the strongest fortresses in the world once its construction was completed; in the autumn of 1860 work was nearly done, but the fortress was thus far garrisoned by a single soldier, who functioned as a lighthouse keeper. However, it was considerably stronger than Fort Moultrie, and its location on a sandbar prevented the sort of land assault to which Fort Moultrie was so vulnerable.

Under the cover of darkness on December 26, 1860, Anderson spiked the cannons at Fort Moultrie and moved his command to Fort Sumter. South Carolina authorities considered this a breach of faith and demanded that the fort be evacuated. At that time President [James Buchanan](#) was still in office, pending Lincoln's inauguration on March 4, 1861. Buchanan refused their demand and mounted a relief expedition in January 1861, but shore batteries fired on and repulsed the unarmed merchant ship, [Star of the West](#). The battery that fired was manned by cadets from [The Citadel](#), who were the only trained artilleryists in the service of South Carolina at the time.

The fort's central flagpole also fell. During the period the flag was down, before the garrison could improvise a replacement, several Confederate envoys arrived to inquire whether the flag had been lowered in surrender. Anderson agreed to a truce at 2:00 p.m., April 13, 1861.

Terms for the garrison's withdrawal were settled by that evening and the Union garrison surrendered the fort to Confederate personnel at 2:30 p.m., April 14. No one from either side was killed during the bombardment, with only five Union and four Confederate soldiers severely injured. During the 100-gun salute to the U.S. flag—Anderson's one condition for withdrawal—a pile of cartridges blew up from a spark, killing one soldier instantly (Private Daniel Hough) and seriously injuring the rest of the gun crew, one mortally (Private Edward Galloway); these were the first fatalities of the war.[\[12\]](#)

The bombardment of Fort Sumter was the first military action of the American Civil War. Following the surrender, Northerners rallied behind Lincoln's call for all of the states to send troops to recapture the forts[\[14\]](#) and preserve the Union. With the scale of the rebellion apparently small so far, Lincoln called for 75,000 volunteers for 90 days.[\[15\]](#) For months before that, several Northern governors had discreetly readied their state militias; they began to move forces the next day.[\[16\]](#) The ensuing war lasted four years.

Charleston Harbor was completely in Confederate hands for the four-year duration of the war, leaving a hole in the Union naval blockade. Union forces retook the fort just days after Lee's surrender and the collapse of the Confederacy. On April 14, 1865, four years to the day after lowering the [Fort Sumter Flag](#) in surrender, Anderson (by then a [major general](#), although ill and in retired status)[\[17\]](#) raised it over the fort again.

01 Bull Run 1st July 21 1861



The First Battle of Bull Run (Manassas) July 21, 1861

McDowell's army of 35,000 men reached Centreville, Virginia (1) on July 18. Initial contact with Beauregard's Army came that day along the banks of Bull Run Creek near Blackburn's Ford (2). A probing Federal column was thrown back with losses & the two armies faced each other across the winding shallow creek. Both McDowell & Beauregard now made plans for an offensive.

McDowell sent out scouts to find a way to outflank the Confederate position. Beauregard telegraphed General Joseph E. Johnston to come with reinforcements.

General Johnston's arrived at Manassas Junction (3) by train on the afternoon of the 19th. Johnston allowed Beauregard to maintain command of the battlefield since he was already on the scene.

That night McDowell invited his brigade & division commanders to his tent to discuss his plans for the battle. Many of his officers argued that a confrontation should be postponed. The federal officers overestimated the number of Confederate troops.

But McDowell was determined to attack. McDowell's plan was as follows.

Three brigades under General Daniel Tyler were to mount an assault under the stone bridge across Bull Run Creek (4) while a brigade under Colonel Richardson made a demonstration south toward the Confederates defending Blackburn Ford. Both of these movements were intended to fool the Confederates. To draw their attention away from the main effort, which was a giant flanking movement to the north around Sudley Springs Ford (5).

The Federal movement began at 2:00 A.M. Tyler's brigade reached the position at the Stone Bridge later than expected. The battle began at 6:30 when Tyler began firing his cannons at the Confederates. Meanwhile 13,000 men under the command of Generals Hunter & Heintzelman set off on their long march around the Confederate left flank (6). They immediately ran into problems. The road was blocked with felled trees & the guide for the Federal army missed the short-cut which caused a long delay for the Federal Army.

The Union troops did not reach Sudley Springs until 9:30 A.M. The Union soldiers had been marching for seven hours & they still had more than a mile to go before they reached the enemy flank.

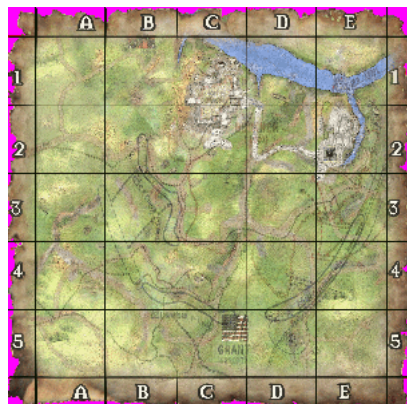
While the Union was moving the Confederate army under Beauregard planned his own offensive: an attack against the Federal left from Blackburn's Ford. This attack was poorly planned & Beauregard had to call it off.

Confederate General Evans was defending the Stone Bridge when he received a signal that another Union force was about to attack his left flank. In a carefully executed maneuver he turned his front to face Hunter's force & a little after 1:00 when the Federal army emerged from the woods they were hit by heavy fire from the Confederate army on the high ground of Matthews Hill (7).

The Brigades of Generals Bee & Bartow came to support Evans & the Union attack was in trouble. The Federal army was saved by Tyler's decision to send two brigades across the creek (8). The arrival of these two brigades gave the Union attack the number of men it needed to drive the Confederates from Matthews Hill & onto Henry House Hill. (9).

The Confederate situation was bad. If the Confederates were driven from the hill they would have no place left to make another stand. The Federal army had the momentum. The Climax of the Battle would take place on Henry House Hill.

02 Fort Donelson February 11, 1862



Attack the fort and rid the land of the forces of dark!

03 Shiloh April 6th, 1862



The Battle of Shiloh April 6-7, 1862

Tennessee was important to the South. The Confederate General Albert Johnston tried to hold the state with a defensive barrier called the "Long Kentucky Line." He failed when General Halleck sent General Grant to take two Confederate forts; Fort Henry & Fort Donelson. Grant took the forts & as a result the North controlled most of Tennessee & the Confederate army was forced to retreat to Corinth, Mississippi. But the South was not beaten yet. Gen. Johnston made plans to attack Shiloh.

The Confederate army in Corinth was under the command of Gen. Johnston & his 2nd in command Gen. Beauregard. The army was divided into four divisions under Generals Polk, Bragg, Hardee & Breckinridge. All together the Confederate army had about 40,000 men.

Grant's army in Shiloh was larger. To attack such an army would be dangerous but if the Confederate army did not attack now the Union army would only get larger.

The Rebel army left Corinth on April 3rd. The troops moved slowly towards Shiloh. Beauregard who was scared the army would not make Shiloh in time. The army reached Shiloh on April 5th. Beauregard was worried that Grant had learned of the attack but he was wrong. Grant believed the Confederates were still in Corinth. He was not in the camp but off drinking. It would prove to be a costly mistake. General Johnston set the sneak attack for the next morning, April 6.

General Sherman was the ranking general in the camp. He had done a poor job of protecting his men. He had not posted sentries or built fortifications. The attack came at 6:00 A.M. the Confederate army surged forward into the Union army while the Union soldiers were still eating breakfast.

Johnston made a mistake of his own in the way he arranged his army. They were arranged in three ranks three miles long, one corps in front of the other. This made the Confederate army slow & the attack very disorganized. Because of this the Confederates could not take advantage of the Union's confusion as well as they might have.

Despite Johnston's mistake the battle looked good for the South. For several hours the Rebels drove the Union back towards the Tennessee River. If the Union army was pushed up against the river they might be completely destroyed.

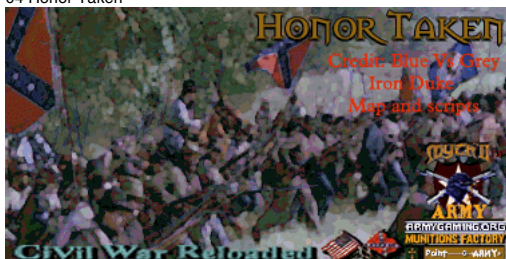
Before battles begin Generals try to plan & prepare as much as possible, but when the battle begins things don't always work as planned. At 9:30 P.M the rebel advance slowed near a grove of trees called "The Hornets Nest." There, a single regiment of Union soldiers stood firm for three hours holding the Confederate army back while the rest of the Union army gained the time it needed to regroup. The soldiers at the Hornet's Nest were all killed but their sacrifice saved the Union army that day. General Johnston was also killed at the hornets nest.

The Yankees were pushed back to the rivers edge but they held firm. At noon Grant arrived at the Battle with reinforcements. By nightfall Grant was even starting to attack the Confederate army.

Now the Confederate army was outnumbered & disorganized & they had lost the element of surprise & their commanding general. General Beauregard ordered the army to retreat. The opportunity to take back Tennessee & give the Union army a sound defeat was lost.

The Battle resulted in 13,000 Federal casualties & 10,700 for the Confederates. Since the Union army had held on they could claim the victory.

04 Honor Taken





Monday April 1st, near Camp Creek

When I last wrote you we'd been whupped at Missionary Ridge and our spirits were broken. But since then Old Joe took over and has restored our pride and dignity.

No longer are men deserting in their thousands. Now our army stands together facing Sherman's blue coats, ready once more to fight and if need be, die for our home and country.

Such, though, is not my lot. It has been almost four weeks since I have seen battle, though we can still hear the distant echoes of gunfire from Dalton, where Joe Johnston is defying the yankees day after day. General Polk has quartered us at Resacca, ten miles south of Dalton, for the glorious task of guarding our supply lines.

This morning is looking bright for early spring, the sun is high in the sky and there is hardly any cloud in sight. Today we've been sent out on what seems another pointless march, with orders to "advance" on a small town on Camp Creek to the west of Resacca.

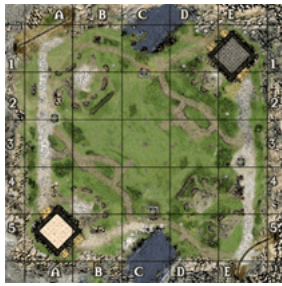
We are here due to rumours that the Union is advancing through nearby Snake Gap to attack Old Joe's army from behind, but none of us believe it.

Certainly Sherman is a coward and prefers endless flanking to honest fighting, but such rumours seem to be born of the frustration than from any real knowledge of the yankee's plans.

It seems rather that we are more likely to die of constant marching and boredom than from the minie ball...

05 A Better Day to Fight





06 Manassas (2nd BullRun) August 28, 1862



07 Harpers Ferry September 12, 1862





08 SharpsBurg September 17, 1862



The Battle of Antietam (also called Sharpsburg) September 17 1862

General McClellan's plan of attack against Lee's army at Sharpsburg was a model of Napoleonic tactics. McClellan planned to attack the Confederate left flank, and then the right, hoping to force Lee to weaken his center. Then he would send in his reserves to smash through the Confederate center. The weakness of this plan was that McClellan threw away his greatest advantage his numerical superiority. The Union army was twice the size of Lee's and a coordinated assault would have overwhelmed the unentrenched and outnumbered Confederates. Despite his numerical superiority McClellan was unable to destroy the Confederates.

The battle began when McClellan ordered General "Fighting Joe" Hooker to deliver the first attack at dawn. He drove General Jackson's brigades through the West Woods (1). General Hood's counterattack enabled the Confederates to hold the line.

General Mansfield attacked next at about 7:30 A.M. He charged through Miller's Cornfield (2) where heavy fighting occurred. In the battle General Hooker was wounded and Mansfield was killed. Nevertheless the Union troops continued to push the Confederates back. They captured the Dunker Church (3) at 9:00 A.M. The Confederate army was in trouble.

The third Union attack was led by General Sumner who led part of his corps into the fight against General D. H. Hill's at the famous "Bloody Lane" (4). Union soldiers took heavy losses but drove the Confederates from the lane. Another Union attack at this moment might have won the day for the North, but it never came. McClellan as usual, hesitated to attack. He continued to hold some of his troops in reserve.

At this point the focus of the battle shifted to Antietam Creek which separated the two armies. There were several places where Union troops might have waded across but General Burnside concentrated his attacks on the Stone bridge which came to be called Burnside's Bridge (5).

Confederate General Toombs had positioned his regiment above the bridge on a small cliff. General Burnside foolishly and bravely tried again and again to get across the bridge but the few hundred troops of General Toombs were able to delay the entire Union corps of 15,000 men for hours.

Finally at 1:00 P.M. Union troops crossed the bridge and took the cliff. But once again General Burnside delayed in sending his men against the Confederate line. He did not begin his attack until 3:00 P.M. Despite the delay General Burnside drove General Longstreet's men to the outskirts of Sharpsburg. It was at this critical moment when General A.P. Hill's division arrived from Harpers Ferry (6). The Confederate counterattack halted the Union advance and ended the battle for the day. It had been the bloodiest single day of the war with both sides losing over 12,000 men.

