

PC DVD
ROM

Fall Weiss





Game Manual

Fall Weiss

By





1. Fall Weiss

Thank you for purchasing Fall Weiss!

1.1 Minimum System Requirements

To play Fall Weiss, your computer system must meet these requirements:

OS: Windows XP, Vista or 7

CPU: 1.5 GHZ

RAM: 1024 MB

Video/Graphics: DX9 with 128 MB of RAM

Sound: Basic Soundcard

Hard disk space: 1.2 GB

Internet connection for multiplayer games

1.2 Installing the Game

Please ensure your system meets the minimum requirements. To install the game, either double click on the installation file you downloaded or insert the CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3 Uninstalling the Game

Please use the Add/Remove Programs option from the Windows Control Panel to uninstall the game or the Uninstall option in the Fall Weiss menu item under the Start Menu.

1.4 Product Updates

In order to maintain our product excellence, Wastelands Interactive releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the "Update" link by using the "Update Game" shortcut in your Windows START menu folder for the game.

1.5 Game Forums

If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message on our forums. Go to <http://wastelands-interactive.com> and click on the Forums hyperlink.

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1.8 Epilepsy Warning

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.



2.0 Introduction

Fall Weiss is a turn based strategy game, allowing the player to lead the major actors of the Polish Invasion of 1939. Both, historical and alternative scenarios will allow to defend Poland in lone fight against aggressors or as Germany and Soviet Union strive to gather as many gains as possible, even if this could mean war between the two countries.

The game is played on a map with a hexagonal grid, with each hex representing a distance of about 10 kilometers (about 7,5 miles) across, with units primarily being regiments/brigades, and one turn representing one day.

3.0 Glossary

This glossary gives brief definitions of terms and acronyms used in the game and in this manual. All items in the Glossary are covered with more detail later on.

PP – Production Points. This is the main 'currency' in the game. Production Points are generated each turn in Cities and Resource hexes. You can spend PP to buy new units, invest in technology research, and expand your strategic/naval transport capacity, etc.

Land Warfare Doctrine Level – This represents the overall doctrine used by Headquarters (HQs) and directly affects the effectiveness of all land units of the given country. Players have no choice over when they receive the next level of Doctrine; this is simply hardcoded into the game for each country. Minimum Doctrine Level is 0, while the maximum is 5.

SMP – Strategic Movement Points. These are used to transport land units over great distances in a single turn. Each unit so transported will require a cost in SMPs; this cost changes, depending on the unit's type. Any of these Points spent in a turn are returned for the following turn; players may not accumulate unused SMPs.

STP – Sea Transport Points. These are exactly like SMPs, except they are used to transport units by sea (they are not used to invade; for that, see AIPs, below). They are also used to transport Supply (via convoys). Any of these Points spent in a turn are returned for the following turn; players may not accumulate unused STPs.

AIP – Amphibious Invasion Points. These Points are used to perform sea invasions. Loading a land unit into a naval unit costs given number of AIPs (depending on the unit's type). Unlike the SMPs or STPs, they are NOT replenished the next turn after they've been used.

VP – Victory Points. Each city on the map is worth a certain amount of Victory Points. The Alliance that controls cities worth the most VPs at the end of the game wins the game.

AP – Action Points. These are used by land and air units to move or attack. A unit with no APs cannot move or attack.

ZOC – Zone Of Control. These are hexes adjacent to units.

Friendly Unit, Friendly-Controlled Hex – A unit or hex controlled by your country or any other country that is in your Alliance.

FOW – Fog of War. Hexes that are not visible. Range of visibility into enemy territory can be setup in preferences screen.

Info-box – Small box below unit which contains all information about it such as Strength, AP, supply, etc.

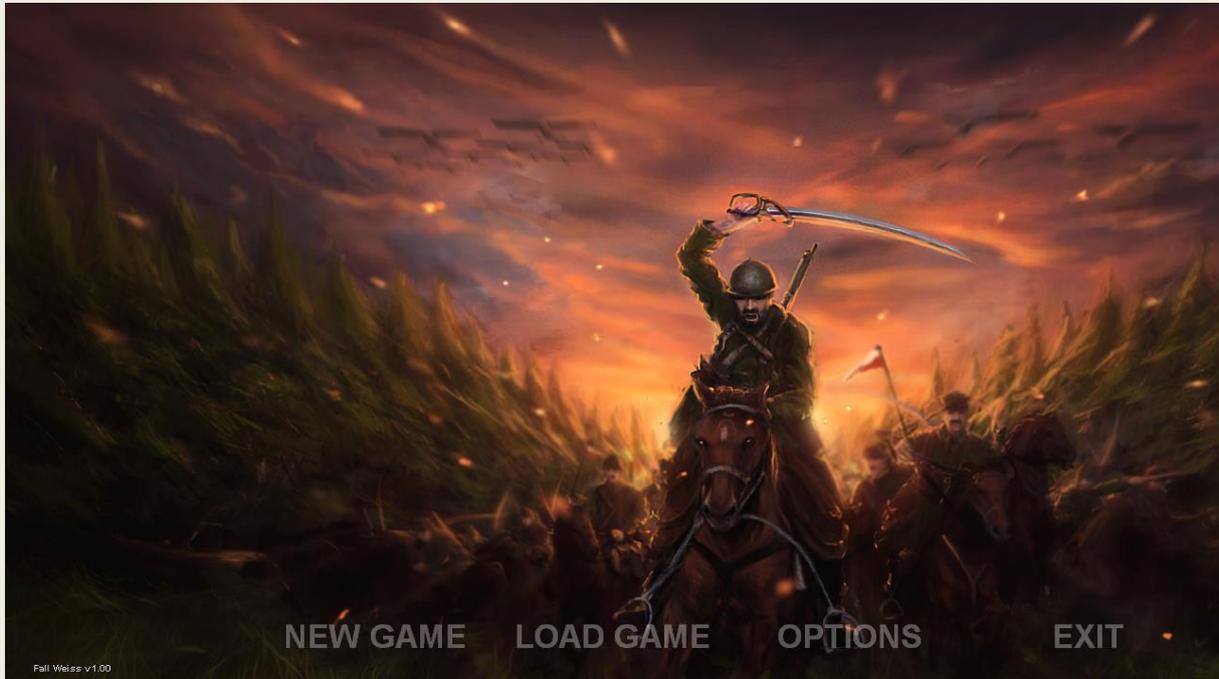
RR – Railroads, that are used for distributing supplies and transporting units



4.0 Starting a New Game

When the game is started, the Fall Weiss main screen will be displayed. Select one of the three options to continue:

- **New Game** – Starts a new game as of the three sides of conflict.
- **Load Game** – Loads a previously saved game state.
- **Options** – Select to set in-game preferences.
- **Exit** – Returns you to your desktop.



On the New Game screen, you can select one of the three sides of conflict (in the order of Germany, Poland, and the Soviet Union) by clicking on their corresponding icons. There are also a number of additional options you can enable:

- **History accurate** – if enabled, events occurs and nations behave in a historical way.
- **French Offensive in the West** – if enabled, the French attack Germany no later than two weeks after the start of the war.
- **Soviets do not enter Poland** – if enabled, the Soviet Union does not automatically attack Poland.
- **Earlier Mobilisation** – if enabled, Polish forces receive 20 additional infantry regiments at the start of the war.

You can also select **Custom Game**. In such a game, you will be freely able to change difficulty levels and select human controlled nations.

