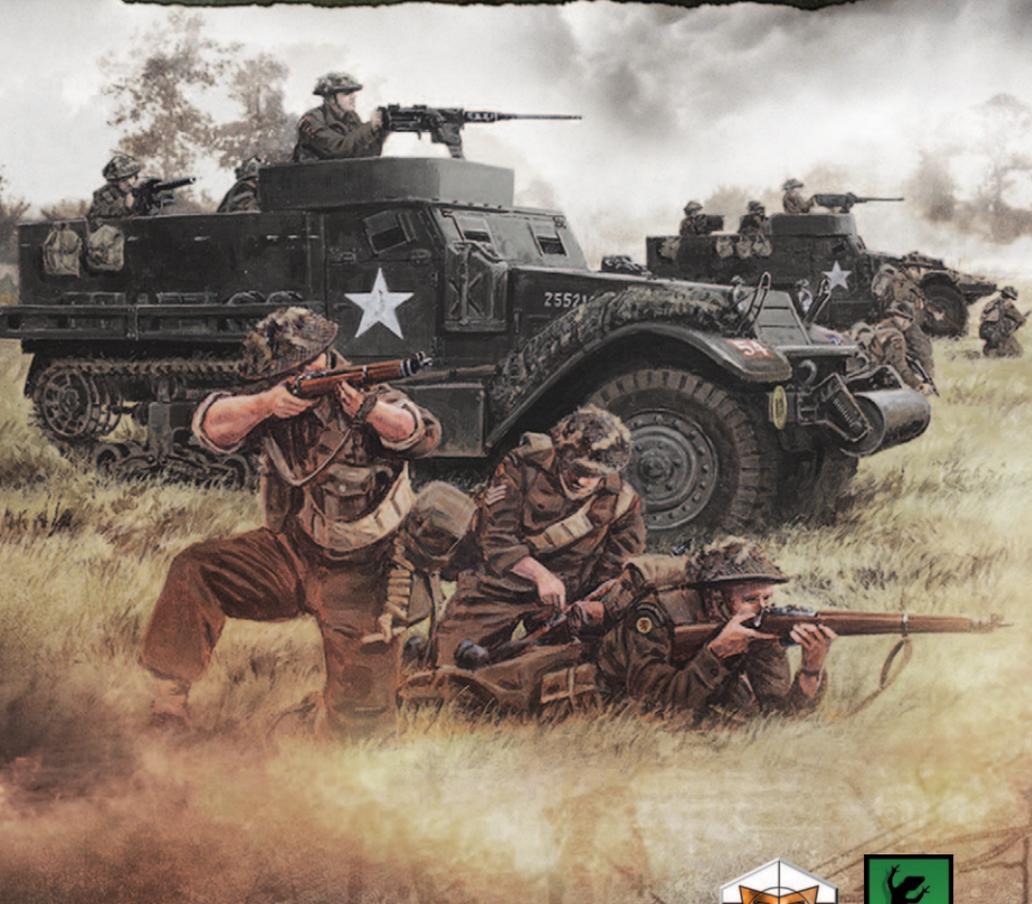


GAME MANUAL

CLOSE COMBAT GATEWAY TO CAEN



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.

USE OF THIS PRODUCT IS SUBJECT TO ACCEPTANCE OF THE SINGLE USE SOFTWARE LICENSE AGREEMENT

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Thank you for Purchasing Close Combat: **Gateway to Caen™**!

1. INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed below. To install the game, insert the Close Combat: Gateway to Caen™ CD into your CD-ROM drive. If you have disabled the auto-run 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.

1.1 SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

OS: Windows 2000/XP

Processor: 800Mhz Processor

RAM: 1GB

Video Card: 256MB Video RAM, DirectX 9 Compatible, capable of 1024x768 resolution or better.

Sound Card: 16-bit DirectX 9 Compatible Sound Card.

CD-ROM: Yes

Hard Drive: 2.5GB Free

DirectX Version: 9.0c

RECOMMENDED SYSTEM REQUIREMENTS

OS: Windows Vista / 7 / 8

Processor: 1.5Ghz+ Processor

RAM: 2GB

Video Card: 512MB+ Video RAM.

Sound Card: 16-bit DirectX 9 Compatible Sound Card.

CD-ROM: Yes

Hard Drive: 4GB Free

DirectX Version: 9.0c

NOTE: An Internet connection for 2-player head to head play.

1.2 UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.3 PRODUCT UPDATES

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

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two-step process:

Sign Up for a Matrix Games Member account - THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the **Members** hyperlink at the top. In the new window, select **Register Now** and follow the on-screen instructions. When you're finished, click the **Please Create My New Account** button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase - Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click **Register Game** near the top to register your new Matrix Games purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest

news on that title). Also on this list is a **Downloads** hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (<http://www.matrixgames.com/games/>), once there select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members. So it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again and are free at that point to register for any Matrix Games product you purchase.

Thank you and enjoy your game!

1.4 GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the **Forums** hyperlink.

1.5 NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has a FAQs section as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

2. WELCOME

Immerse yourself in the latest Close Combat release for the PC, Close Combat: Gateway to Caen. With all new graphics and a new interface, Gateway to Caen places you in western France at the pivotal moment during Operation Epsom. You take command of Allied or German Battle Groups and engage in head-on conflict to decide the fate of General Bernard Law Montgomery's 21st Army Group, and the liberation of France. You face all the enemy can throw at you in intense engagements that will test your tactical and strategic abilities! Aircraft, mortars, and artillery support are on-call, but the objective can only be secured by Close Combat. You are in Command...you are in Control!

Good luck and thank you for purchasing Close Combat: Gateway to Caen™

2.1 INTRODUCTION

Following the Normandy landings on June 6th, 1944, the Allied invasion of France quickly bogged down. The Allies failed to grab Caen, a major city in Normandy and an original D-Day objective. The inability to take this city in the opening moves of the invasion contributed to weeks of stalemate. German forces used Caen as a defensive bulwark. British and Canadian forces were stuck between the city and the beaches. Brutal attacks and counterattacks raged along a thin corridor between Caen and Bayeux. Allied and German troops became entrenched in the Norman countryside, and Allied progress was costly and incremental. Regardless, the Allied build-up progressed with more troops and tanks arriving in the weeks after the invasion. From June 19-22 a punishing storm in the English Channel delayed troop reinforcements and further operations, but Montgomery was eager to renew his push and capture Caen. Montgomery's plan was to attack west of Caen and drive south across the Odon River valley, through farmland, hedgerows, and hamlets. Capturing the high ground around Hill 112 was a key objective. With dominating views of Caen and the surrounding countryside, British forces could then penetrate well to the south, cut off the city, and break out onto the Caen-Falaise plain. German defences in Normandy would be cracked open.