That night both armies slept lightly. Both side expected the battle to begin again the next day. McClellan had used only about half of his army and still had two corps in reserve. General Lee's army was in a desperate situation. His officers wanted him to retreat across the Potomac that night but Lee choose to hold his ground. The next morning both armies remained in place, each side expecting the other to make a move but neither side willing to begin the battle. The day passed peacefully. That night, his honor satisfied General Lee pulled out and General McClellan let him go.

McClellan believed he had won a great victory. Lincoln took this victory as an opportunity to read the Emancipation Proclamation, which freed all the slaves in the South and turned the war once

and for all into a battle against slavery. But the truth was that McClellan had failed to destroy Lee's army when he had the opportunity. As a result the war would drag on for another two years.

09-Entrenched



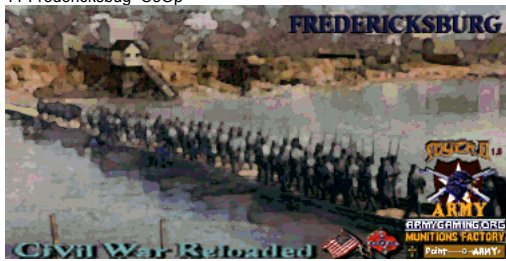
10 Sunken Road /Antetum

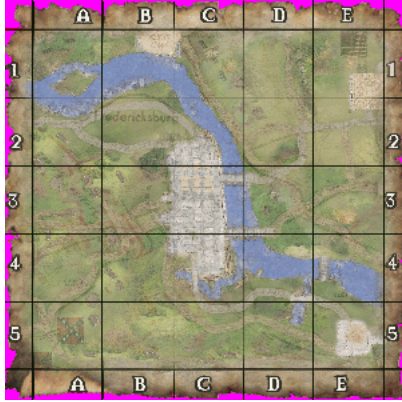


Sunken Road S2



11 Fredericksbug CoOp





Fredericksburg December 13, 1862

Gen. Ambrose Burnside had replaced General McClellan as the head of the Union Army. But he would only last for 81 days. Burnside's attack against Fredericksburg was one of the worst defeats for the Union of the entire war. What Burnside wanted to do was get his 20,000-man army across the Rappahannock river before Lee could get there to stop him. When the Union Army first arrived on the north bank of the river in November there were only 500 Confederate soldiers in the city of Fredericksburg. Gen. Lee was more than a day's march away. All Burnside's men had to do was cross the river and seize the heights beyond.

Of course, the Confederates had destroyed all the bridges but Burnside had already planned for this. He had ordered pontoons bridges to be built at Falmouth (1) by Gen. Halleck. Unfortunately Halleck did not send the bridges to Fredericksburg until November 22nd and by then the heights above Fredericksburg were swarming with Lee's men who were digging in on Marye's Heights (2).

At this point, Burnside should have just called off his attack. But he was stubborn. He was the man who had lost thousands at Antietam when he foolishly battered his way across Burnside's Bridge. Instead of giving up he devised a new plan to launch two simultaneous attacks on the Confederate positions: one against Jackson's corps and one directly across the river and up the slope of Marye's Heights.

He ordered that three pontoon bridges be laid directly across the river to the city, and three more about two miles down stream at Hamilton's Crossing, (3) where Jackson's corps was camped among the tree-covered hills. It took two weeks to complete the six bridges. The work was slowed by Confederate sharpshooters from Mississippi who took every opportunity to fire on the bridge builders from south side of the river.

Finally on December 12th the bridges were finished and the Union Army filed across. Lee was waiting at the top of the hill. But instead of attacking quickly Burnside hesitated. His men spent the day looting the city and drinking as the Confederates watched from the hill.

On the foggy morning of December 13, the large Union Army finally began to move towards Lee's line of 20,000 entrenched troops. The best soldiers in the entire South were hind behind a stone wall at the top of the hill. But before the two armies could meet the Union had to cross a killing field created by Confederate cannon fire.

The attack on Marye's Heights might be called magnificent, but it was not war. The Federal soldiers didn't stand a chance. They advanced up the slope and were slaughtered: first by the Confederate artillery, and then, if they survived long enough, by the six ranks of Confederate infantry hiding behind a stone wall. Throughout the afternoon rank upon rank of blue-coated soldiers advanced up the hill, only to be broken by fire from the top.

Ten thousand men fell in the effort to take the hill and none came within a 100 feet of the stone wall. Watching from the top Lee commented: "It is well that war is so terrible: else we should grow too fond of it."

Three miles to the south, the 50,000-man corps of General Franklin also failed to beat the outnumbered troops of General Jackson's. General Franklin allowed his army to be delayed by harassing fire from Stuart's small cavalry and by two-cannons commanded by Major John Pelham (4).

When he did attack he only sent one division of four thousand me under General Meade across the railroad. Meade got lucky and was able to drive into the Confederate rear, but Meade's force was too small and a Confederate counterattack soon drove the Yankees back.

Meanwhile the suicidal Federal assaults on Marye's Heights continued. Wounded Union soldiers would grab at the pants legs of the next line of Unions soldiers as they began fresh assaults trying to convince them not to attack again. At nightfall did Burnside finally decided to call off the attack Twelve thousand Federals had fallen on the slopes of Marye's Heights. Lee's army suffered only 5,000 casualties.

A Federal newspaper said of the battle: "It can hardly be in human nature for men to show more valor, or generals to show less judgement." The next day a visitor to Burnside's tent found the commanding general pacing back and forth muttering "Those men. Those men!"

Before long Burnside would be replaced by General Hooker. He would take a few months off and then again be put in charge of a smaller force of men. After the war he was elected as both a governor and a senator.

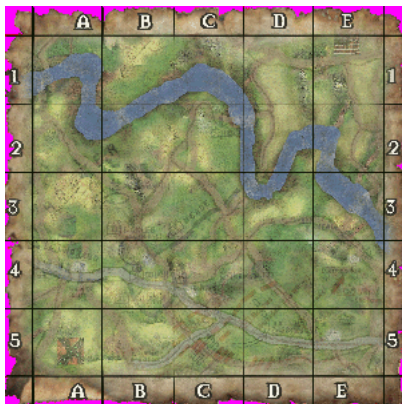
Fredericksbug S2



12 Fields of Battle



13 Chancellorsville



Chancellorsville, I and II

Chancellorsville, I 23 April 26-May 1, 1863

After the defeat at Fredericksburg Burnside made one last attempt to beat Lee. He ordered a night march upstream in an effort to get around Lee's flank It went well enough at the start, but then a heavy winter rain began that turned the dirt roads into quagmires. The cannons sank to their axles and the horses to their necks.

To inspire the men, Burnside authorized the issue of a whiskey ration, which raised spirits but hardly contributed to efficiency. The Confederate pickets were treated to the sight of drunken Union soldiers wallowing in mud and even getting into fistfights with one another.

After a day of battling the mud, Burnside gave up and ordered the army to return to Falmouth. The famous "mud march" was the last straw and on January 25, 1863, Burnside was replaced by General "Fighting Joe" Hooker. For the next few months Hooker concentrated on improving morale.

At the time Lee's army was about 60,000 while Hooker's army was growing to 130,000. Lee, however, believed that his strong defensive position at Fredericksburg compensated for his inferiority in numbers.

But Hooker had no intention of attacking across the river again. He planned a grand flanking movement that he hoped would force Lee to give up his position at Fredericksburg and do battle in the open country southwest of the city.

Hooker began his movement on April 26. He sent five corps of infantry around Lee's army. They crossed the river at Kelly's Ford (1) and U.S. Ford (2). By April 29th 70,000 Union soldiers were camped near the town of Chancellorsville (3).

Hooker hoped that the thick forests of the area known as "The Wilderness" would hid his men from Lee. But Lee knew where Hooker's men were. General Stuart's cavalry kept him well informed.

Lee realized that he was in trouble. He had four choices.

1. He could retreat, which was what Hooker expected him to do.
2. He could try and cross the river at Fredericksburg and attack the Federal army there.
3. He could divide his army in half and attempt to fight on two fronts.
4. Or he could leave a weak force at Fredericksburg and take the bulk of his army to the west to face Hooker.

The last alternative carried great risk but also the possibility for victory. Lee choose it. He left a single division under General Early at Fredericksburg (4) and took the rest of his army off toward Chancellorsville (5).

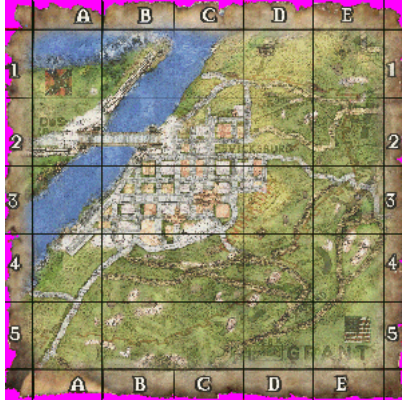
On the morning of May 1st, at Chancellorsville, Hooker sent five corps eastward through The Wilderness. Hooker was surprised when his men ran into a small rebel force. At this point Hooker lost his nerve. Instead of pushing forward to gain the open country, he recalled the advance and pulled back to Chancellorsville to await Lee's attack.

14 Fredericksbug Duel 2nd May 3, 1863



15 VicksBurg CoOp May, 1863





Vicksburg, December, 1862 - June, 1863

Though most contemporaries (and most historians) focused their attention on the dramatic clash at Gettysburg, in the West events of at least equal significance were simultaneously moving toward a climax. In Mississippi the Federal team of Grant and Sherman had clamped the key city of Vicksburg under a tight siege and on the very day that Lee began his withdrawal from Seminary Ridge, the remnant of the emaciated Vicksburg garrison marched out of the city and stacked arms in formal surrender. With its surrender, the Confederacy was sundered in two.

The sequence of events that culminated in that surrender began in October 1862 when Grant became commander of the Department of Tennessee. At about the same time Jefferson Davis appointed Lieutenant General John C. Pemberton, the only Northern-born Confederate officer to attain three-star rank, as the new commander of the Army of Mississippi. Earl Van Dorn, the former commander, took over Pemberton's cavalry division.

Grant had more than twice as many troops available as Pemberton; when he began to move south in November from his base at Grand Junction (1). He fielded an army of nearly 40,000 as compared to Pemberton's 22,000. On his way south, Grant established a major supply base at Holly Springs (2) and then moved on across the Tallahatchie River. Pemberton fell back to Grenada (3) and called for reinforcements. It was at this point, in late December. That Jefferson Davis visited the Western theater and ordered Bragg to send a 10,000-man division to Pemberton from Murfreesboro. But before these reinforcements arrived, Pemberton's position was dramatically altered by the exploits of the man he had replaced as army commander.

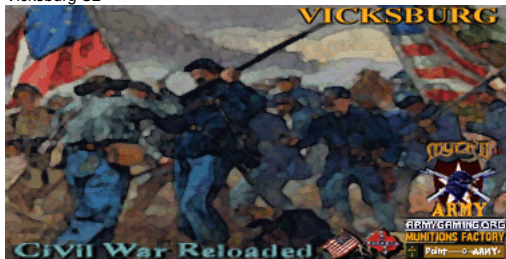
At dawn on December 20 Van Dorn led about 3,500 Confederate troopers into Holly Springs at a gallop. The 1,500 Federal defenders surrendered almost immediately. Van Dorn's troopers helped themselves to what they could carry and set fire to the rest. Over one and a half million dollars worth of supplies food and ammunition was put to the torch. Moreover, about eighty miles to the northeast Nathan Bedford Forrest was duplicating Van Dorn's feat at Jackson, Tennessee (4), on Grants supply route to Columbus, Kentucky. Forrest not only destroyed the Federal supplies at Jackson, but also ripped up over sixty miles of track and pulled down the telegraph lines as well. Grant reported that these raids "cut me off from supplies, so that further advance by this route is perfectly impracticable." The next day he began to retrace his steps to Grand Junction.

Meanwhile other events, seemingly unconnected with the military campaigns in Mississippi would cause Grant to modify his plan of operations. Unknown to Grant, Illinois Democratic politician John K. McClelland had visited President Lincoln in September and presented him with a plan and a problem. The plan was an offer by McClelland to raise an army--on his own--from the Midwestern states, and to use that army to capture Vicksburg. The problem was that there was no way Lincoln could agree to this proposal without destroying the command system in the West, and there was no way he could reject it without alienating McClelland, who was a powerful political force in that part of the country. Besides, if nothing else, McClelland's scheme might raise some new levies for the army. Lincoln therefore agreed and sent a happy McClelland off to raise an army. Not until December did Grant learn about this curious arrangement and when he did, he queried Lincoln about it. The President reassured Grant that he was the theater commander and could do with troops in his department what he deemed best. What Grant deemed best in December 1862 was that Sherman should add McClelland's recruits to his own command at Memphis and take them downriver for an assault on Vicksburg before McClelland arrived.

Sherman headed south on December 20 (the same day as Van Dorn's raid) and on December 27 he assaulted Chickasaw Bluffs (5) just north of Vicksburg in a fruitless effort that resulted in nearly 1,800 Federal casualties while inflicting only 187. What Sherman did not know when he launched this attack was that Van Dorn's raid had forced Grant to retreat and that Pemberton had quickly shipped his army back to Vicksburg in time to repel the new threat. Sherman was nevertheless ready to try again, but on the last day of the year McClelland arrived (with a new wife in tow) and superseded him in command.

McClelland's first operation was a success. His expedition to Fort Hindman (6) led not only to the fort's surrender, but to the capture of 5,000 Confederates. But both Sherman and Navy Captain David Dixon Porter had become so disgusted with McClelland's overbearing manner and pompous military pronouncements that they begged Grant to come to Vicksburg and take command personally. Grant showed up in late January and assessed the situation himself. What he saw of it, and of McClelland, convinced him that Sherman and Porter were right. Despite McClelland's protest, Grant concentrated his forces on the river for a campaign against the city from the west which he would direct personally.