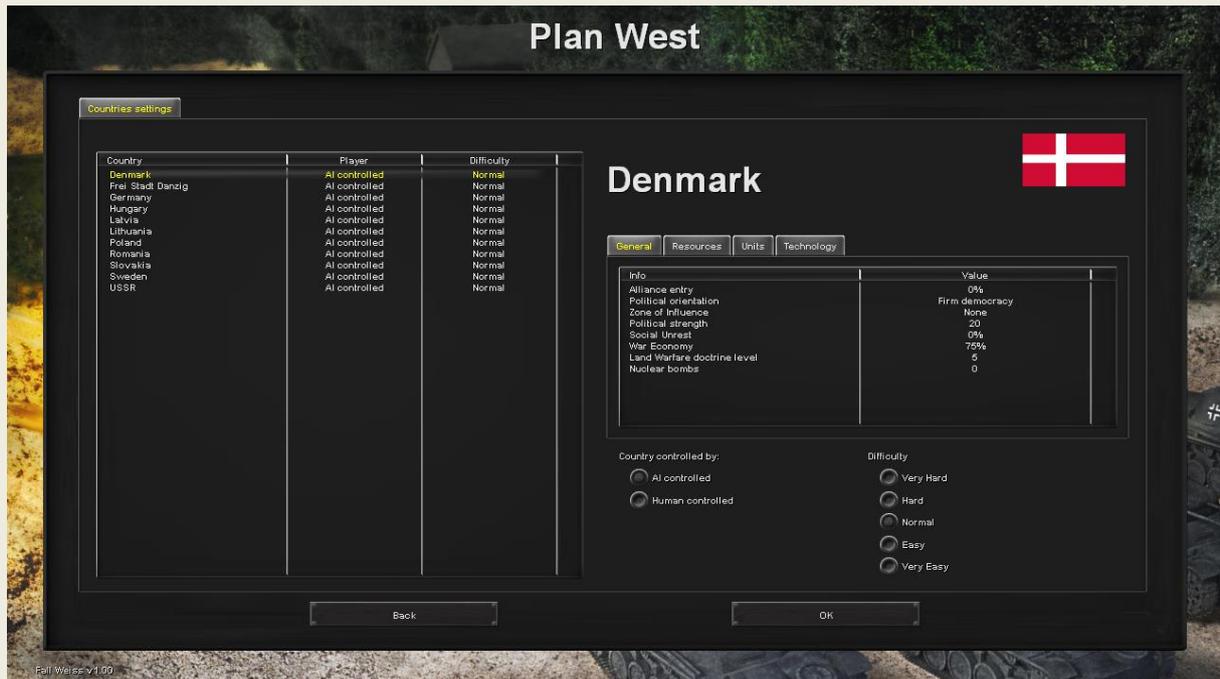
4.1 Custom Game Screen

When a custom game is started, the Scenario Screen will be displayed. Starting statistics for all countries that are active in the selected Campaign will be listed on the left; also, you can configure certain rules for the game here.

In the Settings panel, you may specify certain rules for the selected country:

- **AI Controlled**: Select to make this country computer-controlled. All countries are AI Controlled by default, but note that at least ONE country in the Campaign must be human-controlled in order to begin a game.
- **Human Controlled**: Select to make this country human-controlled. At least one country in the scenario must be human-controlled in order to begin a game.
- **Very Hard (-50% PP)**: Select for a truly difficult game; the country's PP total will be reduced by 50%.
- **Hard (-25% PP)**: Select for a more difficult game; the country's PP total will be reduced by 25%.
- **Normal**: Select for a balanced game with no bonus or penalty given to the country's PPs.
- **Easy (+50% PP)**: Select for an easier game; the country's PP total will be increased by 50%.
- **Very Easy (+100% PP)**: For the tactically-challenged, or to give a new player a bonus in game with veteran players; the country's PP total will be increased by 100% (doubled).

Once all selections are made, click OK to begin.



4.2 Sequence of Play

Fall Weiss is a turn-based game; each player performs his actions separately, during his turn, then passes control to next player, and so on. After all players complete their turns, specific actions are performed automatically such as calculating PPs and DPs, checking for Events, checking whether sea battles occurred, and so on.

The Sequence of Play is determined in the following way:

1. Axis Countries
2. Allied Countries
3. Comintern Countries
4. Neutral Countries

The sequence in each Alliance is determined by the Political Strength value of each country (countries with a higher Diplomatic Strength value will play first, followed by the next-highest, and so on). In case of equal Diplomatic Strength, the sequence is determined by the game automatically.

4.3 Turn Lengths

In Fall Weiss, each turn is equal to one day (however, turn length can be modded).

4.4 End of Game Conditions

The game will end when ANY of the following conditions is met:

- Time runs out (all scenarios end after a certain amount of turns have passed);
- All human-controlled countries have surrendered;
- Only one Alliance (i.e. Axis, Allies or USSR) is left; or
- No Alliance is left (very unlikely, but still possible).

Once a condition is met, the number of Victory Points from city occupation for each Alliance is calculated. The Alliance with the most VPs will win the game. In case of an equal number of VPs for one or more Alliances, a draw is declared. The following game results are possible:

- No Result (in this rare case, all three Alliances were eliminated).
- Draw (all Alliances have an equal number of VPs).
- Axis-Allied Draw, USSR Defeat (when Axis VPs equals Allied VPs and this number is greater than Comintern VP total). Note that Axis and Allied VPs are NOT added together for this purpose.
- Allied-USSR Draw, Axis Defeat (when Allied VPs equals Comintern VPs and this number is greater than Axis VPs). Note that Allied and Comintern VPs are NOT added together for this purpose.
- Axis-USSR Draw, Allied Defeat (when Axis VPs equals Comintern VPs and this number is greater than Allied VPs). Note that Axis and Comintern VPs are NOT added together for this purpose.
- Axis Victory.
- Allied Victory.
- USSR Victory.

Apart from the Alliance's total number of VPs, each country's individual VP amount is calculated.

This total is a sum of:



- The Strength of all land, air, and naval units (both on the map and in reserve) for that country divided by 5;
- The unmodified number of PPs generated each turn by that country multiplied by 2;
- The current number of VPs from cities controlled by that country multiplied by 5.

4.5 Options

To set Options, click the Options button from the main screen.

NOTE: Preferences may be set before a game is started or set during the game through the Options button. Some Preferences require the game to be restarted before they will take effect.

Here, you can set the following options:

General:

Resolution: Select the resolution size. This will take effect after the game is restarted.

Windowed: Choose between windowed or full screen mode. This will take effect after the game is restarted.

Limit FPS: Select to limit frames per second ratio.

Gameplay:

AI Combat Results Display Time: Move the slider to the desired waiting time. This can be automatic (after a certain amount of time) or only on a click.

Visibility Range: Move the slider to the desired range. The number displayed below the slider indicates the range of lines of sight of units. Hexes outside line of sight are hidden. In other words, it enables Fog of War.

Advanced Recon: This option allows you to hide info about enemy units inside visibility distance.

Allied Movement: Shows movement of allied units.

DelaySliders: Sliders are used to set delays of various in game actions.

FOW display: Decide whether unseen hexes should be visible or not.

Full event desc: Select to see full descriptions of events during the game.

Automated convoys: When enabled, convoys are handled automatically.

Units:

Units Skin: Graphical representation of units can be selected here.

Units dynamic display: When selected, unit sprites change to national icons when zoomed out.

Show unit names: Shows names of units on the map.

Map:

Map Skin: Graphical representation of map can be selected here.

Show grid: Turns on and off hex grid on the map.

Show weather: Shows weather conditions on the map

Border color: Select border color, together with width and style (solid, dotted or dashed).

City names: Shows city names on the map.

Show AP left: Displays the amount of AP that will be left if a unit moves to a given hex.

Sea zone names: Displays names of sea zones on the map

Interface:

Show end turn confirm dialog: If selected, the End Turn confirmation pop up will be displayed.

Various sliders: Those sliders allows to decide how fast the game will answer.

Audio:

Sound Volume: Move the slider to the desired volume setting.

Music Volume: Move the slider to the desired volume setting.



5.0 Main Screen



5.1 Navigating the Map

To scroll your view in the Main Display panel, move the map move cursor to the edge of the screen or press the arrows on your keyboard.

You can click on the Mini Map to quickly get to other areas and use its buttons to change your view (see section 5.3, Mini Map Panel, for more details).

You can also drag the map by pressing right mouse button and moving the mouse.

5.2 General Information Bar



The General Information Bar runs across the top of the screen. It displays current game information. Going from left to right the buttons show available PPs, SMPs available /SMP max, Supply Depots in use/total, STPs available, and AAPs available/AIP max.

Also, most important information about currently selected hex, such as position, weather and fortifications is displayed at the top of the bar.