In the days and weeks after the Normandy Invasion, the Germans concentrated their most elite Panzer divisions (and the majority of their tanks) against the British and Canadian forces. The Panzer Lehr Division, the 12th SS Panzer Division,



one heavy Tiger Battalion, and the 21st Panzer Division immediately counterattacked and contained the Allies north of Caen and east of the Orne. Meanwhile, the 2nd Panzer Division, and 1st, 9th, and 10th SS Panzer Divisions, were on their way to take up positions against Montgomery's 21st Army. These divisions were composed of either highly-trained or experienced, and very well-armed Panzergrenadiers. Among them were hundreds of tanks including the ubiquitous Mark IVs, Panther Mk Vs, StuG IIIs, and dozens of Tiger Is.

The plan for British VIII Corps to drive across the Odon was named Operation Epsom. To most soldiers at the time, it would be known as the Battle for the Odon. The newly-arrived British VIII Corps was comprised of three divisions—the 15th (Scottish) Infantry Division, 11th Armored Division, and 43rd (Welsh) Infantry Division. In support of Operation Epsom was the 4th Armored Brigade and the 31st Tank Brigade. Elements of the 53rd (Welsh) Infantry Division would fall in behind the advance. Combined, these forces approached 600 tanks and 60,000 infantry and supporting troops. Over 700 artillery pieces were amassed for the offensive along with naval artillery and the support of the RAF 2nd Tactical Air Force.

After a diversionary attack to the west by XXX Corps the day before, Operation Epsom began in the early am of June 26. A tremendous barrage preceded attacks by 15th (Scottish) Division. Infantry supported by Churchill tanks met tough resistance initially, but finally broke through the German lines just north of Cheux. The 12th SS Panzer Division, fighting continually since June 7, could only manage a thin defensive line of panzergrenadiers and panzerpioniers. Once the British infantry broke through, the tanks of the 11th Armored Division and 4th Armor Brigade began to push toward the Odon River. Two days later

on June 28, despite fierce and confusing German resistance, British Sherman tanks and infantry reached Hill 112, a significant strategic objective south of the Odon River.

The Germans were distracted by British XXX Corps' diversionary attack. However, German command quickly realized that the Odon River and Hill 112 were the focus of a more concentrated offensive. Within hours and days, the Germans managed to concentrate a large number of reinforcing troops and tanks against the British breakthrough. Among them was the II. SS-Panzer Corps consisting of the 9th and 10th SS Panzer Divisions. These divisions, recently arrived from the Eastern Front, had been in reserve for use against the Normandy lodgement, but now the Germans were forced to use them to stop an Allied offensive that was threatening to break out of it.

Because of the large number of German reinforcements and brutal counterattacks all along the salient, or the "Scottish Corridor", Montgomery ended Operation Epsom on June 30. The occupation of Hill 112 by British forces was short-lived, and this location would be the focus of future bloody fighting in the days and weeks to come. In the meantime, the German attacks continued. This time the British had the chance to use the Normandy terrain to their advantage, and they exacted a heavy toll on Germany's elite Panzer divisions.

Operation Epsom did not achieve its goals, but it was a significant event in the Normandy Campaign. With artillery and overwhelming air support on their side, the British vigorously made gains, consolidated, and resisted the inevitable German counterattacks. The front lines changed marginally, and the Germans continued to hold Caen (though that would change later in July); however, the Germans were deprived of the initiative to launch an offensive operation against the Allied bridgehead. Instead, valuable Panzer divisions were pinned to a defensive role where their manpower and tanks were slowly worn down.

3. GAME PLAY

Close Combat: Gateway to Caen is a real-time strategy game that puts the emphasis on REAL. During a battle you command up to 21 units ranging from teams of infantry to armored tanks. The soldiers under your command act like real soldiers. If you order them to exert themselves they get tired, if the

enemy shoots at them they keep their heads down, and when in danger they get scared. If a soldier becomes too stressed he may disobey orders, desert, or even surrender.

Your units have the same strengths and weaknesses they did in real life, so in planning your strategy you need to think about what would work in the real world. Historically, tanks had a hard time detecting enemy infantry, and enemy infantry could easily sneak up on a tank and use explosives to disable or destroy it. Real world tanks used infantry to scout ahead of them; you are well advised to do the same.

Your goal during each battle is to do more than just kill the enemy. Each map has a certain number of important strategic spots called "Victory Locations". Success or failure is primarily determined by who holds these locations when a battle ends.

During Campaigns and Operations you have both strategic command of the operation and tactical control of every engagement. At the strategic level, you direct your Battle Groups along the network of roads that connects the towns and villages of the French countryside. You must deal with issues of supply, allocate limited fire support, rest and refit weary units, and control your overall battle strategy.

4. WHAT'S NEW

For those familiar with the Close Combat series of games, you will notice some new changes to the look and feel of this release!

- » Completely revised 32-bit graphics that elevate battle effects, units, and maps to a new, detailed level in the Close Combat Series.
- » Thirty new battlefield maps accurately reflect the Odon Valley west of Caen, France.
- » New vehicles and guns including Churchill, Cromwell, M-10 Achilles, and Firefly tanks; 17-pdr AT guns, Loyd Carriers, and more.
- » Revised terrain files that represent the specific conditions of the Odon battlefield: tall cornfields and hindered, muddy movement during rainy weather.

- » New features including Rolling barrages and dug-in/camouflaged tanks and anti-tank guns.
- » Historic regimental names and battalion organization.
- » Enhanced Scenario Editor - Create your own “what if” Scenarios.
- » Improved graphics and effects, and new soldier voices and battle sounds.
- » At the tactical level, you can transport infantry or mount guns on vehicles.
- » Tactical use of mortars has been changed to make their response time and targeting more realistic.

5. QUICK START

To start Close Combat: Gateway to Caen, double-click on the game's desktop icon, or select it from the Windows Start menu.

5.1 MAIN SCREEN



When the game starts you are on the Main Screen. From here you select how you play the game. For a quick start, click “Play Game” and proceed to the Command Screen. If this is your first time playing, you may wish to play the Boot Camp tutorial scenarios, also available on the Command Screen. For more details on the rest of the Main Screen, see section 6.

5.2 COMMAND SCREEN



The Command Screen allows you to select the scenario you wish to play, and change game settings for that scenario before you begin.

For a tutorial scenario select “Boot Camp” from the left-hand choices and select the tutorial you’d like to play. Clicking “Next” will begin the tutorial immediately. See section 8. “Boot Camp” for further details.

If you prefer to jump right into the action, choose “Battle” and select a battle from the scenario list. Clicking “Next” will then take you to the Battle Group screen to select your forces for the upcoming battle. For more details on the Command Screen, see section 7.