Vicksburg S2



Vicksburg, II January-July, 1863

Between them, Van Dorn and McClelland had committed Grant to an attack on Vicksburg from the river. Even though he still believed that the best approach was from the east, Grant knew that any retrograde movement now such as a retreat upriver to Memphis would be perceived as an admission of failure and would become grist for the mills of anti-administration newspapers. Grant therefore resigned himself to a campaign against Vicksburg from his base at Milliken's Bend. He organized his 60,000-man army into three corps of about equal size, commanded by McClelland, Sherman and James B. McPherson and set to work to devise a plan of attack.

Grant's principal problems from the outset had to do with the environment: mud, rain, swamp and disease. Living conditions were abominable and the army's morale suffered accordingly. Grant kept his men busy primarily by setting them to work expanding an abandoned canal across the DeSoto peninsula across from Vicksburg (1). This was a project in which Lincoln had a particular interest and Grant was ever-sensitive to the President's interests. In February and March Grant authorized three separate attempts to avoid a direct assault against the heights north of Vicksburg all of which involved finding a water route to Vicksburg's back door and none of which bore fruit. McPherson's corps was charged with investigating the lakes and bayous west of the river (not shown on the map) while other detachments explored the upper reaches of the Yazoo River (2) and Steele's Bayou (3).

Not until April did Grant begin his final and successful campaign. He had believed from the beginning that Vicksburg could be taken only from the east. The problem was how to get there. What he proposed to Porter on April 2 was that the Admiral run his entire fleet past the city while the army sought an overland route around the swamps and bayous to the west. At New Carthage or

Hard Times Landing the two forces would rendezvous and Porter would ferry the men across the river. It was simple. But it was also risky, for if their maneuver failed for any reason, there was no going back. Porter might run past the Vicksburg batteries going downstream without sustaining serious damage, but would not be able to return with the same expectations against the 5-knot current.

Choosing a dark night Porter made his move on April 16. Alert sentries on the bluffs fired warning shots and daring volunteers from Vicksburg crossed the river in small boats to light bonfires on the western shore which silhouetted the Union gunboats on the inky river. For over an hour the rebel gunners shelled the passing armada. But except for one transport and a few barges, the vessels got through unscathed.

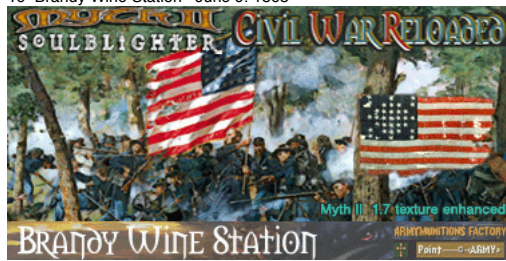
Now it was the army's turn. McClelland's corps took the lead in the march along the old levees bordering Roundabout Bayou. The roads were poor and progress was slow. To draw rebel attention from this maneuver Grant made use of two diversions: one by Sherman against the bluffs north of the city (4), and one by Brigadier General William Grierson who led a cavalry raid the length of the state of Mississippi from Grand Junction to Baton Rouge. While Confederate attention was fixed on these threats to the north and east some 43,000 Federal troops gathered at Hard Times Landing (5) for the jump across the river.

The original plan called for Porter's fleet to reduce the Confederate batteries at Grand Gulf where the troops would then land. This proved more difficult than expected, however, for Grand Gulf was nearly as tough a nut to crack as Vicksburg. As a result Grant on April 30 landed his men at Bruinsburg ten miles downriver (6). Advancing inland Union forces easily brushed aside a small detachment of Confederates outside Port Gibson (7) on May 1, thus outflanking Grand Gulf and forcing its evacuation.

For the next two weeks, Grant abandoned his lines of communication and marched his forces east toward the Mississippi state capital of Jackson which he captured on May 14. Then he turned westward advancing on Vicksburg along the route of the Vicksburg and Jackson Railroad. Pemberton tried to stop him at Champion's Hill (off the map to the east) on May 16, and at the crossing of the Big Black River (8) the next day. But Grant had superior numbers and he made no mistakes. Failing to halt Grant's advance Pemberton fell back inside his prepared defenses and, though Grant tried twice to fight his way in (on May 19 and May 22), from that point on the campaign became a siege.

The siege lasted forty-eight days. During each of which the Federals shelled the city and waited for hunger to conquer the enemy. By July the remaining population was in danger of literally starving to death. On July 3 Pemberton asked Grant for terms and the next day, while Lee began his retreat from Gettysburg, Pemberton's men marched out of the city and stacked arms in formal surrender.

16 Brandy Wine Station June 9, 1863



Saturday, October 30

General Grant has decided that the way to win this war quickly is to halt the Rebels' distribution of supplies wherever possible. A small railroad depot near Deercreek Bridge, which had been briefly under Federal control, has been recaptured by Confederate forces. We suspect that the Rebels will be trying to send a train through to resupply their troops in this area. Our plan is to retake the depot and hold it until a company from our Corps of Engineers arrives to destroy the bridge with explosives.

We believe that the Rebels, in an encampment somewhere near the bridge, are holding a small store of ammunition to be distributed to another battered regiment believed to be marching here. Our secondary objective is to locate this camp and capture these supplies. When their larger force does reach this location, they'll find no resupply stocks waiting for them, and Federal forces firmly in control. That is, if this operation goes according to plan.

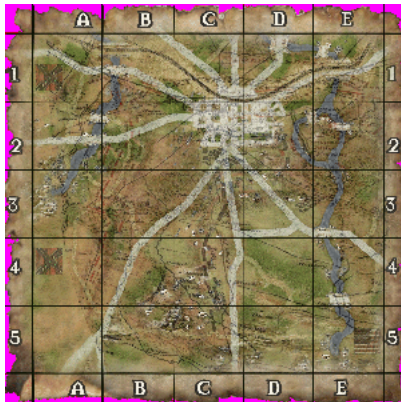
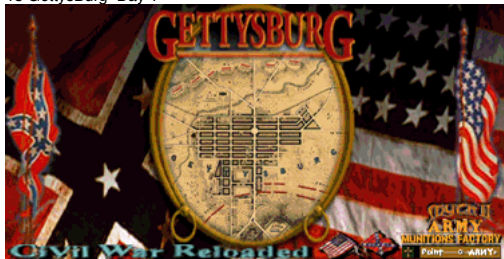
We've broken camp and marched to a spot just out of sight of the depot, and are preparing our attack. With any luck, our approach has gone unnoticed.

17 Deer Creek Valley (alternate path)





18 Gettysburg Day 1



Gettysburg

Gettysburg: The First Day July 1, 1863

Two Federal cavalry brigades under Gen. Buford entered Gettysburg on June 30, 1863. When Buford examined the ground of the town he decided that Seminary Ridge would be the best place to defend, if he could hold it.

Buford had his men dismount & take up positions just in front of the ridge on McPherson's Ridge (1). He knew that his small cavalry could not stop a large infantry assault, but he hoped to hold on for as long as he could until reinforcements arrived.

The next morning Gen. Heth intended to attack Buford's cavalry. He sent two brigades up the ridge to attack. Buford's troopers fought hard & casualties were heavy on both sides. After two hours of combat, Union Gen. Reynolds's infantry corps arrived on the ridge. Reynolds rode to the front to assess the situation & was killed by a rebel sharpshooter. But the reinforcements forced the Confederates to retreat. After another hour of combat they pulled back leaving the ridge in Federal hands.

Lee arrived on the field at 2:00 P.M. He was disturbed to find Federal infantry at Gettysburg. He was on the verge of calling off the attack when Ewell's Corps struck the Federal right flank in the perfect spot (3). Lee was quick to recognize an opportunity & he issued orders for a full-scale assault.

Federal Gen. Howard's Corps was pushed back and the Union army withdrew onto the slightly higher ground of Cemetery Hill (4).

At this point the Confederate army should have moved off to the East and picked better ground for the next fight but Lee was determined to fight it out right there.

If only Gen. Ewell had pressed his attack against the Federals, he could have easily taken Cemetery Hill. But, Lee had ordered his Generals to wait until Longstreet's corps arrived & Ewell took the order literally.

Ewell's subordinates urged him to attack anyway, saying that Lee did not mean to let such a good opportunity slip away. Gen. Trimble pointed toward Cemetery Hill & cried "Give me a brigade & I will take that hill." If only Ewell had listened.

That night Federal Gen. Hancock made the Federal position secure on Cemetery Ridge impregnable.

That night Lee decided that Ewell should make a diversionary attack against Culp's Hill (5) & if opportunity presented, he should turn it into an attack. The main Confederate effort, however, would

be made on the Confederate right by Longstreet.

Gettysburg: The Second Day July 2, 1863

When dawn broke over Gettysburg on July 2, the two armies faced each across an open plain. Longstreet had arrived with two of his divisions which brought Confederate strength up to about 50,000. Pickett's division was still en route, & Stuart's cavalry was missing which left Lee's army blind to the total Union strength.

The Federal army now numbered 60,000. Despite their superior numbers & the possession of the high ground Lee planned to attack anyway.

Lee planned to strike from the south. Seeing no Union troops on the two Round Tops, Lee ordered Longstreet to attack up Emmitsburg Road, hoping to strike the Federals in their left-rear flank.

The attack was delayed by Longstreet who wanted to try & slip past Meade's left & take up positions in his rear thus forcing the Federals to attack him. Lee should have ordered Longstreet forward or better yet taken command himself but he did neither & Longstreet's delay cost the South dearly.

When Longstreet's men arrived under Generals Hood & McLaws they were dismayed to find a full Federal corps deployed across Seminary Ridge under Gen. Sickles.

Lee's orders called for a bombardment of the Union line & then an attack from right to left. Hood's division went first at 4:00 P.M. attacking into the "Devil's Den" (2), a rock-strewn jumble of boulders where the fighting was hand-to-hand.

Other regiments challenged the Federals on Little Round Top (3). Here the 20th Maine regiment withstood three charges by Hood's division & then counterattacked, sweeping the Rebels off the hill. The rebels fell back to the Devil's Den, where they continued to fire back & forth across Plum Run Creek (6)

At this time (5:00 P.M.), Longstreet ordered McLaws's division to attack. It swept over the Federal defenders of the Peach Orchard (4) & pushed on into the adjacent wheatfield (5) where the fighting was again hand-to-hand. McLaws's men had the better of this struggle but the Confederate army was not large enough to take advantage of the small victory.

Now Anderson's division attacked the center. Union Gen. Hancock, had weakened the Federal center by sending reinforcements to Gen. Sickles. Toward that weakened center Anderson's three brigades came at a run. One brigade actually topped the crest of the ridge & for one moment looked down upon the Federals.

Gen. Hancock counterattacked with fresh Union troops. The fighting was brutal but the union line held. The Confederate assault was stopped long enough to allow Hancock to establish a new defensive line (7). Confederate Gen. Anderson had to retreat.

On the other end of the long curving line of battle Gen. Ewell was to begin his attack when he heard the guns of Longstreet. One division assaulted Culp's Hill & another the "saddle" between Culp's Hill & Cemetery Hill (8). Both attacks met with initial success but faced with Federal counterattacks & superior numbers the Confederates again had to withdraw.

July 2nd had been a bloody day--each side losing about 10,000 men. Lee had not broken the Federal line but he had come close three times. Moreover, Meade was aware of how close he had come. That night the Union commander called a staff meeting to discuss a possible retreat. His commanders convinced him to stay.

Gettysburg: The Third Day July 3, 1863

Both sides gained reinforcements on July 4th. On the Union side of the field, Sedgewick's corps brought Federal strength to 72,000. For the Confederates, Gen. Pickett's and Jeb Stuart arrived. Lee was angry with Stuart for leaving his army blind but he soon softened & together they planned how to use the cavalry for the next day.

Lee's plan was to use Pickett's division of Virginians to pierce the Federal center with a charge up Seminary Ridge. Longstreet protested against the idea and tried to dissuade Lee. Pickett on the other had looked forward to the planned attack. All together there would be some 12,500 under Pickett's command. An impressive force but as Longstreet noted, smaller than the force that had struck the Federal line the day before and failed.

Lee believed those attacks had not been well coordinated & this time the men would all go in together, preceded by an artillery barrage from 140 Confederate cannon.

The bombardment began at 1:00 PM. The cannonade sent the Federals along the center of the line scrambling for safety, but also drew counter fire from the Union guns. For an hour the thunder of the exchange filled the air & smoke from the guns filled the valley with a heavy white cloud.

Shortly after 2:00, the Federal cannon slowed their fire in order to fool the Confederates into believing they had been put out of action. The ruse worked, & at 3:00 the Confederate infantry stepped out of the woods atop Seminary Ridge & dressed ranks for the assault.

Before the attack a few officers gave short speeches to their men. Pickett then his men across the mile-wide field toward the "little clump of trees" which was the attack's objective. They marched at a walk-one hundred yards a minute. As they advanced artillery fire from both Cemetery Hill & Little Round Top struck them in the flanks. When they reached the Emmitsburg Road, Federal batteries on Cemetery Ridge opened up with canister blasting huge holes in the lines. It seemed incredible that anything could live on that field, but onward they came.