5.3 Mini Map Panel



The Mini Map panel appears in the upper right corner of the screen, allowing for quick navigation; simply click on an area of the map to zoom the main display there.



- The plus button (+) zooms the main display in.
- The minus button (-) zooms the main display out.
- First button on the bottom is responsible for borders display. Clicking this button will switch the type of borders displayed in the Main Viewing panel. The first mode draws borders between hexes controlled by different countries, while the second mode draws borders between hexes owned by different countries.
- Second button is responsible for ownership display. Clicking this button will switch the ownership displayed in the mini map.
- Third button is responsible for changing map display modes: Normal, Terrain only and political.
- The last button displays air units supremacy

5.4 Hex Information Panel



The Hex Information panel shows information about the currently selected hex.

City: City name (together with the port size), if a city is present on the hex

Supply level – actual (generated by city)

Info: Terrain type and hex coordinates

PP: Production points level – actual/total

VP: Victory Points for city

Fort.: Fortification level

Weather: Describes weather

Controller: Country that controls hex

Owner: Country that owns hex

5.5 Unit Information Panel



The Unit Information panel shows information about the currently selected unit. See section 6.1 for more information.

5.6 Action Buttons



5.6.1 Undo Movement

This allows you to cancel the last move of the currently selected unit.



5.6.2 Strategically redeploy unit

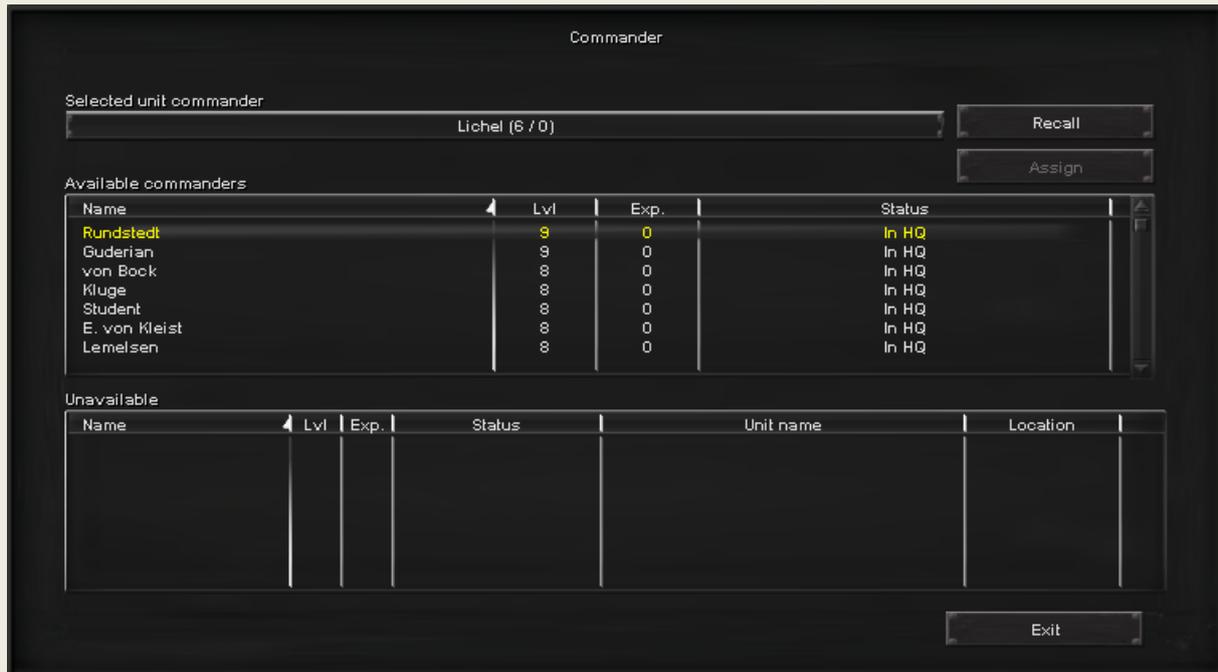
Any unit stationing on Railroad can be redeployed. This action can only be used if the unit hasn't yet moved, and it uses up all the unit's action points. After clicking this button, all valid hexes to which the unit can be transported will be highlighted on the map. Highlighted hexes are friendly-controlled hexes that had a railroad connection over friendly controlled hexes to the selected unit at the beginning of a turn. Left click on a highlighted hex, and the unit will be moved immediately; right click to cancel Strategic Movement.

Transporting Brigade-sized units costs more SMPs than transporting Regiments. Also, unit type has influence on the cost; transporting Armored units is the most expensive, while transporting Infantry is the least expensive.



5.6.3 Assign Commander

This will open a popup window from which you can assign/recall a Commander to/from a unit. Assigning a commander will increase the unit's Effectiveness greatly, while also improving the Effectiveness of nearby allies.



Each country has its own pool of Commanders. To assign a Commander, click on a unit and click on the icon with an officer at the bottom of the screen. Select his name from the drop-down list in the top box. Click Assign. Click exit, or hit the escape key.

Note: Once you click the assign button you can change your mind by clicking the recall button however, you will not be able to reassign the commander until next turn. So it is best to plan ahead and not click Assign unless you are absolutely positive you want that commander.

To recall a Commander from the unit, open up the commander window, click Recall to HQ button. The Commander will then be available in the pool the next turn.

Commanders also have an Experience attribute. All Commanders start with 0 Experience. When a unit a Commander is attached to (either direct command or via "HQ link") takes part in combat, a check is made. If the check succeeds, the Commander is awarded one Experience point. For a defending unit, this chance is 30%; for attacking units, it is 10% since attacks can be carried out from many directions. For example; if the attack is from 3 directions, three independent checks are made, each at 10%. A Commander's Experience is translated to higher unit effectiveness (1 Experience Point = 1% bonus to Effectiveness). The maximum Experience a Commander can accumulate is 20 points.

The Commander's Skill also affects a unit's Effectiveness. For each Skill point, effectiveness of a unit is increasing by 3.



5.6.4 Reinforce Unit

This will open a popup window which allows you to replenish the Strength of a reduced unit. In order to reinforce, the following conditions must apply:

- The unit cannot move and/or attack in the current turn to receive replacements;
- Units out of Supply cannot receive replacements; and
- Units with a low Supply or abroad (enemy-owned territory) can receive replacements, but only to a certain level.

Replacing unit Strength costs Production Points. However, replacing the Strength Points of an existing unit costs MUCH less than buying a new unit with the same Strength.



5.6.5 Sleep

This action turns the selected unit off. With Sleep enabled, the unit won't appear while browsing through units using Next/Previous Unit button. Sleep does not use up any action points, so if you change your mind, you can give the unit orders normally.



5.6.6 Disband Unit

This action will disband the selected unit permanently. This is useful when you would like to get rid of a low-level, weakened unit with 0 Action Points that blocks access to a hex. Disbanding a unit will give back 50% PP of its actual value.



5.6.7 Rename Unit

This action enables you to rename the chosen unit.



5.6.8 Split Unit

Splits a unit into two smaller ones. The unit must not be moved during that turn. Player can choose how much strength should be distributed to the new unit. After the split is performed, the original unit will lose all action points. The new unit will be frozen for a period of time. Check the unit information panel after the split. It will say frozen with a number in parenthesis for the number of turns unit is frozen e.g. frozen(6). Splitting units costs

Production Points.



5.6.9 Merge Units

Merges two adjacent units into one. The units must be the same type, size and level. In order to Merge, the target unit must be less than full-strength. The unit that is Merging in must be less than the missing strength, or it will be only a partial Merge, leaving the first unit at full-strength and the second weakened.



5.6.10 Amphibious Transport

Use this action to load a unit into an amphibious fleet, which can then unload it on any coastal hex on the map. The following conditions apply:

- The unit must have at least one AP;
- You must have enough AIPs available;
- The selected unit must be in a friendly-controlled Port or adjacent to one; and

• The Unit must have Supply level of at least 2/3 of the maximum level.

If all conditions are met, clicking this button will remove the unit from the map. It will then appear in the Naval Screen, in the appropriate Port as an Amphibious unit. It can then be moved to a Sea Zone and unloaded on a Coastal hex.