5.3 BATTLE GROUP SCREEN



The Battle Group screen allows you to review and select the units you'll be fighting with in the upcoming battle. You can look at a unit's experience, morale, weapons, and equipment by clicking on the unit icon. See section 9 for details on the Battle Group screen. For details on the individual unit types, see section 21.

Click the Next button in the lower right hand corner to proceed to the Battle screen once you're ready to fight.

5.4 BATTLE SCREEN

When you first arrive at the Battle screen the action is suspended, and you have time to examine the battle field and deploy your troops before combat begins. The darker portions of the map represents ground the enemy controls, and where his forces will start. Lightly shaded ground is no man's land between you and the enemy.



Place your troops to your best advantage; left click on a unit and drag it to move it. You may also give orders to units during this stage. Right click on a unit to give it an order. If you hover for a moment before placing a unit, the game will show you 'ghosted' images of where the soldiers or vehicle will go if you drop the unit at that location.

You can also check what a unit can see using the FIRE order. Right click the unit and select "FIRE" from the orders menu. Move the mouse cursor to determine if a unit can clearly see the area(s) you want. A bright green line represents a clear line of sight. A shadowed green line indicates that sight is blocked, but the unit can still fire at the area blindly. Blind area fire will rarely be effective, except in the case of machine guns, but can keep men from moving through the area. A red line indicates the unit cannot fire at that area. You can right-click to cancel the Fire order and dismiss it. You can also cancel any Fire order you may accidentally set by giving a DEFEND or AMBUSH order.

Infantry should usually start in good cover. Buildings, hedgerows, woods, ditches or foxholes are all good cover.

Command teams improve the performance of other teams within their circle of influence. Do not underestimate the influence of commanders. They will positively affect the morale and success of your units in battle. To see the area over which a command team has influence, press the **Space** bar. The green circle displayed represents the extent of the team's command and control.

When you are satisfied with your troop placement, press the **Begin** button on the bottom right portion of the screen. The shooting could start immediately, so be prepared!

You can pause the action by pressing the **F3** key. Hit **F3** again or click anywhere on the game screen to resume the game.

Keep in mind while playing that Function keys **F5 – F8** control your optional monitor displays and that you can issue orders to a unit by right-clicking on it. When air strikes, mortar and artillery are available they can each be used only once per Battle.

6. MAIN SCREEN



6.1 PLAY GAME

This selection takes you to the Command screen. From the Command screen you may load a saved game, select any of the Battles, Operations, or Campaigns, or play tutorial scenarios.

6.2 MULTIPLAYER

The Multiplayer selection will connect you to the integrated multi-player lobby and match-making forums for Close Combat: Gateway to Caen. Here you can connect and play head to head against another player. See section 20 for information on the Multi-player lobby system.

6.3 EDITOR

Close Combat: Gateway to Caen comes with a host of pre-made battles, operations, and campaigns, but you can also create your own using the Scenario Editor. See section 19 for information on the Scenario editor.

6.4 OPTIONS

The Options dialog allows you to configure many aspects of the game. Options are divided into three separate pages: Game Play, General, and About. See section 22 for further details.

6.5 EXIT

Choosing Exit will close the game and return you to the Windows desktop.

7. COMMAND SCREEN

The Command Screen is where you choose the scenario you wish to play and change game settings before you begin. You select the type of scenario you wish to play using the buttons on the left, and then select a specific scenario from the scenario list.

Details about the selected scenario will be displayed on the right. You can review the scenario briefing, change which side you will play, or adjust detailed game settings using the Mission Settings buttons.

7.1 BATTLES, OPERATIONS AND CAMPAIGNS

Battles, Operations, and Campaigns are pre-made scenarios provided with Close Combat: Gateway to Caen.

A Battle is a single engagement between German and Allied forces. Selecting a Battle scenario will take you directly to the Battle Group Screen to select your units.



An Operation involves the game's strategic layer, pitting two or more Battle Groups in combat over a number of strategic turns. Operations will usually result in multiple battles over a selection of linked maps.

A Campaign is similar to an Operation but with a broader scope. A Campaign will involve dozens of Battle Groups fighting across most (or all) of the strategic map. Campaigns typically represent several game days and take many battles to resolve.

When you start a new Operation or Campaign you will be prompted for a file name for your new game. This name will be used to create a Saved Game file and save your progress at the end of each battle or strategic turn. You can quit an Operation or Campaign and resume it later by selecting the Saved Games button.

Note: Certain battles, operations, and campaigns are designed for single player or both single player and head-to-head (against a human opponent). Pay attention to the scenario title and description for more information about the scenario you are interested in. Scenarios that say "SP" mean they are designed for single players, while scenarios that say "H2H" are balanced primarily for two human opponents.

7.2 USER SCENARIOS

User Scenarios are any scenarios you have created with the Scenario Editor. These can be Battles, Operations, or Campaigns. User Scenarios may be deleted by selecting the scenario from the scenario list and clicking the delete button below the list.

7.3 SAVED GAMES

The Saved Games section will show any Operations or Campaigns you have begun but not yet finished. To continue a Saved Game, simply select it from the scenario list and click the Next button. You can also delete or rename a saved game file by selecting it from the scenario list and clicking the Save As or Delete buttons below the list. You can view side selection and mission settings for a saved game, but these cannot be changed.

NOTE: You can also manage your User Scenario and Saved Game files directly from the Windows Explorer if you wish. These files are stored in your Windows “My Documents” folder under “Close Combat: Gateway to Caen.”

7.4 BOOT CAMP TUTORIALS

The Boot Camp button allows you to play through the game tutorials. See section 8 for full details.

7.5 MISSION SETTINGS

The Mission Settings buttons allows you to change detailed parameters about how you wish to play.



Difficulty Level for each side can be set to: Recruit, Green, Line, Veteran, or Elite. Recruit level is the easiest difficulty setting, and provides maximum forces with higher morale. At higher difficulty levels you will start with weakened forces. The Difficulty level also controls how quickly Battle Groups replace their losses over time, and how much air, mortar, and artillery support

is available. The Line difficulty level represents historical conditions.

Note: At higher difficulty settings the game will assess losses to all your units before play begins. This will often mean fewer units in each Battle Group and fewer soldiers per infantry team.

7.5.1 REALISM SETTINGS

Below the Difficulty Level indicators are the **Realism Settings**. You can change the indicators by clicking in the adjacent check-boxes.

Always See Enemy: A side with this option set knows where the enemy is at all times. This can be a useful option for new players as they learn the game. This can also be checked “on” for the enemy Artificial Intelligence (AI) for a more challenging single-player (SP) experience; however, it will be almost impossible to ambush the enemy.