Finally with a desperate yell the rebels charged. Over the wall came Gen. Lewis Armistead, his hat on his sword point as a guide to the 300 or so men who followed him. Armistead charged the Federal battery and in a rush Armistead reached the guns only to fall mortally wounded.

The attack had failed, indeed it had been shattered. As the remnants came streaming back, Lee went out to meet them & to prepare them for the expected Federal counterattack. Of the 12,500 men who set out across the field, 7,500 failed to return. Though Lee & Longstreet both expected Meade to follow up his victory. The Union commander was content with what had been accomplished. "We have done well enough," he said.

Federal casualties for the three days totaled 23,000 the Confederates 28,000. At about noon on July 4--the 86th anniversary of American Independence--as the two exhausted armies watched each other across the blood-soaked valley, it began to rain. That night, Lee began his retreat to Virginia. It was the worst defeat of the Confederacy of the entire war.

20 Gettysburg Day 2



21 Gettysburg Day 3

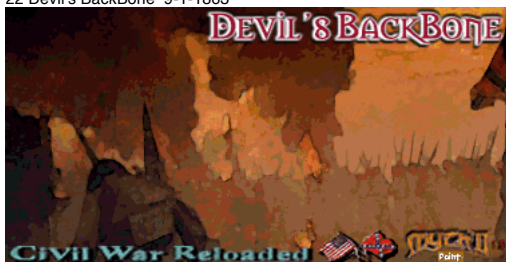


19 Devils Den (little flat top) alternate path



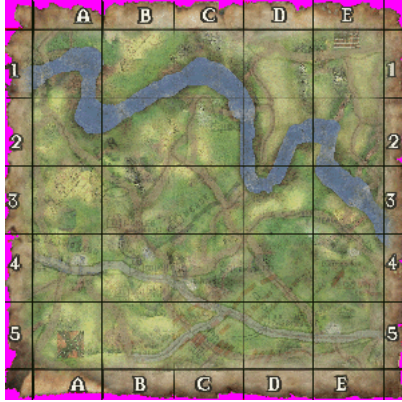
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3			
4			
5			
	A	B	C

22 Devil's Backbone 9-1-1863



23 Wilderness May 5, 1864 Chancellorsville map





Chancellorsville, II: May 2-4, 1863

Hooker's decision to remain on the defensive within the Wilderness offered Lee a chance to turn possible disaster into opportunity. Though outnumbered two to one, Lee decided to divide his forces and send Jackson with 25,000 men on a march around Hooker's right flank. Of all of Lee's battlefield decisions this was the most audacious.

It set Jackson across the front of a large enemy on narrow forest roads, and left Lee with only 15,000 men to face Hooker's five corps of 70,000.

Jackson left at 10:00 A.M. on May 2nd. The Confederate column had to cross a piece of open ground near Catherine's Furnace (1). Jackson held off a series of small Federal attacks. When Hooker heard about Jackson he thought the entire rebel army was retreating. Hooker should have attacked at this moment but again he hesitated.

By 3:00 P.M. Jackson's men crossed the Orange Plank Road. Jackson was taking a big chance but he believed God was on his side and so he pushed ahead. At 5:00 P.M. Union soldiers under General Howard were sitting around their campfires cooking dinner near the Wilderness Church (2).

Out of the forest came the sound of Confederate bugles. Suddenly scores of deer and rabbits bounded out of the woods, flushed from cover by the advance of Jackson's 25,000 Confederates. The eerie high-pitched sound of the "rebel yell" reached the Federals' ears and they ran for their rifles stacked nearby, but they were too late. Jackson's men were on them before they could form a line of battle.

Their panic was contagious and General Howard's entire corps retreated. Riding among his men, Jackson urged them on, crying, "press them! Press them!" It was not until 8:00 P.M. that the Union army was able to form an orderly line (3).

The sun had been down for more than an hour now. This usually meant the end of the battle but a full moon made night operations possible. Jackson was eager to achieve a decisive victory over the Union army before it recovered.

Jackson rode ahead with his staff to explore (4). As he returned to the Confederate line a rebel soldier shot him. Jackson was hit in the left arm and the right hand. The wounds were painful but did not at first appear to be life threatening. Command of the Corps passed to Gen. A.P. Hill, and then, when he was wounded to Gen. Jeb Stuart. The idea of a night attack was abandoned and the battle died away.

The next morning Hooker pulled his forces into a defensive arc in front of the Rappahannock (5).

He was about to be reinforced by Gen. Sedgwick who had finally beaten the Confederate division above Fredericksburg.

Lee would not allow this and marched toward Fredericksburg to deal with Sedgwick. This left General Stuart to watch General Hooker.

Lee met Sedgwick on May 4 and forced him to retreat. That same night, Hooker also decided to retreat across the river.

Lee had done the incredible. The large Union army had been badly beaten by an army only half as large. But the Confederate victory was a costly one. Stonewall Jackson would die of his wounds. Lee had lost his "strong right arm."

24 A Better Day to Die



25 Till Death Takes Hold september 1864





26 Fort Mazzarin



27 Fires of Myth





<<-----0----->>
 <<-----CWR- Fires of Myth -CoOp----->>
 <<-----0----->>

lbTroubled Times as a World yet again Struggles Against Darknesslp

liThe Civil War is now remade, remembered and Reloaded in CWR....
 Follow squads of Heroes as they take on the evil powers of darkness.
 Battle Rebels in a struggle to bring Light and unity back to the land. lp

<<-----0----->>

lbBriefing: Fires of Myth

Based on information from the resistance, several recon platoons have been sent into enemy territory, no one seems to know the nature of the business, though making trouble for the enemy is always a welcome task.

300 Level hints:

Eliminating all the enemy troops or just the enemy generals might bring victory... as will simply letting the enemy take all the flag positions,

There is little chance for victory here though there is a chance to live to fight another day.

An escape route has been set up near the road at location E1 on the map retreat to that location.

If you do plan on staying and fighting dig in and be ready to counter artillery barrages.

Your Heroes enter at Fort Sumter, keep them alive and they will continue to join in battles along the campaign.

Saddle up Lock and Load!

<<-----0----->>

300 Credits:

Mesh by Point -

Script by:Script from Bushido edited by Point, with ozone helping with flag and lower scripting.

Detail textures: Point, Carlinho, JohnGod, Project Magma
 Text and graphics by Point and the world wide web.

CWR units by Point. with resources by-->

Blue vs Grey by IronDuke and Project Magma.

Civil War units by Thoran

1861Civil War by Cydonian

Epic Civil War by Phex

Thanks to testers Fury, Yankee, Ditwidget, BigBrother, Industry and more....
 compiled, recompiled and amplified by Point 2011

CWR Field of Battle Maps Require Myth 1.72 or newer, and CWR Tagset version 1.8 to play.

Enjoy the fight, and feel free to improve these levels and maps

...keep up the fun and great work.... PointT.

All this is possible thanks first to Bungie, and secondly to Project Magma for all their great updates to the game.

<<-----0----->>
 <<-----Have Fun and Die Well!!!----->>
 <<-----0----->>

Multiplayer Maps:

A Better Day to Die -S2

A Better Day to Fight-S2
 Assault & Battery-S2
 Entrenched-S2
 Field of Battle 1536x1536-S2
 Field of Battle 1792x1792-S2
 Field of Battle 2048x2048-S2
 Field of Battle 2560x2560-S2
 FoB-The Duel-S2
 FoB-Fight-S2
 FoB-Skirmish--S2
 Little Big Horn-S2
 Till Death Takes Hold-S2
 BG-Call to Arms-S2
 BG-Swamp of Peril-S2
 BG-Antetum Town-S2
 BG-Antetum--S2
 BG-North vs South--S2
 BG-N&S Antetum-S2
 SB-Killing Grounds
 SB-Proving Grounds
 SB-Sand Between Your Ears
 SB-Snow Creek

CWR-LvD-Bull Run one
 CWR-LvD-Fort Donelson
 CWR-LvD-Shiloh
 CWR-LvD-Honor Taken
 CWR-LvD-A better day to fight
 CWR-LvD-Bull Run Second Manassas
 CWR-LvD-Harpers Ferry
 CWR-LvD-Sharpsburg Antetum
 CWR-LvD-Entrenched
 CWR-LvD-Sunken Road/antetum
 CWR-LvD-Fredriksburg 1
 CWR-LvD-Field of Battle
 CWR-LvD-Chancellorsville
 CWR-LvD-Fredriksburg 2nd
 CWR-LvD-Vicksburg
 CWR-LvD-Brandy wine station
 CWR-LvD-Deer Creek Valley
 CWR-LvD-Gettysburg day 1
 CWR-LvD-Devils Den (Little Flat top)
 CWR-LvD-Gettysburg day 2
 CWR-LvD-Gettysburg day 3
 CWR-LvD-Devils back bone
 CWR-LvD-Wilderness
 CWR-LvD-A better Day to die
 CWR-LvD-Till Death Takes Hold
 CWR-LvD-Fort Mazarin

Multiplayer Maps:

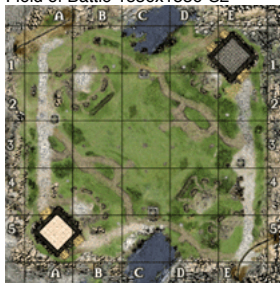
A Better Day to Die -S2



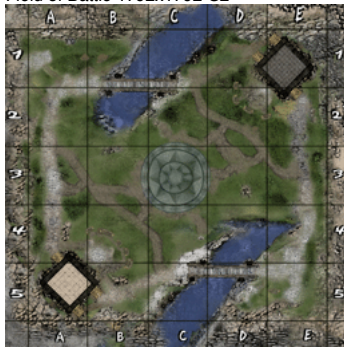
A Better Day to Fight-S2
 Assault & Battery-S2
 Entrenched-S2



Field of Battle 1536x1536-S2



Field of Battle 1792x1792-S2



Field of Battle 2048x2048-S2



Field of Battle 2304x2304



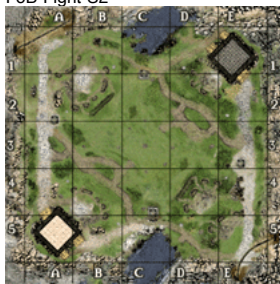
Field of Battle 2560x2560-S2



FoB-The Duel-S2

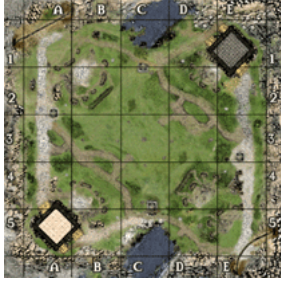


FoB-Fight-S2



FoB-Skirmish--S2





Little Big Horn-S2



Till Death Takes Hold-S2

BG-Call to Arms-S2

BG-Swamp of Peril-S2



BG-Antetum Town-S2



BG-Antetum--S2



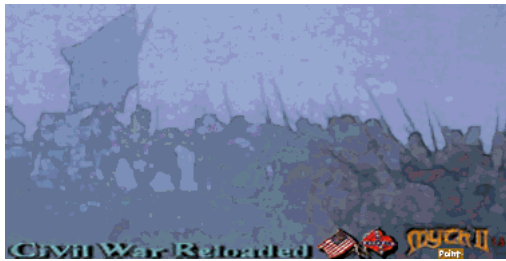
BG-North vs South--S2



BG-N&S Antetum-S2



SB-Killing Grounds
SB-Proving Grounds
SB-Sand Between Your Ears
SB-Snow Creek







-POINT
 -DITWIDGET-
 -BIGBROTHER-
 -COLDSTEEL-
 -YANKEE-
 -FURY -
 -TheROCK-
 -INDUSTRY-
 -KRONIN-
 -TIM-

-ToeCutter-
 -BabyShaker-
 -Gunship-
 -Alpha-
 -Martin-
 -Payne-
 -Dasgiest-
 -Gomer-
 -DarryHick-
 -Zoso-
 -Sk8ter-
 -Scorch-
 -GiJoe-
 -Hawk-
 -Nuke-
 -Ozone-
 -Carlinho-
 -Santa-
 -Myrd-
 -Melekor-
 -Pyro-
 -Cap-

changes... CWR Tagset :Things added, adjusted and fixed....

1.72 to 1.8

Added charge mode to regular soldiers.
 Adjusted object strength of stone wall and barricades
 Added shell shock to some arty attacks
 Adjusted some artillery attack damages
 Adjusted unit terrain pass ability for Forest Terrain to reduce model interactions
 adjusted ai cannon attacks
 added vet cannon mode for parot canons
 added veteran hero units

Maps: fix list... 1.8 MAP PACK C TEST

THE VETRANS...