5.6.11 Sea Transport

Use this action to transport a unit between friendly-controlled Ports. The following conditions apply:

- The unit must have at least one AP;
- You must have enough STPs available; and
- The selected unit must be in a friendly-controlled Port or adjacent to one.

If all conditions are met, clicking this button will remove the unit from the map. It will then appear in the Naval Screen, in the appropriate Port as a Naval Transport unit. It can then be moved to another Port and unloaded there.

Transporting Brigade-sized units by sea costs more STPs than transporting Regiments. Also, the unit type has an influence on cost: transporting Armored units is the most expensive, while transporting Infantry units is the least expensive.



5.6.12 Create Supply Depot

Creates a Supply Depot on the selected hex. This action can only be taken on an unoccupied hex that you control. See section 12.4.



5.6.13 Create HQ unit

Creates an HQ unit on the selected hex. This action can only be taken on an unoccupied hex that you control. See section 6.1.1.



5.6.14 Supply Level

This action allows you to check the city or depot that sends supply to the selected unit. Clicking on this action button will jump the cursor to the supplying city.



5.6.15 Full Reinforcement

Automatically reinforces the unit to full strength. Normal restrictions (see section 5.6.4) apply.



5.6.16 Next/Previous Unit

Pressing moves you to the next or previous unit.

Air units cannot use Transport actions. Instead, they can carry out three additional actions:



5.6.17 Do not intercept

This button is only available for fighters. Selecting this option prevents fighters from intercepting enemy air missions.



5.6.18 Rebase Unit



Only the Air units that did not attack during the current turn can be rebased. The rebase range is 120 hexes for Fighters, 70 for Tactical Bombers, and 150 hexes for Strategic Bombers. Simply select the Air unit to rebase, and select the hex to move it to. Air units may move to any kind of terrain hex.

5.6.19 Air Recon



Air Recon can be applied to uncover Fog of War.

Air Recon can only be used on enemy hexes. The area explored will be five hexes wide. This territory remains uncovered until the beginning of the next turn of the country performing Air Recon.

When performing Air Recon, enemy Air Units might try to Intercept the scouting unit. If they succeed, terrain won't be revealed. If interception fails, intercepting recon unit might lose Strength points.

Units whose strength is equal or less than 50% of maximum Strength points can't perform interceptions.

5.7 Game Buttons Panel

On the right side of the screen is the Game Buttons panel. Here, various game functions may be performed:

- **Finish Turn:** Ends the current game turn. (hotkey Q)
- **Units management:** Allows the player to view and deploy units. (hotkey U)
- **Convoys management:** Allows the player to set up and controls convoys. (hotkey C)
- **Reports:** Opens reports menu. For more information, see section 11.0. (hotkey R)
- **Options:** Opens options menu. (hotkey escape)

5.7.1 Function keys

F1 Preferences Menu
F2 Toggle hexes on/off
F3 Toggle weather on/off
F4 Toggle city names on/off
F5 Toggle unit names on/off
F6 Switch border draw mode
F7 Switch ownership draw mode
F9 Toggle all hexes which can be invaded from sea on/off
F10 Toggle Air superiority over each hex on/off

5.8 Main Display Panel

The Main Display panel is where all the actions in Fall Weiss appear. It is made up of various hexes containing many different terrain types, as well as land and air units looking for a fight.

5.8.1 Hexes

Each hex is characterized by the following attributes:

- **Terrain Type.** There are seven terrain types: Plains, Hills, Mountains, Forest, Rough, Swamp, and Desert (a hex may also be considered a Coastal hex if it borders on a Sea Zone – see Sea Zone, below). Terrain affects unit movement and, depending on its type, may give a bonus to unit's strength.
- **Presence of Rivers.** Defending behind a river gives bonus to defender.
- **Owner.** This is the country that owns the hex. The country may lose control over a hex to an enemy, but it will remain the owner. In other words, nothing can change who actually owns a hex.
- **Controller.** This is the country that currently controls the hex. Controlling hexes is important for Supply reasons, as Supply can travel to units only through friendly controlled hexes (see section 12.0).
- **Fortification Level.** This value can range from 0 (meaning no fortifications) to 10 (with detailed, painfully efficient fortifications). Attacking units that occupy a fortified hex gives a penalty to the attacker; the better the fortification, the higher this penalty. Fortifications cannot be built OR destroyed in a game.
- **Weather.** Informs about the weather on selected hex.

Hexes can be occupied by units. Each land hex may ONLY have one unit at a time in it – there is no stacking.

5.8.2 Cities and Resources

Some hexes may contain Cities or Resources, which yield PPs to a country controlling the hex. There are four City types:

- Main Supply Source
- City (only)
- Port and Main Supply Source
- Port (only)

Each city has three important values:

- **Supply value.** The displayed value, e.g. 30 (22), shows the current Supply amount for the current country; the value in bracket is called the "city's own supply," which is the amount of supply generated when this city is cut off from a Main Supply Source (for details of supply calculation see section 19.0)
- **PP value.** (Displayed as Current and Maximum, separated by a slash, e.g. 1.0/2.0, indicating a Current value of 1 and a Maximum value of 2). The Current value may be reduced by Strategic Bombing; see section 8.3 for more information.
- **VP value.** These are Victory Points and are important in determining winners.



5.8.3 Weather

At the beginning of every turn weather is calculated. At each hex there is a separate chance for rain or snow to occur. Both atmospheric conditions affect battles and movement cost and railroads' repair time.



6.0 Units

6.1 Land Units

There are seven land unit types: Infantry Regiment and Brigade, Motorized Regiment and Brigade, Armored Regiment and Brigade, and Airborne Regiment. (Please note that depending on scenario unit size, name and strength may vary).



Infantry

Motorized

Armored

Airborne

Name. The name of the unit.

Size. Unit size may vary from Battalion to Army.

ST (Strength). The first number shows the basic Strength value of the unit, while the last number – final value, influenced by Effectiveness. The maximum Strength value depends on the unit type and its level. The table below shows the maximum Strength value of land units:

MAXIMUM STRENGTH OF LAND UNITS								
UNIT LVL	INFANTRY DIVISION	INFANTRY CORPS	MOTORIZED DIVISION	MOTORIZED CORPS	ARMORED DIVISION	ARMORED CORPS	AIRBORNE DIVISION	AIRBORNE CORPS
1	2	5	3	6	8	16	2	2
2	3	7	4	8	9	18	3	3
3	4	9	5	10	10	20	4	4
4	5	11	6	12	11	22	5	5
5	6	13	7	14	12	24	6	6

Please note that the given values might be different for some countries or in specific scenarios.

XP (Experience). This value informs us how well the unit has fought during the game. Value might vary from 0 to 100. Experience increases during the battle and decreases when a unit is reinforced. A red bar that moves from left to right also displays experience.

EF (Effectiveness) This is how effective a unit is in combat. The minimum value is 1%; there is no maximum limit. The following factors can influence a unit's Effectiveness, positively or negatively:

- Land Warfare Doctrine Level,
- Experience,
- Commander (3% per Commander level),
- Supply. A Supply level of 20 or more has little negative effect on Effectiveness; below 20, a unit will fall more quickly and each point below 10 will seriously impact unit Effectiveness,
- Sea Bombardment. Effects of sea bombardment last only one turn,
- Air Strikes. Effects of air strike last only one turn,

You can see details of how effectiveness is calculated for a unit by hovering the mouse over the Eff number.

AP (Action Points). Used for movement and combat. In the beginning of each turn unit AP are replenished for each unit. Base amount of AP depends on unit type and level as well as the land warfare doctrine level of unit's owner. The table below shows the base AP level for land units:



A unit's base APs are modified by its Supply level. A low Supply level will have a negative effect on APs.

SP (Supply). This represents the essential materials (food, ammo, spare parts, etc.) needed to keep the formation running at peak performance. The minimum value is 0 (indicating the unit is cut off from Supply), while the maximum value is 30 (in standard Campaigns). A low Supply level means the unit will suffer lower effectiveness and less APs. The city listed after the Supply value indicates where its current Supply is coming from (if any).