Never Act On Own Initiative: Your soldiers never do anything unless they are ordered to. If this option is not set, a unit may decide to advance or retreat on its own if it is left idle for a long time. This can also be checked “on” for the enemy AI for a more challenging SP experience.

Always See Full Enemy Info: The player always has access to full and accurate tool-bar information of enemy units with this selected. This does not extend to Soldier Monitor information. This can also be checked “on” for the enemy AI for a more challenging SP experience.

Always Obey Orders: This option disables most of the soldier psychological model in the game, causing soldiers to ignore enemy fire or new threats as they carry out their orders. They also will not act on their own initiative.

7.5.2 BATTLE END CONDITIONS

There are a number of game options for controlling how and when a battle will end.

» **When Force Morale Gets Too Low**

Force Morale is an average morale state of your Battle Group during the battle. Your Force Morale will go up or down depending on how your soldiers perceive the battle to be going. With this option enabled, a battle will automatically end if one side's force morale is reduced below 30%, or if both sides force morale have dropped below 50%. Recommended setting: On.

» **When Time Expires**

Battles will end automatically when the select time has elapsed. Turning this option off means a battle can go on for an unlimited amount of time. A shorter time setting will cause the AI to be more aggressive. Recommended setting: 15 Minutes.

» **After Taking All Victory Locations**

Battles end as soon as one side has captured all the Victory Locations on the map.

» **Two-Minute Warning**

Modifies the battle ending condition above so that the game gives a “two minute warning” if one side controls all Victory Locations. The game will end after two more minutes of play.

8. BOOT CAMP

The Boot Camp scenarios are interactive tutorials designed to teach the basic commands and tactics for Close Combat. There are five Boot Camp scenarios, and it is recommended that new players complete them in order from top to bottom. During Boot Camp you can repeat the previous instruction by pressing **Ctrl+H**. You may exit boot camp at any time by pressing the **ESC** key.

8.1 QUICK TOUR

This tutorial explains how to select teams, give orders, and basic targeting.

8.2 MONITORS/TOOLBARS

This tutorial shows how to call in air, mortar, and artillery support, as well as where to look to see detailed team and soldier information.

8.3 VIEWING THE TERRAIN

This tutorial explains moving your point of view on the map and the effects of terrain.

8.4 INFANTRY TACTICS

This tutorial demonstrates basic infantry tactics using fire, movement, and smoke. Mortar targeting is also covered.

8.5 ARMOR TACTICS

This tutorial discusses how to move vehicles, using vehicle smoke, and coordinating vehicles and infantry. This tutorial also provides a brief overview for mounting infantry and anti-tank guns in halftracks and trucks.

9. BATTLE GROUP SCREEN

Once you are ready to fight a battle, you move to the Battle Group Screen to review and select your forces for the upcoming battle. This screen provides the Battle Group's active roster, which is all of the units that will be present on the tactical battle field, and the Force Pool, which is the pool of all available units in that Battle Group.



Battle Groups are composed of various individual units which include infantry, tanks and other vehicles, and generally represent a force roughly the size of the lead element in a battalion.

9.1 CHOOSING UNITS

The main area of the Battle Group screen is called the Active Roster, and is filled with teams or squads (referred to as units) made up of infantry, vehicles, or crew served weapons available to the Battle Group.

A Battle Group's units are organized into three platoons: 1st Platoon (top), 2nd Platoon (middle) and a Support Platoon (bottom).

The size and strength of a Battle Group determines how many units, and what type of units, you can choose for each platoon. All Battle Groups can field a full 1st Platoon, regardless of size. The number of units available for 2nd platoon and the Support platoon are as follows:

- Company-sized: No available units in 2nd Platoon and 2 support units
- Battalion-sized: One squad (2 units) of 2nd Platoon and 3 support units.
- 2 Battalions: HQ and 2 squads (5 units) of 2nd Platoon, 4 support units.
- 3+ Battalions: Full 2nd Platoon (7 units) and 7 support units.

To choose units for each platoon, click the button on the left showing the platoon name. The Force Pool list will show all your possible choices for that platoon. You can scroll the list using the mouse wheel, or by clicking the arrows at the top and bottom of the list. Double-click any unit in the list to select it into the current platoon.

The 1st and 2nd platoons are always chosen as a whole platoon. If you select an entire infantry platoon, for example, all the available slots are automatically populated with the units from that platoon. In the case of 2nd Platoon, which may have a reduced number of slots available, the strongest units in the platoon will automatically be selected.

Your choice for 1st Platoon also determines your Active Company for the battle. The choice of Active Company may affect what support units you have available. If you select a tank platoon as your 1st platoon, for example, your

Active Company is the tank company which that tank platoon is a part of. As a tank company typically has no support units available, you will have more tanks on the field, but fewer choices in terms of support weapons to fill out your Support Platoon. If you select a rifle platoon for your 1st Platoon, that platoon's parent rifle company becomes your Active Company, and you will have access to whatever support units (typically heavy machineguns and/or light mortars) belong to that rifle company.

For the Support Platoon, you select units individually, rather than by whole platoons. You might choose one tank, one mortar team, and one machine gun team, for example. In addition to support units that are part of the Active Company, you may also have support units that are available to across the Battle Group as a whole, regardless of your choice of Active Company.

You can examine individual units by left-clicking on the unit icon. This will display the unit's name, experience Level, morale, and armament in the bottom panel.

9.2 THE FORCE POOL



The Force Pool of a Battle Group is the pool of units that you have not currently selected as part of your Active Roster. Any unit returned to the Force Pool will be available for you to select again, later. Unlike previous version of Close Combat, full history and statistics are kept for units that are returned to the Force Pool.

9.3 RENAME BUTTON

The **Rename** button allows you to rename the currently selected unit.

9.4 REMOVE / SELECT BUTTON

The **Remove** button allows you to remove the currently selected unit from the Active Roster and return it to the Force Pool. Remove is only available when you are working with units in the Support platoon. You can also double-click a unit to remove it.

When a unit or platoon is selected in the Force Pool list, the **Remove** button will instead say **Select**. You can use the **Select** button to move that unit or platoon into

your Active Roster. If you are working with 1st or 2nd Platoon, **Select** will swap in the platoon from the Force Pool list. If you are working with the Support Platoon, **Select** will move the selected unit from the Force Pool to the first open slot in the Active Roster. You can also double-click an entry in the Force Pool list to select it.

9.6 REVERT BUTTON

The **Revert** button resets the Battle Group Active Roster and Force Pool back to the same state it was when you first entered the Battle Group screen.

9.7 OPPONENT BUTTON

In single-player games, the button marked **Opponent** allows you to view and edit the opposing side's Battle Group. This button is not available during a two player game.