ADD TO MAPS

@ @The veteran ->@04 Soldier
@ @01 Point ->@12 Major
@ @02 Dit ->@31 specialist
@ @03 BigBro ->@07 Sharp Shooter
@ @04 Fury ->@12 Major
@ @05 GiJoe ->@31 specialist
@ @06 ColdSteel ->@02 Captain
@ @07 Yankee ->@17 Cannon
@ @08 Hawk ->@09 Flag Bearer
@ @09 Nuke ->@17 Cannon
@ @10 Scorch ->@10 Sharp Shooter
@ @11 Ozone ->@06 Sgt
@ @12 Rock ->@12 Major
@ @13 Carlinho ->@02 Captain
@ @14 Industry ->@02 Cav General
@ @15 Myrd ->@02 Captain
@ @16 Santa ->@02 Captain

00 Fort sumter <--- make this map
01 Bull Run one initial camera movement ... 6flags to win for ai..sd
02 Fort Donelson
03 Shiloh
04 Honor Taken
05 A better day to fight
xQUITS AFTER A FEW SECONDS?
06 Bull Run Second Manassas
07 Harpers Ferry
08 Sharpsburg Antetum >some sticking places..
09 Entrenched
10 Sunken Road/antetum
11 Fredriksburg 1 x
x-->TAKE THE TOWN >no active script
12 Field of Battle
13 Chancelorsville
14 Fredriksburg 2nd --> TAKE HILL
15 Vicksburg
16 Brandy wine station
17 Deer Creek Valley
18 Gettysburg day 1
19 Devils Den (Little Flat top)
20 Gettys burg day 2
21 Gettysburg day 3
22 Devils back bone <----
23 Wilderness <----
24 A better Day to die
25 Till Death Takes Hold
26 Fort Mazarin

MythII soulblighter campaign levels Converted >>>>Fixes

01 Dawson's Creek
X>guys still stuck in top corner
02 Graveyard
03 Town Gates
04 Outside the Keep
05 Inside the Keep
06 Destroy Bridge
07 World is Knot enough
08 The Great Library
09 Escape From Madigral
10 Landing at White Falls <--- LINK OUTLAWS ALL TO DWARF
11 Ambushed night
12 Mountain Pass
13 The Deciever
14 With Friends Like These
15 Desert March
16 Catacombs
17 Defend Muirthemne
18 Tain Shard
19 The Tain
20 Camp
21 Munitions dump
22 Dam it
23 Battle 1
-24 Battle 2 -> ADD DROPPED FLAG AND REPLACMENT
25 Soulblighter
ee a long awaited drinking party

Multiplayer Maps: >>>>Fixes > bug x fixed

A Better Day to Die -S2
A Better Day to Fight-S2
Assault & Battery-S2

Entrenched-S2
Field of Battle 1536x1536-S2
Field of Battle 1792x1792-S2
Field of Battle 2048x2048-S2
Field of Battle 2560x2560-S2
FoB-The Duel-S2
FoB-Fight-S2
FoB-Skirmish--S2
Little Big Horn-S2
x>Error: Data Mismatchoverhead_map. incorrect bitmap format for overhead map
Till Death Takes Hold-S2
BG-Call to Arms-S2
BG-Swamp of Peril-S2
BG-Antetum Town-S2
BG-Antetum--S2
BG-North vs South--S2
BG-N&S Antetum-S2
SB-Killing Grounds
*SB-Proving Grounds
SB-Sand Between Your Ears
SB-Snow Creek

CRASH->
OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'fa#1'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: collection reference definition postprocess failed on 'farmhouse'.
Error: File system Open in /Myth/Myth2Code/geometry_definitions.c, line #500: unable to get collection reference 'fate' for geometry farmhouse2_geom.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: geometry definition postprocess failed on 'farmhouse2_geom'.
Error: File system Open in /Myth/Myth2Code/model_definitions.c, line #242: unable to get geometry 'fa01' for model farmhouse2_mode.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: model definition postprocess failed on 'farmhouse2_mode'.
Error: File system Open in /Myth/Myth2Code/geometry_definitions.c, line #500: unable to get collection reference 'fate' for geometry farmhouse_geom.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: geometry definition postprocess failed on 'farmhouse_geom'.
Error: File system Open in /Myth/Myth2Code/model_definitions.c, line #242: unable to get geometry 'farm' for model farmhouse_mode.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: model definition postprocess failed on 'farmhouse_mode'.

Tagset: fix list... 1.8

Maps: fix list...

need to fix the no win advance to next level for offline coop

OOS occurred at line 1190 in /Myth/Myth2Code/monster_commands.c - game time: 2179 random seed: -432006417

@game_time 64 (0:02) XXX MA [leg] Flag#1 legion group #0/#1 has missing or invalid unit container

@game_time 864 (0:28) XXX MA [move] SS Cavalry to Flag missing or invalid subject field

@game_time 864 (0:28) XXX MA [move] S-Attackers to Hill missing or invalid subject field

2014-04-23 18:03:30 OUT OF SYNC

OOS occurred at line 1190 in /Myth/Myth2Code/monster_commands.c - game time: 1176 random seed: 756834400

O>>>see if can reference less foundation tags...

MAP SHADOWS FOR MODELS check all

check maps for right unit replacement b32

OVERHEADS CONTRAST THE GRID LETTERS

-Willow no end... on simple. TWO STCK GUYS BEHIND BUSH

>check allows vets on all

>add flag units so can drop flags

>add arty man team 1 to reb sides.

map names

base pregame... change to cwr one..

xWILLOW ADD FLAG DROP UNIT

xADD FLAGS +@ to meshes

0-Desert redemption doesnt have end case ... doesnt end

0-blind steps reinforcements didnt trigger...

x0-arty wagon stuck on the duel ... terrain

x0-add more caps and replacements to friends like these

xMAP added flag bearers to officers move... check if works little flat top. RETREAT ROUT added w
 -->>>>>>>MAKE SURE old B&G maps have Kegger Taunt and BLUE taken out.
 x Track down why you can still target flag observer... post... on oz map but not on other.... ????
 x flag up and flag down....
 go back through 1.72 local... make sure map thing flag works....
 Game script..
 Add in Stonewall..
 -Maps need MA to go to failure mesh. coop maps
 Flag pole - no flag
 Light unit captures animates flag. raise light flag
 Dark unit captures animates flag raise dark flag
 Flag up flag down replace all with b32 stuff... from oz script no invisibles...
 xFORT MAZZ major off on edge of map at start
 x-color map still shows some grids..
 -check passability for a better day to die.
 x map desert march end no longer works after deleting paratroops.... end paratroops need something also
 check all maps for this... ENDS GAME when only cannon left...
 xmap collections not used in tasset..
 xcall to arms
 xdeer creek valley
 xgettysburg
 till death... add starts ballance UT
 x- escape snow add medic to reinforcements south west
 x battle 2 soulblitzer needs to retreat
 x IBIS CROWN ADD ARTY MAN'

Tagset: fix list..

Target - Still no idea what this does... *NEW: Originally this did nothing. When too many projectiles are being created, Myth stops creating new projectiles before reaching the projectile limit. If this is set to anything other than "No Tag", this projectile will have priority over others that don't have this set to anything. Useful if there are some very important projectiles that should always be created in a map that is likely to reach the projectile limit.*

x- solid shot attacks... random roll fix either the artifact or monster switch so attack works right.
 x adjusted morale values tried to get more boost
 x attack recovery time from - to + on soldiers?

-Bullets travel too far adjusted.. time and damage
 --fused shell does no damage when bounces off something

x adjusted obj size to figure things... poacher round.
 - edited canister blast lifespan of bullets.
 -update flavors stl
 -replacements for wagons needs to be fixed.
 -1861 conscripts close on target before firing again... :(
 - Gunner wagon... all shoot
 - cav replacement picks up wagons ... no sequence so goes haywire... fix cav replacement converts via artifact with new object size then replaces. wont have artifacts so why bother...? or would it with new mons.
 HUE CHANGE over all the units if projectile to unit on other team...
 -DEAD WAGON PICK UPS FOR THE REBS
 shiver object is still using epic size.
 x hue change horse item... floin.
 x Edited fort maz changed general
 x changed waves from less than 1 to less than 5
 x biodegrade attempts
 x changed items in cason.
 x edited musket shot promote... m to regular... edited musket shot in various ways trying to
 x improve cant hit the side of the barn issue ...
 x-collection reference horse item. on death
 x-biodegrade gabion debri
 x biodegrade soldier rifles
 x-biodegrade- rocks from dynamite
 x biodegrade- soldier parts.
 x-cason items simplify
 x-make so mortar can rearm without exit.
 = fixed arty dead pieces object type
 = fixed gabion dead pieces
 = adjusted cattle attack
 xrebel sharps only cost 6 in UT on a map used wrong sharp maybe...
 xdead canon mortar are impassable objects fix or degrade
 x-change sgt shot to mana based for blowign up stuff.. ammo set to 64 or something.
 x--volunteer sequence has one off idle sequence switches to other uniform
 x-ONE OF THE VOLUNTEER SEQUENCES GOES TO REB VET.
 -exit cannon and no arty man shows... add @28 team 0
 x- r shot wont fire right
 x-r shell wont fire right
 x-LR doesnt do much use non texture as well... non texture goes sideways.
 x- fixed cannon shot FMon doesnt do damage unless direct hit.. it seems
 x- CHECK LPGs from canon explosions..
 x- heavy cannon explosion pegs lpg limit.
 x-shot rifled slow down a little and elevate start
 x-and shell rifled little damage area ... fcan

at impact smoke-lpg <---- WAS THE PROBLEM
at arty smoke hit 3 lpg

x wagon deaths promote too fast
x make hard death for wagons easier.
x add supply box projectile group for ammo mortar. replace the single projectile dropped by supply wagon
x add supply box projectile group for ammo arty man
xflag bearer no longer has artifact....
xdeath for wagons does not promote to dead body
x ADJUST RELOAD SPEED FOR VETTING ON SOLDIERS
Xedited gabion parts
Xlpg's for morale
>>>>>>>wagon doesnt promote right on dying
Xcaptain bugles should use mana slow dropping of them.
x mazz map blinking units
xadjusted wagon turn speed
xadded inventory fix bayonet charge to veteran soldiers via artifact since reload is T
xadded inventory saber charge to heavy cavalry T special... check
xedited skirmisher skirmish
>>adjusted wagon promotion on death lifespan
xcav flag t attack..
xchanged cav to giant sized
=Changed artillery object vitality....
(cannot be auto targeted) doctor
xadded absorbed impact to flags skirm added massive blow vs giant to flag

a

Tagset:

Distances

- **Warning** - This is the distance at which a unit becomes aware of other units' cries for help, such as when they've been attacked.
- **Critical** - This is the distance at which the unit is warned (made aware of) another unit's presence. *It is also the distance within which a unit will look for new targets if their previous target dies.*
- **Activation** - This is the distance at which a unit takes action of its own volition upon another unit. Highly aggressive or alert units have very large values here.

>>--adjust out backgrounds in amber (green) then check hue changes)
x--CR reduce a few more CR's to see if it stops selecting wrong try adjust settings in cr
x--morale lpg shows to enemy later in game make LPG Morale activatable
monster defs... 68 out of 96 used
artifacts 102 out of 128
--vetrans cant shoot accurately at all long range.... fixed?
--HARD dead body2 is in the mesh...
x-- doctor doesnt get attacked on coop (cannot be auto targeted)
--horse can be picked up by arty man... check use original death sequence maybe
x--floins galore...
x-- MAKE dormant artillery less tuff..
changed musket attacks... PG > bullet revise..
bullet can do little dmg sometimes adjust
>>remove white contrail from musket fire
>>add ending to sniper shot... scar or something
xvetran increase velocity
xfound duplicate "pors" projectiles for rifle round causing shots to go astray fixed.
xadjusted fix positon move speed
xadjusted attack projectile speed of cwr soldier and skrim
xremoved some unit hue changes to combat flooning
xfixed general dead body promoting into body parts with no CR
xadjusted sgts range
xADJUSTed does not need fire solution on soldiers

Maps:

-- passability
--entrenched... over 400 units replacements ...
191 vs 190
general and construction wagon dont show
x to add morale range on off
x FORT MAZZ HAS WRONG PREGAME
x flag wont eviscerate for rebels.
REBEL DROPS FOR WAGONS NEED UNIT TO CHANGE INTO ...
X REPLACEMENTS DONT STAY ON MESH....
X AND ARTY MEN CHANGE HUE COLLECTION REFERENCE FOR WHOLE TEAM...
X MAKE SO VETRANS DONT DOUBLE CLICK SELECT SOLDIERS
x added in for sgt special shot to set off explosives
x adjust sharps t shot
Xreplaced fixers color plate
x added trots slow for binocs in oak
X increase general god strength dies too quick
X make some more wagon drops reflexive
X edited canons atuo and avoid friendlies also changed activation to 0. distances
X shell rifled explosion too many lpgs
X units 3rd string list on name replaces none..... do on units with artis...
X took out trigger rifled shot shell.... still not workign right better...
x Case shot bounces before exploding
r shot wont fire right
r shell wont fire right
LR doesnt do much use non texture as well... non texture goes sideways.
fixed cannon shot FMon doesnt do damage unless direct hit.. it seems
CHECK LPGs from canon explosions..
x heavy cannon explosion pegs lpg limit.
shot rifled slow down a little and elevate start

xadjusted sgts range
xADJUSTed does not need fire solution on soldiers

-- passability
--entrenched... over 400 units replacements ...
191 vs 190
general and construction wagon dont show
x to add morale range on off

MAP

Starting mesh "CWR Fields of Battle-CoOp" with 2 plugins...
CWR-CIVILWAR-Tagset-1.8test3
CWR-MapPack-C test5
Using 1.8.0 gameplay...
OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
Error: Array Out of Bounds in /Myth/Myth2Code/shapes.c, line #1197: sequence #0 not in [#0,#0] for "=B32-FIELDoBATTLE-2304-MCoI" collection
Error: Array Out of Bounds in /Myth/Myth2Code/overhead_map.c, line #1752: sequence #0 not found in overhead map collection
Quitting networked game...

Error: Data Mismatch in /Myth/Myth2Code/overhead_map.c, line #1736: incorrect bitmap format for overhead map
Quitting networked game...