CM (Commander). Each country has a pool of 'unique' Commanders, who, if assigned to a unit, will improve its effectiveness. Units with no "unique" Commander don't get any penalties. Here you will see the name of the commander followed by the level/experience. For more information, see section 5.6.3, Assign Commander.

Statistics Here you can see the composition of the unit.



6.1.1 HQ Unit

HQ Unit is a special type of Land unit, containing one Commander. There are four types of HQ Units: Division (the weakest one, no restrictions), Corps (Commander level 4 required), Army (level 7 required) and High Command (the best, only one per country, Commander level 9 required).

HQ Units give Effectiveness bonuses to nearby units. Both the bonus and its range depends on the level of HQ Unit and its Commander, so an HQ Army will have a much bigger range than an HQ Division.

Please note that a higher level HQ Unit gives its bonus also to lower level HQ Units, and that bonuses from two such units stack. That means a normal unit within range of more than one HQ Units will have its Effectiveness greatly increased.

6.2 Air Units

Air units represent a country's aerial combat power (in the form of fighters, bombers, etc., all represented by an Air unit). There are three types: Fighters, Tactical Bombers and Strategic Bombers. All can be used for air recon. See also section 8.0.



Fighter - is used to reduce the Strength of enemy air units by interception of enemy air units, or interfering with enemy paradrops. They are also used to count air superiority.

Tactical Bomber - is used to attack enemy land units and enemy fleets. Tactical Bombers can supply land units.

Strategic Bomber - is used to bomb enemy cities and attack enemy fleets.

6.3 Sea Units

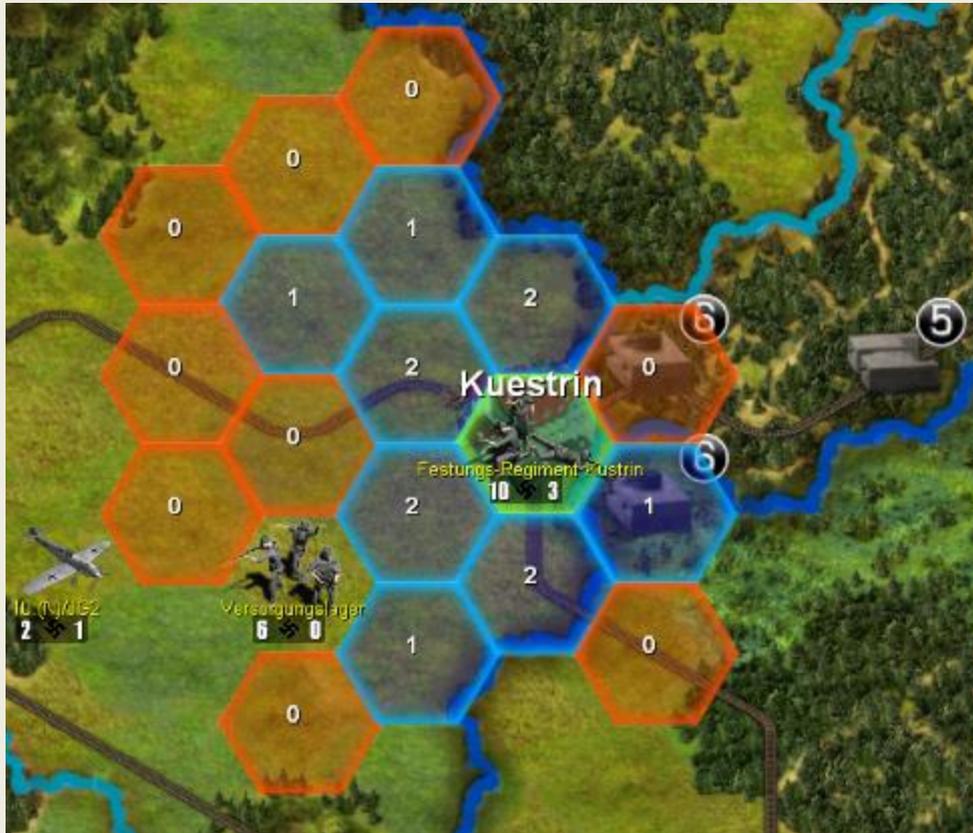
For details on operating Fleets, see section 9.0, Fleet.



7.0 Land Unit Movement and Combat

7.1 Moving Land Units

To move a land unit, select it by left clicking on it. Its Movement Range will be highlighted. In this screenshot, the selected unit is an infantry unit. Blue color indicates that the unit will have at least one AP left, while red means the unit has to spend all of his APs to get there.



Moving unit costs a number of APs; this number depends on a combination of the terrain type(s) it moves over, weather and the unit type. Moving into an enemy ZOC (i.e. into hexes adjacent to enemy units) costs extra APs. The table below displays the cost of movement:

MOVEMENT COST (AP)							
PLAIN	FOREST	ROUGH	SWAMP	HILLS	MOUNTAINS	DESERT	ENEMY ZOC PENALTY
1	2	2	3	2	3	1	1

7.2 Land Units Swapping

Sometimes there is a situation when two units should just switch places. This may occur because of the need to withdraw a front line unit to the rear to better prepare for battle, etc. To do so, chose a unit, press and hold the SHIFT key, and then choose a second unit standing just next to the first one. The switch uses all AP of involved units.

7.3 Attacking with Land Units

There are two ways to attack the enemy with your land units:

Attack directly, with one unit. To perform such an attack, select a land unit and click on an adjacent enemy unit. Be aware that attacking from one direction is less effective, as the attacker receives a penalty.

Attack from multiple directions. Each of your units may participate only in ONE such attack per turn (observe the blinking dot on the unit's counter to see if a unit already participated in such an attack). Also, each enemy unit can be attacked this way only once per turn (this is also shown by a blinking dot next to it). To attack from multiple directions, left click on an enemy unit, then



left click on your valid adjacent units to add them to the attack (clicking on your unit again will remove it from attack). To confirm the multiple-direction attack, left click on the enemy unit. The attack will be executed immediately.



The attack panel shows Strength of both the Attackers and Defenders, their corresponding Modifiers, Effective Strength and finally, Ratio, which is calculated by comparing Effective Strength of both sides.

7.3.1 Attacker Modifiers

- 25% penalty for attacking an enemy armored unit, if no armored unit participates in the attack.
- Attacking a unit which is neighbor to own or an allied unit gives a bonus to the attacker. The bonus varies depending on the total number of units adjacent to the attacked unit.
- When an enemy unit is attacked by one unit and no other allied units are adjacent to it, the attacking unit receives a 25% penalty.
- If the defender is in a Fortified hex, the attacker will receive a penalty (9% per Fortification Level).
- Attacking across a river reduces an attacking unit's Strength by a quarter.
- Rain decreases effectiveness by 10%, and snow by 30%.

The effective Strength of all attacking units is multiplied by Attacker Modifier.

All modifiers are cumulative.

Please note that all above are default values and might be different for some countries.

7.3.2 Defender Modifiers

Terrain: Defending in terrain other than plains or desert gives a bonus to the defender. Mountains give 70% bonus, hills give 30%, swamp gives 20%, forest gives 30%, rough gives 50% bonus.

City: Gives 30% bonus to the defender.

Weather: Rain decreases effectiveness by 10%, and snow by 30% (those can be also modified for each country separately, so some countries can have this value lower or higher).

Dig In: Units that don't do anything during the turn dig in and gain a 5% bonus. Total bonus from digging in can't be higher than 25%. If a unit moves then it loses the dig in bonus.

The effective Strength of the defending unit is multiplied by the Defender Modifier.

All modifiers are cumulative.

Please note that all above are default values and might be different for some countries.

7.3.3 Combat Odds

Odds are calculated by dividing the final Attack Strength by the final Defense Strength.

Minimum odds are 1:1 (rounding up if necessary) and maximum are 7:1 (rounding down if necessary).

- 7:1 odds gives the attacker the best chance to utterly wipe out the targeted enemy unit.
- 6:1 or 5:1 odds gives some chance to destroy the enemy unit, or at least inflict heavy losses on it.
- 4:1 or 3:1 odds will inflict some losses on an enemy, but the attacker will take more losses on average than the defender.
- 2:1 or 1:1 odds attacks are risky, as the attacker may take heavy losses or even get destroyed in the attack.