9.8 MAP

The **Map** button lets you preview the map with your deployment area highlighted. The enemy deployment area is shown in a darker shade.

9.9 SOLDIER

The **Soldier** button will take you to the Soldier Screen, where you can view the details of every soldier in your active roster. See section 10 for further details on the Soldier Screen.

10. SOLDIER SCREEN

The Soldier Screen shows the Health, Morale, Leadership, Intelligence, Strength, and Experience for each soldier in your Active Roster, as well as accumulated achievements such as kills, medals, acts of bravery, or acts of cowardice.

If you are viewing the Soldier Screen from a post-battle Debrief, the soldier information will indicate both the soldier's current state after the battle, as well as any changes to the soldier's ratings due to the battle. A soldier's condition may decline if he was wounded, for example, or his morale may decrease if he fled the field. Experience gradually increases every time a soldier survives a battle.



10.1 SOLDIER RATINGS

Health indicates if the soldier has been wounded or not. If you are viewing a post-battle Debrief, this field also indicates if the soldier has been killed or captured.

Morale indicates the willingness of a soldier to fight on. Soldiers with high morale can handle more stress, and are more willing to face danger, than men with poor morale.

Leadership represents the ability of a soldier to improve the morale of the men around him and to keep his team together. However, when a unit leader with a high leadership level dies, it can have a devastating effect on unit morale.

Intelligence reflects how likely the soldier is to go berserk or panic when under stress. Intelligent men are less likely to make such fatal errors.

Strength affects how much weight a soldier can carry, how quickly the soldier becomes fatigued when moving, and how severe his wounds are if he is hit.

Experience is vital for a soldier and affects a wide range of his abilities, including how accurate he is with a weapon, how well he can use terrain for cover and concealment, and how well he conserves ammo. More experienced soldiers do just about everything better than green troops.

Each soldier also has his kills and achievements listed as a cumulative total in Operations and Campaigns.

The button marked **Previous** takes you back to the screen you came from.

11. BATTLEFIELD SCREEN AND CONTROLS

Battles in Close Combat: Gateway to Caen are fought from a top-down perspective, looking down on the battle field from above.

You can scroll your point of view across the battle field using the arrow keys, WASD keys, by moving the mouse to the edge of the screen in the desired direction and hovering briefly, or by 'grab and drag'. To grab the map, click and hold the left mouse button until the 'grab' cursor appears. Hold down the mouse and move it to drag the map.

You control the action by issuing orders to each of your teams. To select a team you can left-click any soldier or vehicle in the team, or click on the Team Icon that is displayed near each team. Team icons also display information about each team, and can be turned off if desired. See section 22 Game Options for further details.

11.1 BASIC UNIT ORDERS



Right-clicking on any unit brings up a popup menu listing all the possible orders for that unit. These primary orders are: **Move**, **Move Fast**, **Sneak**, **Fire**, **Smoke**, **Defend**, and **Ambush**. The final order, **Dismount**, is available only for vehicles that currently have passengers aboard. Order options that a unit cannot perform are darkened, and cannot be selected. For example, a tank that has been immobilized cannot Move, Move Fast or Sneak.

An order is selected by left-clicking the order on the order menu. If you change your mind and do not wish to issue an order, right or left-clicking on the map dismisses the popup menu. Orders may also be given by hot key commands once a unit is selected.

11.1.1 HOT KEY ORDERS

All orders can also be given by hot key commands. To give an order by hot key, select the unit, then press the appropriate key.

Z	Move
X	Move Fast
C	Sneak
V	Fire
B	Smoke
N	Defend
M	Ambush
,	Dismount (the comma key)

11.2 MOVEMENT ORDERS

There are three possible movement commands: Sneak, Move, and Move Fast. Once a movement order is selected, place the cursor where you want the selected unit to go and left click to set the destination.

If you wish to cancel the movement order during this phase hit **Backspace** on your keyboard **or Right Click your mouse**.

A colored dot appears on the map marking the unit's destination. The color of the dot corresponds with the type of movement order given.

MOVE	Blue
MOVE FAST	Purple
SNEAK	Yellow

Once created, the destination dot can be dragged to another location by left-clicking and holding the left mouse button on it. When a moving team reaches its destination, the destination dot disappears and a voice cue and text message announce the completed movement. After carrying out a MOVE or MOVE FAST order, the team assumes Defend status in the direction of its movement. When



a team completes a SNEAK order it assumes Ambush status in the direction of its movement.

When you are issuing any type of movement order to an infantry team, you can hold your cursor over the intended destination to see where the soldiers plan to go at the end of the move. Note that this is their intended destination, and may well change slightly as they adjust to

changing situations (such as being fired upon) enroute.

Move – When issuing a MOVE order a blue line stretches from the selected team to the mouse's current position. The white numbers at the end of the Move line measure the distance in meters from the team to that point on the map. Move the mouse and left click to place a blue Move dot on the map and set the team's destination.

When the Move dot is placed the team will advance toward that point in a cautious manner. The team's rate of movement is affected by the terrain it crosses en route. Moving teams may initiate combat and assault if the opportunity presents. Moving teams are much more vulnerable to enemy fire than stationary teams or sneaking teams. However, MOVE can be a good choice for covering long distances, as it is the least tiring for foot troops.

A team carrying out a MOVE order is likely to stop and seek cover if it comes under enemy fire.

Move Fast – When issuing a MOVE FAST order a purple line stretches from the selected team to the mouse cursor. As with MOVE, the white numbers at the end of the purple line measure the distance in meters from the team to that point on the map. Move the mouse and left click to place a purple Move Fast dot on the map.

When the Move Fast dot is placed the team will move toward that point as rapidly as possible. The team's rate of movement is affected by the terrain it crosses en route. Fast Moving teams may initiate combat and assault if the opportunity presents. Teams moving fast are more vulnerable to enemy fire than stationary teams, but they also get to their destination quicker than teams using MOVE, which can limit the amount of time they are exposed. For foot troops, MOVE FAST will tire them quickly.

A team carrying out a MOVE FAST order will likely continue to its destination (if it is relatively close) even if it comes under enemy fire. A short MOVE FAST order is the most reliable way to get teams to move under fire.

Sneak – The SNEAK order displays a yellow line from the selected team to the mouse cursor, but is otherwise the same as issuing a MOVE or MOVE FAST order.

When the SNEAK dot is placed the team will advance toward that point as cautiously as possible. The team's rate of movement, literally a crawl, is affected by the terrain it crosses en route. Sneaking infantry teams do not initiate combat while sneaking. Being prone makes sneaking soldiers only slightly more vulnerable to enemy fire than if they were stationary. However SNEAK is much slower and more tiring than a MOVE order.