K

Starting mesh "CWR-HarpersFerry-CoOP-" with 2 plugins...
CWR-CIVILWAR-Tagset-1.8test3
CWR-MapPack-C test5
Using 1.8.0 gameplay...
OpenGL: Initialized with ErasePreviousFrame=1, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
@game_time 608 (0:20) XXX MA [move] move hero#1 away missing or too many waypoint(s) (maximum 4)
@game_time 29440 (16:21) XXX MA [move] Leader bodyguards move missing or too many waypoint(s) (maximum 4)

Quitting networked game...

Running OpenGL 2.1 at 1600 x 900 (VSync ON)

Starting mesh "CWR-HarpersFerry-CoOP-" with 2 plugins...

CWR-CIVILWAR-Tagset-1.8test3
CWR-MapPack-C test5

Using 1.8.0 gameplay...

OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
@game_time 608 (0:20) XXX MA [move] move hero#1 away missing or too many waypoint(s) (maximum 4)
@game_time 29440 (16:21) XXX MA [move] Leader bodyguards move missing or too many waypoint(s) (maximum 4)

Quitting networked game...

Running OpenGL 2.1 at 1600 x 900 (VSync ON)

Starting mesh "CWR-BullRun-CoOP-" with 2 plugins...

CWR-CIVILWAR-Tagset-1.8test3
CWR-MapPack-C test5

Using 1.8.0 gameplay...

OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
@game_time 29440 (16:21) XXX MA [move] Leader bodyguards move missing or too many waypoint(s) (maximum 4)

Quitting networked game...

Running OpenGL 2.1 at 1600 x 900 (VSync ON)

Starting mesh "CWR-Vicksburg-CoOP-" with 2 plugins...

Starting mesh "CWR-Sharpsburg, Antitam-CoOP-" with 2 plugins...

CWR-CIVILWAR-Tagset-1.8test3
CWR-MapPack-C test5

Using 1.8.0 gameplay...

OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
Error: Array Full in /Myth/Myth2Code/definitions.c, line #332: there are no more free unit definitions for '<unknown>'.
Error: Array Full in /Myth/Myth2Code/definitions.c, line #332: there are no more free unit definitions for '<unknown>'.
Starting mesh "CWR-Vicksburg-CoOP-" with 2 plugins...

CWR-CIVILWAR-Tagset-1.8test3
CWR-MapPack-C test5

Using 1.8.0 gameplay...

OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
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Starting mesh "CWR-Vicksburg-CoOP-" with 2 plugins...

Using 1.8.0 gameplay...

OpenGL: Initialized with ErasePreviousFrame=0, MaxAnisotropy=8, MSAASamples=1, UseDepthTest=1, UseMipMaps=1, UseNPO2Textures=1, UseShaders=1, UpdateCMapChunked=1, UseCMapTiles=1, UseAppleClientStorage=1
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Error: Array Full in /Myth/Myth2Code/definitions.c, line #332: there are no more free unit definitions for '<unknown>'.
Starting mesh "CWR-Vicksburg-CoOP-" with 2 plugins...

Myth Log Errors :

Error: File system Open in /tools/MYTH 2/definitions.c, line #506: couldn't read header for collection definition 'ca#1'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #591: collection reference definition postprocess failed on 'CREF Cathedral Corner'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #506: couldn't read header for collection definition 'cale'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #591: collection reference definition postprocess failed on 'CREF Cathedral Low End'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #506: couldn't read header for collection definition 'camt'.

Error: File system Open in /tools/MYTH 2/definitions.c, line #591: collection reference definition postprocess failed on 'CREF Cathedral Model'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #506: couldn't read header for collection definition 'cocf'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #591: collection reference definition postprocess failed on 'CREF Covenant Corner'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #506: couldn't read header for collection definition 'carb'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #591: collection reference definition postprocess failed on 'cath roundbit'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #506: couldn't read header for collection definition 'cacl'.
Error: File system Open in /tools/MYTH 2/definitions.c, line #591: collection reference definition postprocess failed on 'CREF Cathedral Crypt'.

Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'plms'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: collection reference definition postprocess failed on 'CREF MPC Paintball Trees'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: scenery definition postprocess failed on '#MPC PB Trees_scen'.

Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'WWcs'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'WW crate board small'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on 'WW crate parts'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon C hard dead A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon C hard death A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Wagon C hard death-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Wagon Can -Mon'.

Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'WWos'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'WW burnt chunks'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on 'Outlaw dynamite explosion group'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Ammo-Shell dormant-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Ammo-Shell-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-A Items Group 10lb-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon PCanister-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '#AT-dynamite spike explosion-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamitespikeLit-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamiteSpike-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: artifact definition postprocess failed on '_CWR-CannonSpikeDyNo-arti'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'Outlaw dynamite idle lit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamiteSpike sm-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group Mortor-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Soldier Mort-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@21-MLT-LightMechanized_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Ammo-Shell 12-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-A Items Group 12lb-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon F RfledShells-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon F LRRange-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon Fgrape-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group Fcannon-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon F-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@22-TMT-MediumMech_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'Outlaw dynamite'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on 'WW-Outlaw-mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai31-SPC-Special_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai31-SPC-Special_unit'.

Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'WWos'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'WW dark barrel rings'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on 'WW dark barrel o stuff'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon NC hard dead A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon NC hard death A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Wagon NC hard death-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Wagon NCan -Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai18-MSU-SuportMech_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group Rcannon-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon R-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai24-TDT-DestroyerMech_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'Outlaw dynamite idle unlit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '#B32-Supply Items Crate1-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#Ammo crate 1 PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#Ammo crate 1 dormant-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Item-Swagom-pj'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Item-Wagon S Sdyng-pj'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Wagon S dyng-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- Build Wagon-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@00-CON- Construction_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group GG-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Gatlin GG-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Gatlin ai GG-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai27-SEC-Security_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Wagon S-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@26-SUP-Supply_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@31-SPC-Special_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '#B32-Ammo Items Cason-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AA amo CasonDormant-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AA amo Cason item-PJ'.

Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'plms'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: collection reference definition postprocess failed on 'CREF MPC Paintball Trees'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: scenery definition postprocess failed on '#MPC PB Trees_scen'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'WWes'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'WW crate board small'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on 'WW crate parts'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon C hard dead A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon C hard death A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Wagon C hard death-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Wagon Can -Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'WWos'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'WW burnt chunks'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on 'Outlaw dynamite explosion group'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Ammo-Shell dormant-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Ammo-Shell-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-A Items Group 10lb-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon PCanister-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamite spike explosion-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamitespikeLit-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamiteSpike-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: artifact definition postprocess failed on '_CWR-CannonSpikeDyno-arti'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'Outlaw dynamite idle lit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AT-dynamiteSpike sm-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group Mortor-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Soldier Mort-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@21-MLT-LightMechanized_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Ammo-Shell 12-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-A Items Group 12lb-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon FRifledShells-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon F LRange-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon Fgrape-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group Fcannon-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon F-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@22-TMT-MediumMech_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on 'Outlaw dynamite'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_WW-Outlaw-mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '+ai31-SPC-Special_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai31-SPC-Special_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #471: couldn't read header for collection definition 'WWos'.
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Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on 'WW dark barrel o stuff'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon NC hard dead A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Wagon NC hard death A-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Wagon NC hard death-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Wagon NCan -Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@ai18-MSU-SuportMech_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group Rcannon-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Canon R-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '+ai24-TDT-DestroyerMech_unit'.
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Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#Ammo crate 1 dormant-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Item-Swagong-pj'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '_CWR-Item-Wagon S Sdying-pj'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Wagon S dying-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- Build Wagon-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@00-CON- Construction_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '_CWR-Amo Items Group GG-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Gatlin GG-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Gatlin ai GG-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '+ai27-SEC-Security_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: monster definition postprocess failed on '_CWR- U-Wagon S-Mon'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@26-SUP-Supply_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: unit definition postprocess failed on '@31-SPC-Special_unit'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile group definition postprocess failed on '#B32-Ammo Items Casson-PG'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AA amo CasonDormant-PJ'.
Error: File system Open in /Myth/Myth2Code/definitions.c, line #622: projectile definition postprocess failed on '#AA amo Cason item-PJ'.

x duplicate tagids detected: in the 'Monsters' folder, 'z confederate volunteer' and 'z confed soldier lft' have the same tagids.

xduplicate tagids detected: in the 'Objects' folder, 'z militia object union' and 'z medic object' have the same tagids.
duplicate tagids detected: in the 'Objects' folder, 'z militia object union' and 'z medic object' have the same tagids.

xduplicate tagids detected: in the 'Projectile Groups' folder, 'warlock fireball explosion' and 'cannon shell explosion' have the same tagids.

xduplicate tagids detected: in the 'Projectile Groups' folder, 'z cwcannon death' and 'z confed soldier hard dying' have the same tagids.

duplicate tagids detected: in the 'Projectiles' folder, 'cannon board' and 'brace' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'cannon fire-Mortar pcs' and 'cannon fire pieces big' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'Cattle soft die' and 'cannon self-destruct' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'civil barrel' and 'cannon barrel' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'civil brace wheel' and 'cannon brace wheel' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'civil wheel' and 'cannon wheel' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'Soldier muzzle flash' and 'poacher muzzle flash' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'WW medical bandages heal' and 'internal healing sparkle' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z confed rifleman dying' and 'z confed officer dead hat' have the same tagids.

duplicate tagids detected: in the 'Projectiles' folder, 'z confed shrpshtr dead body' and 'z confed rifleman dead' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z healing' and 'mounted healing' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z union rifleman dead' and 'z union officer dead hat' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z union sharpshooter dying body' and 'z union rifleman dying' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z horse rider' and 'z horse foreleg' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zconfedsoldier dead hat' and 'zconfedmedic dead hat' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier confed dying body' and 'z cwcannon dead' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier confed hard death' and 'z cwcannon dying' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier dead arm' and 'zcannon dead axle' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier dead head' and 'zconfedmedic dead head' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier dead leg' and 'zconfedmedic dead leg' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier dead torso' and 'zconfedmedic dead torso' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier rifle' and 'zconfedsharpshooter rifle' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zu horse rider' and 'zu horse foreleg' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zunionsharp dead hat' and 'zsoldier union dead hat' have the same tagids.

x duplicate tagids detected: in the 'Units' folder, 'union mounted rifle' and 'mounted calvary' have the same tagids.

xduplicate tagids detected: in the 'Collection References' folder, 'z confed medic' and 'z confed conscript' have the same tagids.
xduplicate tagids detected: in the 'Collection References' folder, 'z confed officer' and 'z confed cavalry' have the same tagids.
xduplicate tagids detected: in the 'Collection References' folder, 'z confed volunteer' and 'z confed soldier (ffa)' have the same tagids.
xduplicate tagids detected: in the 'Collection References' folder, 'z union medic' and 'z union conscript' have the same tagids.
xduplicate tagids detected: in the 'Collection References' folder, 'z union officer' and 'z union cavalry' have the same tagids.

xduplicate tagids detected: in the 'Local Physics' folder, '#AT- Smoke Rising-LPY' and '#AT- smoke rising -PHY' have the same tagids.

xduplicate tagids detected: in the 'Monsters' folder, 'z union Vetran Hold-mon' and 'z union Vetran cover-mon' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z artilleryman' and 'Keg thrower' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z confed medic' and 'z confed conscript' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z confed officer' and 'z confed cavalry' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z confed skirmisher' and 'z confed shrpshtr (solo hidden)' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z confed soldier' and 'z confed shrpshtr' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z confederate soldier' and 'z confed soldier (solo)' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z confederate volunteer' and 'z confed soldier lft' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z rebel cannon' and 'rebel cannon' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z rebel inf officer' and 'infantry rebel' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z rebel mounted rifle' and 'rebel mounted cavalry' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union cannon' and 'civil cannon' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union inf officer' and 'infantry union' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union medic' and 'z union conscript' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union mounted rifle' and 'mounted calvary' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union officer' and 'z union cavalry' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union soldier' and 'z union shrpshtr' have the same tagids.
xduplicate tagids detected: in the 'Monsters' folder, 'z union soldier (solo)' and 'z union shrpshtr (solo hidden)' have the same tagids.

xduplicate tagids detected: in the 'Objects' folder, 'shiver object' and 'sheep object' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z cannon object' and 'civil cannon object' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z general object union' and 'z general object' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z militia object' and 'z medic object' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z militia object union' and 'z medic object' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z officer object union' and 'z officer object' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z sharp object union' and 'union soldier ob' have the same tagids.
xduplicate tagids detected: in the 'Objects' folder, 'z soldier object union' and 'z shrpshtr object' have the same tagids.

duplicate tagids detected: in the 'Projectile Groups' folder, 'warlock fireball explosion' and 'cannon shell explosion' have the same tagids.
duplicate tagids detected: in the 'Projectile Groups' folder, 'z cwcannon death' and 'z confed soldier hard dying' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'cannon board' and 'brace' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'cannon fire-Mortar pcs' and 'cannon fire pieces big' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'Cattle soft die' and 'cannon self-destruct' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'civil barrel' and 'cannon barrel' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'civil brace wheel' and 'cannon brace wheel' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'civil wheel' and 'cannon wheel' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'Soldier muzzle flash' and 'poacher muzzle flash' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'WW medical bandages heal' and 'internal healing sparkle' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z confed rifleman dying' and 'z confed officer dead hat' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z confed shrpshtr dead body' and 'z confed rifleman dead' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z healing' and 'mounted healing' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z union rifleman dead' and 'z union officer dead hat' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z union sharpshooter dying body' and 'z union rifleman dying' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'z horse rider' and 'z horse foreleg' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zconfedsoldier dead hat' and 'zconfedmedic dead hat' have the same tagids.
duplicate tagids detected: in the 'Projectiles' folder, 'zsoldier confed dying body' and 'z cwcannon dead' have the same tagids.