Attacking with odds lower than actual 1:1 (e.g. 4.6 / 5.0) will still be displayed as 1:1, but a special rule will be applied:



the defending unit will NEVER take losses in such an attack!

7.3.4 Land Unit Retreat

After each attack, a check is made to see if the defending unit decided to retreat.

Units defending in Cities AND hexes with forts NEVER retreat.

The base Retreat Chance is 100% minus the unit's actual Strength divided by its Maximum Strength. So, if a unit after an attack has 45% of its Maximum Strength, its base Retreat Chance is $100\% - 45\% = 55\%$.

This chance is then modified by two factors: terrain (mountains decrease the Retreat Chance by 50%; Forest, Rough, Swamps, and Hills decrease it by 25%) and attack odds (4:1 is neutral; higher odds increase the defender's Retreat Chance and lower odds decreases this chance). Attacking with 1:1 odds reduces retreat chance to zero.

If the result of the check is that the unit will attempt to retreat, it will retreat 1 hex in a direction opposite to attacking units. If there is no valid hex to retreat to, the unit will surrender (and thus, be eliminated).

Air units can be attacked by land units. A defending Air unit in such a case is a low-value Infantry unit representing the few ground personnel and Security detachment attached to the unit. This value is always the same and does NOT depend on the actual Strength of the air unit. This combat is resolved as a special check; if this check fails, the Air unit is Overrun and eliminated immediately. As you can see, Air units are very vulnerable to land attacks (even when attacked by a single level 1 Infantry Regiment), so remember to keep them away from the enemy.

7.3.5 City Siege

City Siege is a special rule implemented to make assaulting a city easier.

When a unit defends in a city and all adjacent land hexes are occupied by an enemy, there is a possibility that the defending unit will lose a fort level. If the defending unit is at level zero then a successful siege calculation will force this unit to surrender.

When calculating a siege the following aspects are taken into consideration:

- Base chance,
- Effective Strength of attacker and defender,
- Supply,
- Commander,
- Air superiority.

Sieges are always calculated at the end of the turn.



8.0 Air Unit Movement and Combat

8.1 Attack

This is the default action for all air units. When an air unit is selected, all possible targets for that unit are highlighted. It doesn't matter if it is a Fighter, Tactical Bomber or Strategic Bomber. The game recognizes what are the default target types within the range of current unit, and allows you to attack them.

8.1.1 Fighters

Fighters are allowed to attack enemy air units within a range for the unit's level that are visible for the current player. Fighters cover nearby sea zones and ground forces within a range, and try to achieve air superiority over enemy air units, by intercepting them.

Interception is done automatically by units with strength higher than 50% (this value is modifiable and might differ for some scenarios or campaigns).

8.1.2 Tactical Bombers

Tactical Bombers attack enemy ground forces, ports and fleets. However, every time when an air strike is conducted, there is a possibility that an enemy fighter might intercept the bombers.

When a tactical bomber is attacking an enemy ground unit it reduces not only strength, but also effectiveness. Strength of attacking ground unit cannot be reduced below 20% due to air strikes.

8.1.3 Strategic Bombers

Strategic Bombers are used to attack enemy cities and ground forces. When a strategic bomber is attacking an enemy city, there is a possibility to reduce PP produced by this city. Attack on enemy land units is not as effective as if done by tactical bombers.



8.2 Calculating Air Superiority Over a Hex

Air superiority for a hex is calculated in the following way: the Strength of all friendly Air units in range is divided by the Strength of all enemy units within range (Strength = Strength Points + Level). Strategic Bombers are not considered in this calculation. Having air superiority allows to attack enemy land units with bombers.



9.0 Fleet

9.1 Overview

Fleets are managed using the Sea Zones or Ports. The part of the map in Fall Weiss covered by the sea is divided into two main Sea Zones: East Baltic and West Baltic. Additionally, each Port has its own Sea Zone.

9.2 Ports

Each port has its own size, which may vary from 1 to 10. Larger ships can enter and deploy in larger ports.

To deploy a new group, a port must be at the minimum size of:

- 8 – Carriers (Carrier, Light Carrier Escort Carrier, Fleet Carrier)
- 6 – Battleships (Battleship, Pocket Battleships, Battle Cruiser, Super heavy Battleship)
- 4 – Cruisers (Cruiser, Heavy Cruiser, Light Cruiser, Auxiliary Cruiser)
- 2 – Submarines (Submarine, Coastal Submarine, Long Range Submarine)

To enter the port its size must be at least:

- Carriers – 4
- Battleships – 3
- Cruisers – 2
- Submarines, Troop Transporter, Landing Craft – 1

9.3 Fleet Display Panel

Click on a ship to view this panel. At the top of this panel is the name of the Fleet currently selected (in the Sea Zone or Port). This will also show the number of ships in that particular Fleet, in brackets. Click the dropdown arrow to see or select additional Fleets (if any are present).

Fleets at Graifswald

Fleets:

Name	Size	Health	Fire Power	Formation	Behavior	C	Distance
Marynarka Wojenna Task: Force 3	6 1	75% (19/24) 50% (2/4)	9.0 1.8	Regular Regular	Evade Evade	+ +	0 0

Formation: Regular Raiders Engage

Groups list

Name	Health	Fire Power	Type	C	On sea
DRP Witk	75% (3/4)	0.9	Pocket Battleship	0	0
DRP Sep	100% (4/4)	1.8	Pocket Battleship	0	0
DRP Orzel	100% (4/4)	1.8	Pocket Battleship	0	0
DRP Rys	75% (3/4)	1.8	Pocket Battleship	0	0
DRP Gryf	50% (2/4)	1.8	Pocket Battleship	0	0
DRP Zbik	75% (3/4)	0.9	Pocket Battleship	0	0

Transported unit: No unit transported

Close

Once a Fleet is selected, groups will be displayed below the Fleet Name. This display will show a maximum of two rows of eight ships each. If more than 16 ships are in the displayed Fleet, click the Up and/or Down buttons on the right to scroll through the list.

9.4 Regular Fleets vs. Raiders Groups

Each Fleet can operate in either one of two modes: Regular Fleet or Raiders Group. Between the top and bottom boxes there is a space that says: Formation. Click on the radial button to assign the task you want the fleet to perform. Regular and Engage are the default settings.

Regular Fleet. A Fleet in this mode acts as a single formation; its goal is to seek battle with enemy Regular Fleets and Raider Groups. Whenever it encounters either of these enemy Fleets, a sea battle occurs and all ships will take part in the battle. A Regular Fleet can deal greater losses to intercepted Convoys (even destroy the entire convoy) than a Raiders Group, but Regular Fleets have less of a chance to actually encounter a Convoy than a Raiders Group.

Raiders Group. A Fleet in this mode is in fact a group of individual units operating separately in a Sea Zone. Ships in this formation will not seek battle with Regular Fleets or Raiders; instead, they will limit their attentions to hunting Convoys only. Their chance of finding a Convoy is much better than that of a Regular Fleet, but losses dealt to a Convoy will be lower than those dealt by a Regular Fleet. The disadvantage of this mode is the fact that when a Raider Group is detected, even by a small



Fleet, it has virtually no chance to survive.

9.5 Engage vs. Evade

Regular fleets are set by default to Engage mode. This mode will make the fleet more eager to fight the enemy. Unchecking Engage mode means the fleet is set to Evade, that is it tries to avoid fighting altogether.

9.6 Fleet Orders Panel

To the right of the Fleet Display Panel is a grouping of buttons used to issue orders for the currently-selected Group.

9.6.1 Rename Fleet

This allows you to change the name of the Fleet.

9.6.2 Move Fleet

This action is possible for a Fleet that has not moved in the current turn.

First, select a Fleet either in a Sea Zone or in a Port. Then, click the Move Fleet button. After clicking the button, click on a Sea Zone or Port that you want the Fleet to move to. A player can move to any Green circle that appears.

Whenever a Port City is occupied by enemy units, all friendly Fleets from there move automatically to the nearest Sea Zone. If a port has been captured by neutral forces, all ships becomes internee.