A team carrying out a SNEAK order is likely to stop and seek cover if it comes under enemy fire.

11.2.1 MOUNTING TEAMS ON VEHICLES

Some vehicles, such as halftracks, jeeps, and trucks, are capable of carrying passengers or towing guns. You can order an infantry team or gun to mount a vehicle by giving the team a movement order that ends directly on top of the vehicle. If the team can mount the vehicle the game will indicate this by displaying **[MOUNT]** next to the cursor as you hover over the vehicle. If the **[MOUNT]** indicator does not appear, the team cannot mount the vehicle—either the vehicle cannot take passengers, or it does not have enough space to take that particular team. See section 21 for details on the passenger capacity of each transport vehicle.

While a team is mounted on a vehicle it is simply along for the ride. Soldiers that are passengers are inactive while they're aboard the vehicle, and towed guns are not manned and cannot fire.

You can dismount passengers from a vehicle using the **DISMOUNT** order. This order is only available to vehicles that have passengers, and will cause the vehicle to halt immediately and all passengers will dismount behind the vehicle. Passengers will usually dismount automatically if the vehicle takes damage. Passengers will always dismount automatically if the vehicle becomes

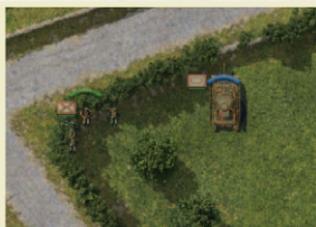
immobilized, abandoned, or destroyed. Passengers inside a vehicle can be wounded or killed, just like the vehicle crew.

11.3 VEHICLE MOVEMENT ORDERS

Vehicles are not stealthy (particularly tanks). However, a sneaking tank is at maximum watchfulness and at its slowest speed. Vehicles, unlike infantry teams, will initiate combat while carrying out a SNEAK order. A tank using a MOVE order is significantly faster and slightly less observant. A tank that is carrying out a SNEAK or MOVE order will attempt to maintain its original facing (and the direction of its thicker front armor) as much as possible. For example, a tank that is facing the enemy could be ordered to back up using a SNEAK or MOVE command with a destination behind the vehicle.

Tanks ordered to MOVE FAST turn to face their destination and then move there at maximum possible speed. Tanks can fire while following any movement order, although their rate of fire and accuracy decreases as their speed increases.

11.4 INDIRECT PATHS/WAYPOINTS



Rather than simply setting a destination, it is possible to order infantry and vehicles to follow a specific route using waypoints. To set waypoints, right-click on a unit as normal and choose the desired movement order, then press and hold the Shift key and click the map to plot the path for the unit to follow. A waypoint, or intermediate

destination dot, is created every time you click, as long as you have the Shift key held down. Each waypoint is numbered in the order they were placed. When you have completed your path, release the shift key and the unit proceeds as ordered. You can place a total of 20 waypoints. Waypoints can also be dragged to alter a unit's path as it moves.

11.5 FIRE

While your soldiers are capable at firing on their own initiative, it is often useful to direct their fire at a specific target. The FIRE order brings up a targeting circle. The targeting circle is connected to the firing unit by a colored targeting line.

When the circle is not sitting above an enemy unit, it appears as a thin white circle. When placed on an enemy unit the circle either turns green, yellow, red, or black. This color corresponds with the chance that a shot will hit and kill the enemy unit.



Green	High Effectiveness
Yellow	Fair Effectiveness
Red	Low Effectiveness
Black	Very Low or No Effectiveness

When deciding whether or not to order a unit to Fire, it is important to consider the situation. If a unit is laying down suppression fire, the fire doesn't have to actually kill the enemy to have the desired effect. On the other hand, a Bazooka team waiting in ambush while an armored column approaches had better wait for a killing shot.

11.6 LINE OF SIGHT AND RANGE

The color of the targeting line (connecting the targeting circle to the firing unit) also indicates whether the firing unit can see the target. This is often referred to as "line of sight" or LOS.

For direct fire weapons, the line is light green for clear line of sight, dark green where the line of sight is obscured by foliage, smoke, or darkness (but the team can still fire towards the target with greatly reduced accuracy), and red for a line of sight that is completely blocked. Infantry line of sight is determined for each soldier individually, so enemies visible to one soldier might not be seen by another.

For indirect firing weapons, the connecting line is orange for targets in line of sight and brown for targets beyond line of sight. Teams that fire indirect weapons, such as mortar squads, do not need line of sight to fire at their targets, since their weapons fire in a high arc that passes over obstacles in the way. However, having line of sight increases the speed and accuracy of indirect fire. Indirect fire by Mortar teams uses a special targeting procedure, which is covered fully in section 11.11 below.

The number by the targeting circle represents the distance from the firing unit. This distance is particularly important for infantry whose anti-tank weapons

and flamethrowers have short effective ranges. The distance number by the targeting circle also indicates range effects.

- Green** Within effective range.
- Yellow** The weapon has reduced effectiveness at this range.
- Red** The weapon has only marginally effective at this range.
- Black** The distance is too close or too far away for the weapon to fire at all.

If a line of sight is obstructed, a white number appears along the targeting line indicating the range to the obstruction. If a line of sight is partly obstructed by foliage, and then completely blocked further along, both ranges are indicated.

An obscured line of sight prevents the attacker from directly targeting enemies, but the firing unit can fire into the target area in the hopes of suppressing the enemy or getting a lucky hit. This can be an effective technique for weapons with a high rate of fire, such as machine guns.

11.7 SMOKE

There are times in battle when the ability to conceal yourself from the enemy, even partially, can be the difference between survival and death. Vehicles and infantry on both sides are often equipped with smoke grenades or smoke dischargers. Units behind smoke are harder to see, and harder to hit even if spotted.

Note: It is not impossible to target teams behind smoke. However, the chance of hitting the target is greatly reduced (as in the dark green line of sight condition mentioned in Section 11.6).

The Smoke command brings up a targeting circle for firing smoke shells or smoke grenades. Infantry smoke grenades can be thrown a maximum of 30m. Mortar teams can lay down smoke virtually anywhere on the map.

Some vehicles and artillery also have the ability to fire smoke rounds, which can reach out to the weapon's maximum range. If a unit has smoke rounds, the Smoke command is available on the unit menu. Some vehicles have smoke dischargers and/or smoke mortars. These work in the same way as smoke rounds, but have a very limited range.

Units, both tanks and infantry, may decide to use smoke on their own if they come under sudden or heavy enemy fire.