duplicate tags detected: 'z confed soldier' and 'z confed shrpshtr' have the same tagids.
duplicate tags detected: 'z confederate soldier' and 'z confed soldier (solo)' have the same tagids.
duplicate tags detected: 'z confederate volunteer' and 'z confed soldier lft' have the same tagids.

duplicate tags detected: 'z rebel cannon' and 'rebel cannon' have the same tagids.
duplicate tags detected: 'z rebel inf officer' and 'infintry rebel' have the same tagids.
duplicate tags detected: 'z rebel mounted rifle' and 'rebel mounted cavalry' have the same tagids.
duplicate tags detected: 'z union cannon' and 'civil cannon' have the same tagids.
duplicate tags detected: 'z union inf officer' and 'infintry union' have the same tagids.

duplicate tags detected: 'z union medic' and 'z union conscript' have the same tagids.
duplicate tags detected: 'z union mounted rifle' and 'mounted calvary' have the same tagids.
duplicate tags detected: 'z union officer' and 'z union cavalry' have the same tagids.
duplicate tags detected: 'z union soldier' and 'z union shrpshtr' have the same tagids.
duplicate tags detected: 'z union soldier (solo)' and 'z union shrpshtr (solo hidden)' have the same tagids.

duplicate tags detected: 'shiver object' and 'sheep object' have the same tagids.
duplicate tags detected: 'z cannon object' and 'civil cannon object' have the same tagids.

duplicate tags detected: 'z general object union' and 'z general object' have the same tagids.

duplicate tags detected: 'z militia object' and 'z medic object' have the same tagids.
duplicate tags detected: 'z militia object union' and 'z medic object' have the same tagids.

duplicate tags detected: 'z officer object union' and 'z officer object' have the same tagids.
duplicate tags detected: 'z sharp object union' and 'union soldier ob' have the same tagids.
duplicate tags detected: 'z soldier object union' and 'z shrpshtr object' have the same tagids.

duplicate tags detected: 'warlock fireball explosion' and 'cannon shell explosion' have the same tagids.
duplicate tags detected: 'z cwannon death' and 'z confed soldier hard dying' have the same tagids.
duplicate tags detected: 'cannon board' and 'brace' have the same tagids.
duplicate tags detected: 'cannon fire-Mortar pcs' and 'cannon fire pieces big' have the same tagids.

duplicate tags detected: 'Cattle soft die' and 'cannon self-destruct' have the same tagids.
duplicate tags detected: 'civil barrel' and 'cannon barrel' have the same tagids.
duplicate tags detected: 'civil brace wheel' and 'cannon brace wheel' have the same tagids.
duplicate tags detected: 'civil wheel' and 'cannon wheel' have the same tagids.
duplicate tags detected: 'Soldier muzzle flash' and 'poacher muzzle flash' have the same tagids.
duplicate tags detected: 'WW medical bandages heal' and 'internal healing sparkle' have the same tagids.
duplicate tags detected: 'z confed rifleman dying' and 'z confed officer dead hat' have the same tagids.

duplicate tags detected: 'z confed shrpshtr dead body' and 'z confed rifleman dead' have the same tagids.
duplicate tags detected: 'z healing' and 'mounted healing' have the same tagids.
duplicate tags detected: 'z union rifleman dead' and 'z union officer dead hat' have the same tagids.
duplicate tags detected: 'z union sharpshooter dying body' and 'z union rifleman dying' have the same tagids.

duplicate tags detected: 'zc horse rider' and 'zc horse foreleg' have the same tagids.
duplicate tags detected: 'zconfedsoldier dead hat' and 'zconfedmedic dead hat' have the same tagids.
duplicate tags detected: 'zsoldier confed dying body' and 'z cwannon dead' have the same tagids.

duplicate tags detected: 'zsoldier confed hard death' and 'z cwannon dying' have the same tagids.

duplicate tags detected: 'zsoldier dead arm' and 'z cannon dead axle' have the same tagids.
duplicate tags detected: 'zsoldier dead head' and 'zconfedmedic dead head' have the same tagids.
duplicate tags detected: 'zsoldier dead leg' and 'zconfedmedic dead leg' have the same tagids.
duplicate tags detected: 'zsoldier dead torso' and 'zconfedmedic dead torso' have the same tagids.
duplicate tags detected: 'zsoldier rifle' and 'zconfedsharpshooter rifle' have the same tagids.

duplicate tags detected: 'zu horse rider' and 'zu horse foreleg' have the same tagids.
duplicate tags detected: 'zunionsharp dead hat' and 'zsoldier union dead hat' have the same tagids.
duplicate tags detected: '82 bush' and 'SCEN Bush' have the same tagids.
duplicate tags detected: 'z rifle round impact' and 'z rebel soldier select' have the same tagids.

duplicate tags detected: 'Cattle spelling' and 'cannon special' have the same tagids.
duplicate tags detected: 'zconfedmedic names' and 'zconfedgeneral names' have the same tagids.
duplicate tags detected: 'zunion general name solo' and 'z general name solo' have the same tagids.
duplicate tags detected: 'infintry rebel officer' and 'infintry rebel' have the same tagids.
duplicate tags detected: 'infintry union officer 2' and 'infintry union' have the same tagids.
duplicate tags detected: 'rebel mounted rifle' and 'rebel mounted cavalry' have the same tagids.
duplicate tags detected: 'soulless (balor's)' and 'Soldier (basic)' have the same tagids.
duplicate tags detected: 'union cannon' and 'civil cannon' have the same tagids.
duplicate tags detected: 'union cannon (immobile)' and 'civil cannon (immobile)' have the same tagids.
duplicate tags detected: 'union cannon (solo)' and 'civil cannon (solo)' have the same tagids.
duplicate tags detected: 'union mounted rifle' and 'mounted calvary' have the same tagids.
duplicate tags detected: 'z artilleryman' and 'keg thrower' have the same tagids.
duplicate tags detected: 'z confederate general' and 'z confed general' have the same tagids.
duplicate tags detected: 'z confederate officer' and 'z confederate cavalry' have the same tagids.
duplicate tags detected: 'z union officer' and 'z union cavalry' have the same tagids.

.....
The Following Monster Tags have no linking Unit Tags:

MONS Name: ghastr
MONS Code: unpe
MONS Name: __bat-mon
MONS Code: __mr
MONS Name: __BG-sheep (stampede) -mon
MONS Code: __ss
MONS Name: __chicken (attack)-Mon
MONS Code: __am
MONS Name: __crow-mon

MONS Code: __mp
MONS Name: __deer (hunting)-mon
MONS Code: __hm
MONS Name: __frog-mon
MONS Code: __ms
MONS Name: __hawk-mon
MONS Code: __mt
MONS Name: __pig (hunted)-mon
MONS Code: __hn
MONS Name: __sparrow-mon
MONS Code: __mq
MONS Name: __squirrel -mon
MONS Code: __mo
MONS Name: __wolf (hunted)-mon
MONS Code: __ho
MONS Name: __WW-Cattle stampede-mon
MONS Code: __cs
MONS Name: __WW-Cattle-mon
MONS Code: __cm
MONS Name: _CwR- Supply Train-Mon
MONS Code: _cst
MONS Name: _CwR- U-Canon F LRange-Mon
MONS Code: _cup
MONS Name: _CwR- U-Canon FCase-Mon
MONS Code: _cul
MONS Name: _CwR- U-Canon Fexit-Mon
MONS Code: _cuÖ
MONS Name: _CwR- U-Canon Ffuse-Mon
MONS Code: _cum
MONS Name: _CwR- U-Canon Fgrape-Mon
MONS Code: _cuo
MONS Name: _CwR- U-Canon FRifledCase-Mon
MONS Code: _cuÉ
MONS Name: _CwR- U-Canon FRifledShells-Mon
MONS Code: _cuÑ
MONS Name: _CwR- U-Canon FRifledShots-Mon
MONS Code: _cuÇ
MONS Name: _CwR- U-Canon Fsolid-Mon
MONS Code: _cun
MONS Name: _CwR- U-Canon P canister-Mon
MONS Code: _cuq
MONS Name: _CwR- U-Canon P LR-Mon
MONS Code: _cur
MONS Name: _CwR- U-Canon P-Case-Mon
MONS Code: _cud
MONS Name: _CwR- U-Canon P-Fuse-Mon
MONS Code: _cuc
MONS Name: _CwR- U-Canon PCanister-Mon
MONS Code: _cuÅ
MONS Name: _CwR- U-Canon PCase-Mon
MONS Code: _cuÂ
MONS Name: _CwR- U-Canon Pexit R-Mon
MONS Code: _cuç
MONS Name: _CwR- U-Canon Pexit-Mon
MONS Code: _cuá
MONS Name: _CwR- U-Canon PGrape-Mon
MONS Code: _cue
MONS Name: _CwR- U-Canon PShell-Mon
MONS Code: _cu{
MONS Name: _CwR- U-Canon PSolidShot-Mon
MONS Code: _cuz
MONS Name: _CwR- U-Canon Rexit-Mon
MONS Code: _cuâ
MONS Name: _CwR- U-Gattlin GGexit-Mon
MONS Code: _cuÛ
MONS Name: _CwR- U-Soldier Mort exit-Mon
MONS Code: _cuà
MONS Name: _CwR- U-SoldierDig-Mon
MONS Code: _cux
MONS Name: _Light flag -scen-mon
MONS Code: _lfs
MONS Name: _z artilleryman converter-mon
MONS Code: _zac
MONS Name: _z confed officer binocs-mon
MONS Code: _zcp
MONS Name: _z union cannon-mon
MONS Code: _zuc
MONS Name: _z union officer binocs-mon
MONS Code: _zup
MONS Name: z union cannon
MONS Code: cica
MONS Name: Doctor
MONS Code: doct
MONS Name: z rebel inf officer
MONS Code: irhn
MONS Name: z union inf officer
MONS Code: inun
MONS Name: Mortar
MONS Code: mort
MONS Name: z union mounted rifle
MONS Code: moca
MONS Name: z rebel cannon

MONS Code: reca
 MONS Name: z rebel mounted rifle
 MONS Code: remc
 MONS Name: rebel soldier
 MONS Code: rbsc
 MONS Name: union soldier
 MONS Code: unso
 MONS Name: z confed medic
 MONS Code: z cm
 MONS Name: z confed conscript lft
 MONS Code: z cc
 MONS Name: z confed general
 MONS Code: z cg
 MONS Name: z confed general (solo)
 MONS Code: z ch
 MONS Name: z confed skirmisher
 MONS Code: z cu
 MONS Name: z rebel cannon (weak)
 MONS Code: z rc
 MONS Name: z rebel sharpshooter
 MONS Code: resh
 MONS Name: z rebel sharpshooter (solo)
 MONS Code: ress
 MONS Name: z union cannon (solo)
 MONS Code: cics
 MONS Name: z union cannon (weak)
 MONS Code: z uc
 MONS Name: z union officer
 MONS Code: z uo
 MONS Name: z union medic
 MONS Code: z um
 MONS Name: z union general
 MONS Code: z ug
 MONS Name: z union general (solo)
 MONS Code: z uh
 MONS Name: z union medic-
 MONS Code: z un
 MONS Name: z union retinue cav (solo)
 MONS Code: z ur
 MONS Name: z union sharpshooter (solo)
 MONS Code: z uv
 MONS Name: z union soldier (solo)
 MONS Code: z uu
 MONS Name: z union skirmisher (solo)
 MONS Code: z uw
 MONS Name: znetgame cannon
 MONS Code: znca
 MONS Name: ztest
 MONS Code: ztes

The Following Projectiles are Unused:

0: _CWR_Healing Medic-PJ (_cmp)
 1: #AT07-impact dent-10lb-PJ (#aid)
 2: zbarricade ruined sandbag (zbrs)
 3: #B32 Morale marker 1- PJ (#bmm)
 4: poacher rifle spreading fix -pj (porx)
 5: z confed officer dead horse (z cz)
 6: z confed officer dead torso (z cy)
 7: z confed officer dead leg (z cx)
 8: z confed officer dead arm (z cw)
 9: z confed soldier dying body (z cv)
 10: z confed officer dead head (z cq)
 11: _CWR-reload override_pj (_cro)
 12: _cwr-Reload dummy attack-pj (_crd)
 13: _MZ_defence1-pj (_mpj)
 14: _M2-plank splinters-pj (_mps)
 15: _CWR-Item--Flag R Scenery_pj (_ci®)
 16: _CWR-Item--Flag U Scenery_pj (_ciß)
 17: #AT16-Shell chunks flight-PJ (#asd)
 18: #AT16-Shell chunks-PJ (#asc)
 19: #AT- Scar bullet-PJ (#asb)
 20: #AT- solid Shoot -PJ (#asu)
 21: #AA- shrapnel -PJ (#asp)
 22: #AT- solid shot -PJ (#ass)
 23: #AA- Shell exp Long rngBuild-PJ (#asl)
 24: Bandit lantern idle (babl)
 25: cannon case initiator (caci)
 26: _CWR-Item-PCannon WagDrop-pj (_ci)
 27: Bandit muzzle flash (gumf)
 28: #Gabion Small-PG (#gsp)
 29: _AtCw_cannon fire dormant-PJ (_afd)
 30: z general healing (z gh)
 31: _AtCw_cannon fire (case) -PJ (_afc)
 32: #ATT exit evisceration ItemA-PJ (#aef)
 33: _atcw_cannon mortar initiat-pj (_ami)
 34: #AT- fire Shell Shoot-PJ (#afv)
 35: _ATCW_cannon mortar shot-PJ (_ams)
 36: #AA- Shell HE Demo build-PJ (#asÁ)
 37: #AA- Shell HE sub Build-PJ (#asÂ)
 38: #AA- Shell HE Build-PJ (#asÇ)