9.6.3 Create Fleet

This allows you to create a fleet with currently selected groups. Clicking on this button will automatically create a one ship fleet. To create multiple ship fleets, go to the bottom box. Hold the Ctrl key and select each ship you want in the new fleet. Click Create. Don't forget to name your new fleet. See Rename.

9.6.4 Transfer Groups

This allows you to move selected groups to another Fleet, or to create a brand-new Fleet, in the same location (either a Port or Sea Zone). First, select the group you wish to transfer in the bottom box. Hold the Ctrl key for more than one ship. Then click this button. Click Transfer. A pop up box will appear. Select the fleet you wish to transfer to, click ok.

9.6.5 Rename Group

This allows you to change the name of an individual group. Only one group must be selected to make this button enabled. Select the group, click this button, then change the name. Or, cancel if you change your mind.

9.6.6 Commander

This will open a popup window from which you can assign/recall a Commander to/from a unit. Assigning a commander will have 5% chance for every skill point to avoid damage during naval battle, detect enemy convoy, detect enemy ships when entering a sea zone.

9.6.7 Repair Group

This allows you to repair a group of ships. The group must be in a Port and it must be damaged for this option to be available. Select the damaged group from the Fleet Display panel and click this button to conduct the repair. Each damaged point on a group costs a certain number of PPs to repair, depending on the group type. Only one point of damage per group can be repaired per turn.

9.6.8 Disband Group

This will decommission the group and send it to the scrap heap immediately. No PPs will be retrieved from this action.

9.6.9 Recon

This action allows an Air Carrier to send planes to scout nearby Sea Zones or land for enemy units.

A plane on a reconnoiter mission is subject to interception. If it is intercepted the mission fails. If the unit is not intercepted it will reveal information dependent upon the country's detection level.

9.6.10 Bombardment

Whenever a fleet is in a sea zone adjacent to enemy coast and an enemy unit is present, there is a possibility to direct fire onto that unit. Click on the bombardment. Units that can be shelled will be revealed. See section 9.10 for details.

9.6.11 Air strike

This action allows one to attack enemy fleet, land or air units with the fleet's Air units. Possible targets are displayed.

9.6.12 Disembark (in ports)

This button is enabled only for Transports and Landing Craft. Transports can only unload in Ports.



Move the transport into a port. Now click on the port. Click on the transport. Click on Disembark. Choose the hex you want to unload into. If there is no valid unoccupied adjacent hex, a message is displayed that the unit cannot be unloaded there.

9.6.13 Disembark (at sea)

Whenever a fleet is in a sea zone adjacent to enemy coast and any Landing Groups are in the fleet, there is a possibility to invade the beaches. An amphibious landing craft can perform the same function as a transport. In addition, the landing craft may perform an assault onto a beach hex. Click on the landing craft. Click on the Disembark button. Hexes that you can assault will be revealed. See section 9.9.

9.7 Naval Unit Types

9.7.1 Carrier

Very Good at detecting enemy ships/Fleets. Are able to defend against attacking enemy bombers. Can attack adjacent sea zone with an air strike. They have a chance to carry out a surprise attack without enemy retaliation.

9.7.2 Battleship

Weak at detecting enemy ships/Fleets. Can bombard enemy land units in Coastal hexes.

9.7.3 Cruiser

Average at detecting enemy ships/Fleets.

9.7.4 Submarine

Average at detecting enemy ships/Fleets. They have a chance to carry out a surprise attack without enemy retaliation.

9.7.5 Troop Transport

Transports cannot be built; instead, they are created when a Sea Transport action (see section 5.6.10) is conducted for a land unit. When the Transport is destroyed, the land unit loaded on it is destroyed as well.

9.7.6 Landing Craft

Landing Craft units cannot be built; they are created when an Amphibious Transport action (see section 5.6.11) is conducted for a Land unit. When the Landing Craft is destroyed, the land unit loaded on it is destroyed as well.

9.8 Managing Convoys

Click the Convoys button from on the right side of the screen to bring up the Convoy Management screen (Hotkey C). A list of convoys is displayed. This list is just a plan of convoy execution. Not every convoy from the list may be executed.

Convoys are always executed according to the list order. If necessary, you can position a convoy on the list by using Move up or Move down buttons. The Delete button removes a convoy from the list.



There are two types of convoys: a supply convoy and a resources convoy. The former carries supply from a supplied port to a non-supplied port; the latter carries Production Points from your country to another country.

The New Convoy button allows you to create a new convoy. After clicking this button, click the departure Port, then click the



arrival Port. Clicking the right mouse button cancels the creation of a new convoy. The new convoy route will appear at the bottom of the list. Scroll down, click on the convoy and now choose what you wish to transport. PP's or supplies. After selection, use the horizontal scroll bar to pick the quantity you wish to transport.

9.8.1 Convoy Execution Summary

Convoys are executed at the end of a turn. They may carry Supply or PPs. A Convoy Execution Summary window will be displayed if you had at least one Convoy scheduled during the turn. By selecting the convoy, you will see detailed information about the Convoy's route and losses taken (if any). This information will be displayed in the bottom box. You may need to scroll down to see all the details. If the Convoy was not executed, you will see an explanation as to why it failed.

9.9 Guide for Unloading Land Units from Landing Craft

This action can only be made if there is an enemy coast adjacent to the sea zone where the fleet is located. Upon attempting to unload a land unit, a check is made whether the invasion was intercepted by enemy fleets. Fleets from adjacent Sea Zones will also join in to intercept an invasion. An interception chance is counted separately for each fleet. Also, the intercepted fleet can avoid the attack (a special algorithm is applied to calculate this; the player has no influence on the interception decision). If the invasion was NOT intercepted, or the intercepting fleet was defeated, units can unload. When unloading, another check is made; the invading unit may as a result take some losses or even be destroyed. Always take this into account when planning a big sea invasion. Use amphibious invasions to open new fronts, but remember that unloaded units should immediately take over a city (preferably a Port city); otherwise, within three turns they will run out of Supply and possibly be destroyed by the enemy very quickly. Air superiority and shore bombardments are crucial for invasions, as they allow you to soften enemy garrisons in a Port prior to unloading your units and attacking it.

Note that the Amphibious Invasion action should be used to land on enemy-controlled territory. To move units by sea between friendly-controlled ports, use the Sea Transport movement action.

9.10 Shore Bombardment

This action allows one to bombard an enemy land unit close to the coast with Battle and Patrol Groups. The following conditions apply:

- Can only be performed against an enemy unit in a fire range;
- Battle Group and Patrol Group can only bomb once a turn.
- A unit cannot be bombarded more than once per turn.

Shore bombardment reduces an enemy unit's Effectiveness for one turn (only). The amount of Effectiveness that is reduced depends on number of Battleships/Cruisers used in the bombardment, as well as a die roll.

9.11 Air Carrier Strike on Units, Sea Zones and Ports

This action allows you to attack an enemy unit or a Port city with carriers in a sea zone adjacent to it.

To attempt an Air Strike, choose a Carrier Group in a sea zone. After pressing Strike button, all available targets will be highlighted.



10. Production Points

10.1 How Production Points Are Collected

PPs are collected by a country during the end-of-turn sequence. The following rules are used to calculate the amount of PPs collected:

- Resource hexes yield their full PP value to the hex's controller.
- Cities that are owned yield their full PP value to the hex's controller.
- PPs from cities that are occupied (i.e. controlled but NOT owned) yield 50% of their total PP value to its current controller.
- PPs from cities that were annexed as a result of surrendering (i.e. are owned by a given country, but were not owned by this country at the beginning of the game) are distributed in the following way:
 - 40% of its PPs go directly to its current owner.
 - 40% of its PPs are distributed among countries that waged war with its original owner; these PPs are distributed according to the victory share.

After PPs are calculated for a country using the above rules, they are modified by three factors as follows:

Social Unrest (SU). The Social Unrest number is a percent that is subtracted directly from 100. So, if Social Unrest is 30, the modifier will be 70% ($100 - 30$).