11.8 DEFEND

Units that have been ordered to DEFEND stop, seek the best cover available, and engage enemy targets. When ordered to DEFEND a blue arc appears above the unit; this indicates the direction of facing. To change the direction of defensive facing, left click the arc; a blue circle appears around the unit. Drag the arc around the circle to the direction you wish the unit to face, and left click again. Anti-tank guns and tanks rotate to face that direction and infantry seeks cover defending from that direction. Defending units will engage enemies not in the blue arc, but only if those enemies are close. Units that are defending will fire on targets of opportunity that they have a reasonable chance of killing,

roughly equivalent to a yellow or green targeting circle on a FIRE order.



DEFEND is the default setting for tanks. When not under specific orders, tanks DEFEND the area in front of them.

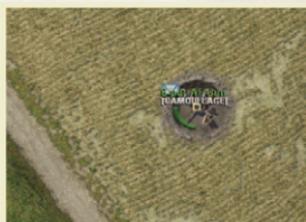
11.9 AMBUSH

Ordering a unit to AMBUSH is similar to the DEFEND order. The unit will stop in place and seek cover, but ambushing infantry will only attack when an enemy comes within very close range. When a unit is ordered to AMBUSH a green arc appears above the unit. This works in the same way as the blue arc in the Defend order. To change the direction that the unit is ordered to ambush, left click on the green arc, move the arc to the desired facing, and left click again to release.

Infantry and guns on AMBUSH are more difficult to spot, making it a good choice for anti-tank weapons. Keeping bazooka and anti-tank guns hidden until the right moment can be critical to success.

11.9.1 CAMOUFLAGE

A Battle Group that spends an entire turn in control of a map, and which does not attempt to move, will have the ability to “dig in” and create a fortified



position (see 14.2 Gullies, Foxholes, and Gun Pits). Tanks and guns have the added advantage of being in Camouflage. White text will appear over the unit indicating that the unit is camouflaged. These units must be set to AMBUSH to enjoy this advantage. Tanks and guns in Camouflage are assumed to have had time to extensively prepare and

disguise their positions with brush, and other natural materials. This gives them the ability to remain hidden much longer than normal. Once a tank or anti-tank moves or fires, their camouflage advantage is gone. The Camouflage option does not guarantee a tank or anti-tank gun will remain hidden, so if you set up a unit on a road, out in the open, or close to enemy infantry it may still be quickly spotted. If properly placed, Camouflaged units may be able to achieve the first shot or more before your opponent has located your position.

Note: In order for a Battle Group to “dig in” it also has to have been the frontline Battle Group for one turn. So if you have a reserve Battle Group that has never been the frontline Battle Group before it will not “dig-in” or be Camouflaged until it becomes the front line Battle Group for one turn or more. (for more see section 18.9.2 Move Order)

11.10 GROUP ORDERS



Orders may also be issued to a group of units at the same time. To select a group of units, left click on the screen and quickly drag the cursor. This creates a darkened selection box on the map. Release the mouse button when all the units you wish

to select are inside the selection box. You can also form a group selection by holding down the shift key and left-clicking on each unit, one at a time.

When you have a group of units selected, any order you issue is given to all the units in the group. If ordered to move, each unit will attempt to maintain their

current relative positions when they reach their destinations. Remember that if you give a Fire order, line of sight is individually determined for each unit, and for each soldier in each unit, so not all units in the group may be able to see or fire at the target.

Once you have created a group, you can save the group selection by pressing **CTRL (1-9)**. You can then re-select the group by pressing the corresponding number **(1-9)**, without the **CTRL** key. Pressing the number key for a group a second time will center your point of view on the group.

To cancel a group selection simply left click anywhere on the map (but not on a unit.)

11.11 MORTAR TARGETING

Mortars are dedicated indirect fire weapons that are designed to lob shells in a high arc down onto a target. Mortars are valuable and effective weapons, so they are typically far back from the front line, and thus the crew cannot see their targets themselves. The communications required for other teams to request and coordinate support from a mortar is abstracted and simulated with a simple time delay in Close Combat: Gateway to Caen.



When you first give a mortar team a FIRE or SMOKE order, it will begin 'aiming' at the new target. This initial aiming will typically take 20-30 seconds, after which the mortar team will fire one spotting round to

see if the aim is correct. After the fall of the first spotting round is observed, the mortar team will aim for a shorter time and then fire a second spotting round. After this the mortar will aim briefly and then 'fire for effect' by firing approximately 4 more rounds in quick succession at the target. If a mortar can see its own target the aiming delays are significantly shorter.

Once a mortar team has started to 'fire for effect' at a target, they will record that target for future reference. A mortar team will keep a record of its last three targets, and it can fire at any of those targets without firing any spotting rounds at all – it simply goes straight to 'fire for effect'. The location of a mortar team's recorded targets will be displayed on the Mini-Map and the main map whenever you have the mortar team selected.



A mortar team will automatically cease fire and report 'mission complete' after it has fired approximately 6 rounds at the current target. Since that target has also been recorded by the team, you can always repeat the fire order if you want them to continue firing at it.

12. FIRE SUPPORT, WEATHER, AND ADDITIONAL CONTROLS

In addition to ordering your units around the battle field, there are a number of other user-interface elements on the battle screen that can be critical to your success or failure in Close Combat.

12.1 ARTILLERY, MORTAR, AND AIR SUPPORT

Artillery, Mortar, and Air support can be selected from the icons beside the tool bar on the lower right portion of the screen. These buttons will only be enabled (highlighted) if you have fire support assigned for this battle and a certain amount of time has passed in the battle (typically a few minutes). When any type of support becomes available the player will be notified by a voice cue and/or text message. If a fire support icon is active you can order its use by clicking the icon. A new targeting cursor appears; left click on the map where you want the air strike or mortar/artillery barrage to occur. It is important to remember that fire support can only be used once in a battle. Once used it will not be available again during that battle.

Air strikes are only available during clear weather and daylight. Air Strikes are carried out by a single plane making one pass over the target area. The type of plane is randomly determined from a list of available aircraft to each side.

Note: During the battle and when the air support becomes available, the type of air support is stated on a text line in the Combat Messages.

The plane comes from a randomly determined direction and strafes and/or drops bombs in the target area. Air Strikes are not available at the start of the battle, but become available 5—12 minutes into the battle for the Allies and 8—12 minutes for the Germans.

German Aircraft

Me-109	Machine guns and 20mm cannons
FW-190	Machine guns, 20mm cannons, and one SC250 bomb

Allied Aircraft

RAF Typhoon	20mm cannons and eight RP-30 60lb rockets
RAF Spitfire	Machine guns, 20mm cannons, and one 500 lb. bomb

Artillery and Mortar barrages are targeted in the same way Air Strikes are. Mortar barrages consist of four medium mortars, all firing at once. Mortars barrages fire a total of between 40 and 60 rounds. Like a Battle Groups' on-map mortar fire, mortar barrage fire is not always accurate, so be careful not to call in mortar fire that would not endanger your own troops. If available during a battle, the mortar barrage icon is enabled after 0 - 2 minutes for both sides.