39: #Ammo Supply Mortor Dorm- PJ (#asè)
40: #AT15-Shell Fragments-PJ (#asà)
41: _CWR-Item-GGun Sdying-pj (_cio)
42: _CWR-Item-GGun Sdead-pj (_cin)
43: _CWR-Item-FCannon Sdead-pj (_cii)
44: _CWR-Item-FCannon Sdying-pj (_cij)
45: _CWR-Item-CMortor Sdying-pj (_cie)
46: _CWR-Item-bayonet dormant_pj (_cib)
47: heavy cannon fire initiator (hecf)
48: officer sword swing (ofss)
49: #B32net center artifact_prj (#bca)
50: #AT-nail fragment-PJ (#anf)
51: z union soldier dying body (z uu)
52: Mortar Man round-dud (moms)
53: #AAA Nail -PJ (#anp)
54: =CWR-dying bodyepic-PJ (=cdb)
55: Tank fire initiator (tafi)
56: _CWR-Item-PCannon Sdying-pj (_ciu)
57: _CWR-Item-RCannon Sdying-pj (_ciw)
58: combat engineer down (coed)
59: combat engineer up (coeu)
60: z union officer dead leg (z uy)
61: z union officer dead horse (z ux)
62: z union officer dead torso (z uz)
63: z union officer dead arm (z uq)
64: #Gabion bits-PJ (#gbq)
65: z union officer dead head (z uw)
66: cannon incen initiator (caii)
67: =Ez musket round initiator-pj (=emr)
68: =Ez musket Nround initiator-pj (=emn)
69: poacher muzzle flash copy (pomf)
70: cannon long fire initiator (calf)
71: #AAA Ball -PJ (#abp)
72: #AAA Bullet -PJ (#abq)
73: _CWR-ShaprsRifle_pj (_csh)
74: musket ball (muba)
75: z union rifleman dead (z ur)
76: _AtCw_Shell 12lb initiator-PJ (_a1i)
77: =Ez pistol round initiator-pj (=epr)
78: =Ez pistol round Ninitiator-pj (=eps)
79: _CWR-Ammo- R Solidshot dorm-PJ (_cay)
80: _CWR-Ammo-Canister ArtyM-PJ (_can)
81: cannon mortar initiator (cami)
82: #Gabion Chunk-PJ (#gcq)
83: grenade satchel (grsa)
84: grapeshot smoke (grsm)
85: z mounted round initiator (z ms)
86: @combat foxhole dig down-PJ (@cfd)
87: _CWR-Wagon S hard death A-PJ (_cws)
88: _BG- nfintry offi HDeath-PJ (_bno)
89: _CWR-reload_pj (_cre)
90: #AT- Fire Flashy- PJ (#afg)
91: dead infin sword (deis)
92: WW cannon ball (wwce)
93: _186-Union mofficer hDead -PJ (_1un)
94: #B32netgame ball 1_prj (#bb1)
95: muzzle flash 2 (muf2)
96: #B32netgame ball_prj (#bba)
97: #build Barral- PG (#bbq)
98: #build Baracade- PG (#bbp)
99: #AT-CAse submortar-PJ (#acu)
100: #AT-Case-Shoot2-PJ (#act)
101: #AT- crater maker x3-PJ (#acp)
102: #AA Cannister short range-PJ (#ac)
103: #AA Case Shell-PJ (#ac-)
104: #AT-Case-Shoot Air-PJ (#acf)
105: zmilitia reload (zmre)
106: #AT-Case Air exploding-PJ (#aca)
107: #AT- crater maker x1-PJ (#acn)
108: _AtCw-Case burn initiator-PJ (_acb)
109: _AtCw-Case initiator-PJ (_aci)
110: new healing (nehe)
111: #B32 build item 1- PJ (#bbi)
112: #B32 team flag 00 light_proj (#btg)
113: #B32 team flag 01 dark_proj (#btf)
114: _CWR- B Medic -PJ (_cbm)
115: _CWR- B Major Rally -PJ (_cbn)
116: _CWR- B Heavy Cav -PJ (_cbh)
117: _CWR- B Genral -PJ (_cbg)
118: _CWR- B Captain Binoc -PJ (_cbc)
119: _AtCw_Can CaseRound 12lb -pj (_ac1)
120: cannon special (casp)
121: Soldier bayonette stab (sobs)
122: _CWR- B R Cav -PJ (_cbr)
123: _CWR- B Specialist -PJ (_cbs)
124: _CWR-Item-Wagon NC Sdying-pj (_cià)
125: _BG-infintry off sdying -PJ (_bip)
126: =Ez Carbine round initiator-pj (=ecr)
127: gun blast smoke (gubs)
128: Bandit lantern (gubp)
129: =Ez cannon fire initiator-pj (=ecf)
130: shot can ammo (shcb)

131: #AAA Grapie -PJ (#agp)
132: z officer dead saddle bag (z oe)
133: #Ammo GUN crate 1 PJ (#agc)
134: #B32 supply item 1- PJ (#bsi)
135: rebel self-destruct artifact (resd)
136: zsoldier confed dead hat (zscd)
137: #AA Grape 12x-PJ (#ag1)
138: #AA Grape 32x-PJ (#ag3)
139: #AA Grape 32x Trigger-PJ (#ag4)
140: _186-confed mofficer Hdead-PJ (_1cn)
141: #Gabion Large-PG (#glp)
142: Soldier muzzle flash fg42 (somÅ)
143: Soldier muzzle flash assault (somÇ)
144: pole (pole)
145: #AA Rifled Shot Build-PJ (#arl)
146: # Scenery Tree Debris chunk -PJ (# st)
147: # Scenery Tree Leaves -PJ (# su)
148: # Scenery Tree Debris Branch -PJ (# sv)
149: #AA Rifled Long Range-PJ (#arm)
150: #AA Rifled Canister-PJ (#arc)
151: Soldier flash grenade (sofg)
152: _AtCw_Rifle round Trigger-PJ (_arv)
153: #AT07-impact shockwave-PJ (#ait)
154: _AtCw_mortar round Shell-d-PJ (_ars)
155: _AtCw_mortar round Case-d-PJ (_arc)
156: #AA- Shell explosive-PJ (#ase)
157: cannon ball (caba)
158: # Morale Major -PJ (# mm)
159: infantry sword swing rebel (reza)
160: #AA- Shell exp Long range-PJ (#asg)
161: # Morale SGT -PJ (# mt)
162: # Morale Star -PJ (# ms)
163: zdead stump chestnut (zdsc)
164: zdead stump maple (zdsm)
165: _CWR-Item pistol_pj (_cië)
166: cannon burn initiator (cabi)
167: _CWR-horse dying body-PJ (_chh)
168: _MZ-speed-pj (_msp)
169: 00 Claymore (00cl)
170: z pistol (z pi)
171: Soldier muzzle flash thomson (somo)
172: _CWR Cav dead body-PJ (_ccd)
173: _CWR-Create-Rebel soldier2-PJ (_ccw)
174: =Ez rifle round initiator-pj (=err)
175: _CWR-cav-soft- dead-pj (_ccs)
176: # Scenery Tree Stump -PJ (# sw)
177: _CWR-Item-Wagon S Sdead-pj (_ciÑ)
178: _CWR-Item-Wagon C Sdead-pj (_ciÅ)
179: _MZ-artifact dropper-PJ (_mad)
180: cannon keg (cake)
181: Soldier Mortar Round (som)
182: Soldier Mine init (som~)
183: cannon fire (ball) (cafb)
184: cannon fire copy (cafc)
185: #AA Mortar Shell-PJ (#ams)
186: #AA Mortar Grape-PJ (#amg)

DUPLICATE OBJECTS

arrow(arro)
#AT- basic scenery-Obj(#abs)
invincible object(inob)
#IndestructibleItem-obj(#io)
#B32invincible object_obj(#bob)
__Point-IndestructibleItem-obj(__io)
poacher rifle round(hurr)
poacher rifle round initiator(porv)
poacher rifle round zerograv(porw)
dwarf bottle piece contrail(dwbp)
#AT- piece contrail-Obj(#apc)
#-DestructibleItem-Obj(# do)
__Point-DestructibleItem-Obj(__do)
#-MetaLite1-obj(# mo)
__Point-MetaLite1-obj(__mo)
#-NetGameFlag-Obj(# no)
__Point-NetGameFlag-Obj(__no)
rebel flag(refl)
union flag(unfl)
#AA- MortarRound a2-obj(#ama)
Soldier mortar round(somr)
#AT Canister close-obj(#acc)
#AT Grapeshot close-obj(#agc)
#AT Canister dropping-obj(#acd)
#AT Grapeshot dropping-obj(#agd)
#AT Canister initiator-obj(#aci)
#AT Canister zerograv-obj(#acz)
#AT Grapeshot initiator-obj(#agi)
#AT Grapeshot zerograv-obj(#agz)
#AT- round zerograv-Obj(#arz)


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#AT Canister round-obj(#acr)
  #AT Grapeshot round-obj(#agr)
#AT Canister testing-obj(#act)
  #AT Grapeshot testing-obj(#agt)
  poacher rifle round testing(poru)
#AT Grapeshot floating-obj(#agf)
  #AT- round floating-Obj(#arf)
#AT- basic vapor enlarged-Obj(#abw)
  #AT- Vapor L-obj(#avl)
  basic vapor enlarged more(bavf)
#AT- basic vapor reduced-Obj(#abx)
  basic vapor reduced(bavt)
#AT- basic vapor rising-Obj(#aby)
  basic vapor rising(bavr)
#AT- basic vapor-Obj(#abv)
  #AT- Vapor S-obj(#avs)
#AT- bullet contrail-Obj(#abc)
  __Point-GunBullet-Contrail-obj(__gc)
  bullet contrail(buco)
#AT- hit pieces-Obj(#ahp)
  cannon hit pieces(cahp)
#AT- new basic vapor-Obj(#anb)
  new basic vapor(nebv)
#AT- smoke c-Obj(#asc)
  __Point-Smoke1-obj(__pso)
  civil smoke(cism)
#AT- Vapor M-obj(#avm)
  basic vapor enlarged(bave)
#AT- z cannon object-Obj(#azc)
  z cannon object(cico)
=CwR-Epic-soldier object-obj(=ces)
  __CwR-Epic-soldier object-obj(__ces)
  __Point-GunMuzzleFlash-obj(__go)
  WW muzzle flash object(wwmf)
  __Point-soliditem1-obj(__so)
  plank(plan)
  __Point-TreeDebrisLeaf-Obj(__ts)
  ch00 flying leaf bit(flfb)
  __Point-TreeDebrisWood-obj(__tq)
  ztree debris object(ztdo)
  _z soldier Vetran-Obj(__zsv)
  z soldier object union(z so)
civil terries flag(citf)
  flag 2(fl2g)
grave cross(grcr)
  water tank ob(wato)
mounted calvary(moca)
  rebel mounted cavalry(remc)

```

```

xduplicate tagids detected: in the 'Meshes' folder, '_bg-little flat top CoOp-mesh' and '_bg-little flat top -mesh' have the same tagids.
duplicate tagids detected: in the 'Meshes' folder, '_B32_FIELDoFbATTLE-2560-mesh' and '_B32-DeerCreekValley2560--mesh' have the same tagids.
duplicate tagids detected: in the 'Meshes' folder, '_b32_FortMazz-Mesh' and '_b32-FortMazz CoOp-Mesh' have the same tagids.
>>>duplicate tagids detected: in the 'Meshes' folder, '_SB snowcreek-mesh' and '_B32_AbetterDay2fight- mesh' have the same tagids.

```

```

'antietam pregame' and '=B&G HMP Field -pregame' have the same tagids.
'civil war pregame 2' and '=CW pregame 2-col' have the same tagids.
'civil war pregame 3' and '=CW pregame 3-col' have the same tagids.
'civil war pregame 4' and '=CW pregame 4-col' have the same tagids.
'civil war pregame 5' and '=CW pregame 5-col' have the same tagids.
'civil war pregame 6' and '=CW pregame 6-col' have the same tagids.
'civil war pregame 7' and '=CW pregame 7-col' have the same tagids.
'civil war pregame 8' and '=CW civil war pregame 8-col' have the same tagids.
'WW 01 bb1 textures' and 'building 2' have the same tagids.
'shiver object' and 'sheep object' have the same tagids.
'z cannon object' and 'civil cannon object' have the same tagids.
'z general object union' and 'z general object' have the same tagids.
'z militia object' and 'z medic object' have the same tagids.
'z militia object union' and 'z medic object' have the same tagids.
'z officer object union' and 'z officer object' have the same tagids.
, 'z sharp object union' and 'union soldier ob' have the same tagids.
'Objects' folder, 'z soldier object union' and 'z shrpshtr object' have the same tagids.
'Scenery' folder, '82 bush' and 'SCEN Bush' have the same tagids.

```