War Economy (WE). This number is a percentage that acts as a direct modifier. So, if a country's War Economy is equal to 40, the War Economy modifier will be 40%

Difficulty Level: If a country is played with **Very Easy** difficulty, the modifier is **200%**; at **Easy**: **150%**; **Normal** is **100%**; **Hard** **75%**; and **Very Hard** **50%**.

After everything is applied, the modified PP amount is collected by a country.

PPs can be saved from turn to turn, however it might happen that in some scenarios, part of the stored PP will be wasted due to the various reasons.

10.2 Unit upkeep

Each Strength point of a unit costs a specified amount of PP of upkeep every turn. Default is 0.1 PP for each Strength point, but it may vary for some countries.

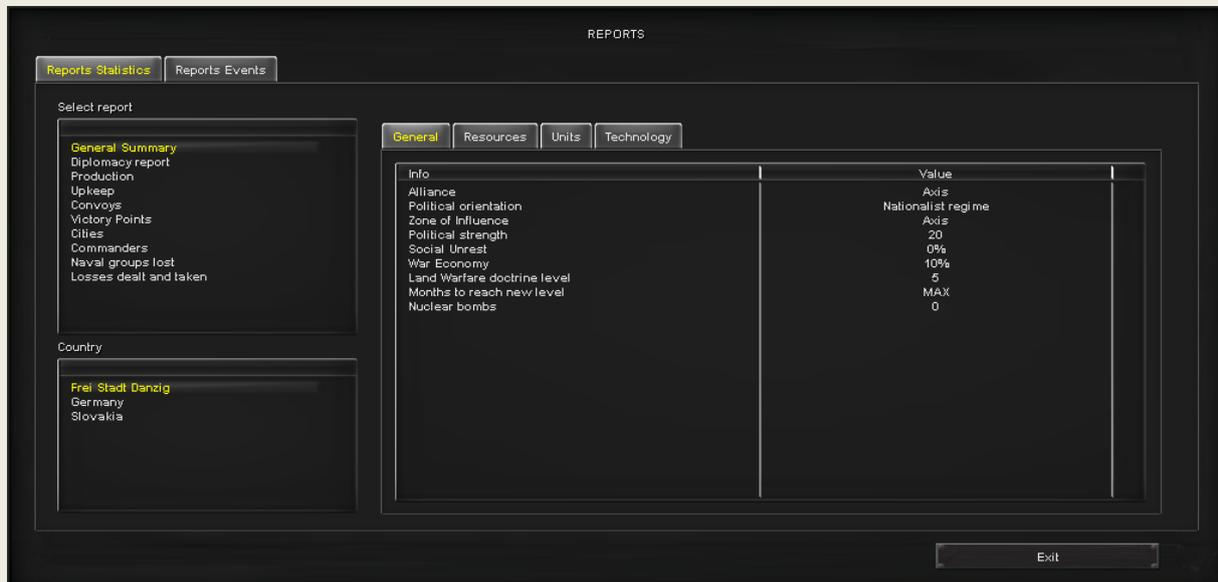
Unit maintenance PP costs are deducted immediately after PPs are collected each turn.

Please note that all above are default values and might be different for some countries.



11.0 Reports

The Reports button in the Game Buttons panel will provide you with a detailed analysis of many aspects of the game. (hot key R)



Select the type of a report and a country from the drop-down menu at the top of this window to display the information for different countries.

There are two tabs. The first is Reports Statistics. The second is Reports Events.

11.1 General Summary

There are four tabs in the General Summary.

General tab shows basic information, such as alliance and political strength.

Resources tab shows amounts of PP, DP, SMP, STP and ATP of a nation.

Units tab shows all the nation's units, both on map and in reserve.

Technology tab shows current technology levels of a nation. In Fall Weiss, all countries start with maximum Technology.

11.2 Diplomacy report

This report provides you with information on a country's diplomacy status (War, Ally, or Neutral) with other nations.

11.3 Production

This report shows how many Production Points a country has collected.

11.4 Upkeep

This report shows a country's units upkeep in Production Points.

11.5 Convoys

This report provides information on a country's convoys, their size, departure and destination point, and whether they were successful or not.

11.6 Cities

This report shows all the cities on the map, divided into three tabs: Owned, Controlled, All. You can also check a city's type, supply, Victory Points, and Production Points. Clicking on a city moves the map to its location.

11.7 Commanders

This reports shows a country's commanders, divided into Land, Naval and Air, along with their Skill, Experience, and current location.

11.8 Victory Points

This reports provides information on Victory Points. The first tab counts VPs by whole Alliances, while the second one lists VPs for each country.



11.9 Naval Groups Lost

This report shows all naval units lost. Contrary to other reports, you can check the casualties of all countries, not only your allies.

11.10 Losses dealt and taken

This report shows all casualties dealt and taken by the selected country.

11.11 Reports Events

In the Reports Events tab the game records all combats, attacks and bombardments that have taken place during the scenario, as well as events.



12.0 Supply

Supply is important for units and allows them to perform actions. Low supply has a negative effect on units.

12.1 Calculating Supply

First of all, in Fall Weiss we have three types of cities: City, Resource and Main Supply Source (MSS).

Every unit needs supplies to perform its basic actions, such as moving and fighting. Shortages cause units to be weaker and slower.

When maximum supply level is equal to 30, a unit is operating at full-strength and has all of its Action Points. When Supply is reduced to 0, the unit is almost defenseless and useless, and also unable to move.

Usually your units will operate with a supply range between 10 and 25.

Every country controls at least one MSS (usually Capital), which is producing 30 supply. It delivers supply to other cities and adjacent units.

Every city is producing 'Own Supply' which can be equal to a value between 1 and 30. Supply from cities is delivered to units.

If a city has a railroad connection to MSS through owned or allied territory, then that city's available supply is at level 30.

If a city hasn't got a railroad connection to a MSS, but there is a land connection through your nation's territory and/or through your allies' territories, then MSS is delivering supply at level 15 to that city. If a city's "own supply" is higher than that, then the city will use its "own supply".

There also can be a situation when the city is not connected with the MSS by land, but a convoy is sent. If the convoy with supply is delivered to a city with railroads, then supply is delivered using standard rules to other cities. In this case, supply is connected with the convoy, port and by railroad or land to units.

Supply from cities to units is delivered with a cost. Supply level is reduced using movement cost of motorized unit at given hex. So, if unit is three hexes (one plain and two forests) from city connected by rails to the MSS, then the unit is getting supply equal to 25 ($30-1-2-2=25$).

12.2 Out of supply

Unit that has been surrounded and is without any city inside the cut off area, becomes out of supply. For each turn that a unit is out of supply its effectiveness and AP are reduced by 1/2.

12.3 Supplying by fleet

Another option to supply units is to keep Naval units in adjacent sea zone. Supply provided by friendly naval units reaches three hexes deep into the land.

Friendly groups provide the following amounts of supply to the coastal hex (which is later delivered on standard rules) with following values:

Battle Group – 1 supply point

Patrol Group – 2 supply points

Every enemy group reduces supply value by 1 point.

Maximum supply level delivered by fleet is equal to 20

For example: you have one Battle group and one Patrol Group in an adjacent sea zone with the enemy's one Patrol Group. Supply is $1+2-1=2$.

So, it is important to have a large number of ships in the adjacent sea zone.

Note: Units that have landed retain the original supply source for three turns, in which, after that they will rely upon fleets or the closest land source of supply that is controlled by your forces.

Note: after three hexes into land you will be out of supply. It is imperative to capture a supply source, or use a Supply Depot.

When considering supply, don't dither around. Capture a supply source quickly.

12.4 Supply Depots

Supply Depot is a special unit that can be placed on any hex (see 5.8.12). You are able to build only a specific number of Supply Depots.

A Supply Depot provides 50 supply points.

12.5 Airlift supply

It happens completely automatically when a unit is out of supply and is within range of a bomber. Every point of a bomber's strength has a 10% chance of providing one point of supply to a cut-off unit.



13.0 Credits

13.1 Fall Weiss Crew

Production and Game Design

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Programming

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Graphic

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Music

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Special Thanks

Gary Gardner

Thanks to our Partners

Special Thanks to our Families, betatesters, all our forum members, supporters and Wikipedia.

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