Artillery fire support is called in the same way as mortar barrages, and consist of four 25-pounder (Allies) or 105mm howitzer (Axis) all firing at once, indirectly, from an off-map firing position. The battery fires between 10 and 20 rounds total. Like a Mortar Barrage, an Artillery Barrage is not always accurate, and it is even more destructive. Be careful not to hit your own troops with artillery.

12.1.1 PRE-BARRAGE

If a Battle Group is attacking onto a battlefield and artillery is available, a pre-barrage button will be visible. Click on the button and use the icon to place your barrage location. You can use the Mini-Map to see the area that will be targeted (highlighted in red). The barrage will begin shortly after the battle begins. For the Allied player, the Pre-Barrage is executed as a "rolling barrage" across the battlefield. This is a large artillery barrage that is impressive to watch, but is applied broadly across the battlefield.

Note that you do not have to use the pre-barrage option. If you wait the barrage will be available immediately after the battle begins.



12.2 RAIN, NIGHT, AND ILLUMINATION

Operation Epsom began with two days of rain. Muddy conditions made tank and vehicle travel slow. The Close Combat series has long simulated mud and muddy roads, but now other terrain will turn to mud when storm conditions are present. Muddy conditions on dirt roads and in open fields will significantly slow tanks, halftracks, armored cars, and trucks. Infantry will move slower as well. If you need to move fast to achieve your objectives on the battlefield, plan on sticking to paved roads. During dry weather, movement will return to normal.

Not all battles in Close Combat: Gateway to Caen will occur during daylight. All battles fought during a strategic night turn are automatically night battles.

The battlefield appears darker during night battles, and your troops will only be able to spot the enemy at a relatively close range. The flash from explosions will momentarily light up small areas. A fire, from burning terrain or vehicles, will also illuminate the area around it.

During night battles, Illumination support is automatically available to both sides, appearing within 30 to 90 seconds after the start of the battle. Illumination will light up a large area on the battlefield for approximately 30 seconds. Once used, additional Illumination support will be available every 8-12 minutes later.



As in placing artillery or air support on the battlefield, click on the flare icon and place it on the chosen spot on the map.

Enemy units within an illuminated area can be spotted at normal (daylight) spotting distances by other units. Units inside an illuminated area have a difficult time seeing out into the darkness, and cannot spot enemy units unless they are also inside, or very close, to a lit area.

12.3 THE TEAM MONITOR

The Team Monitor shows a list of all the teams under your command for the current battle. Display of the Team Monitor defaults to 'on', but can be toggled with the F5 key or the Game Options dialog. You may select a team by clicking on the team's entry in the Team Monitor, and center the view on that team by clicking it again. You can also right-click and drag the Team Monitor to another location on the screen.



The colored panel behind each team's name indicates the general state of the team. Green teams are in peak condition, Yellow and Red teams are suffering declining effectiveness, and Black teams are destroyed or otherwise totally ineffective.

The color of the text for each team's current action indicates the source of that action. Green text indicates the team is carrying out an order you issued. Red text indicates the team is acting on its own, possibly contrary to your orders, due to the situation. For example, a team ordered to SNEAK might be taking cover instead, due to being fired on by the enemy. White text indicates the team that has no order and is performing a default action.

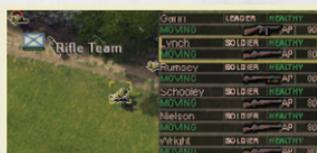
12.4 THE MINI-MAP



The Mini-Map provides an overall view of the battlefield. Left-clicking on a portion of the Mini-Map will center your view of the main map on that location. The highlighted rectangle on the Mini-Map represents the current view. All of a player's viable teams, as well as visible enemy teams, are shown on the Mini-Map.

Friendly teams are shown as a blue dot, and enemy teams are red. Enemy teams that recently spotted but no longer visible will be shown at their last known location, but slowly fade out over time. The Mini-Map can be toggled with the **F6** key or the Game Options dialog, and repositioned on the screen by right-clicking and dragging it.

12.5 THE SOLDIER MONITOR



The Soldier Monitor gives detailed information on the individual soldiers in the currently selected team, including current weapon, ammunition, morale, and physical state. If a soldier has low morale or comes under fire, his current action can be very

different from what you ordered him to do. The Soldier Monitor can be toggled on and off with the **F7** key or the Game Options dialog. The Soldier Monitor may also be repositioned on the screen by right-clicking and dragging it.

Possible Soldier States

- Healthy** In good health and morale.
- Wounded** Wounded, but is still alive.
- Unconscious** Out of action due to wounds or being stunned.

Dead	Killed in action.
Winded	Tiring but able to recover with a short break.
Fatigued	Very tired and needs to rest.
Panicked	Overwhelmed by stress, the soldier is likely to make very poor decisions. He may recover given time and/or better leadership.
Broken	The soldier's morale has broken and he is focused only on self-preservation. He may recover given time and/or better leadership.
Routed	This soldier is fleeing the battle field; he cannot be recovered.
Suppressed	Enemy fire is affecting the soldier's accuracy and rate of fire.
Pinned	Enemy fire is forcing the soldier to keep his head down. He spends more time hiding than firing.
Cowering	Enemy fire has forced the soldier to hide. He will fire only in desperation.
Stunned	An explosion has temporarily knocked the soldier out.
Heroic	The soldier is confident, is less affected by enemy fire, and has an increased level of performance.
Fanatic	The soldier all but ignores enemy fire and will fight on regardless of the situation.
Berserk	Rage has overcome the soldier, and he acts without fear. Berserk soldiers often charge the enemy. Such displays of fearlessness can inspire those around him.



12.6 THE TOOL PANEL

The Tool Panel appears in the bottom right corner of the screen, and contains a variety of displays and controls that round out the Battlefield UI.

12.6.1 TEAM STATUS INDICATOR

The status of the currently selected team is shown at the top of the Tool Panel. This shows the type or name of the team, what it is doing, the health of its men, and how effective the team's weapons are against infantry and tanks at various ranges.

The weapon effectiveness columns represent ranges of 20, 40, 80, 160, 320, and 640 meters respectively. The top row, marked AT, shows effectiveness against tanks and other armored vehicles, and the lower row, marked AP, represents effectiveness against personnel. A green rating indicates the team's weapons can defeat any enemy target of that type. A yellow rating indicates the weapon will be effective in an 'average' situation, such as troops in light cover, or the armor of an enemy medium (though not heavy) tank. A red rating means the weapon has limited effectiveness, and can only destroy more vulnerable targets such as exposed troops or light armored vehicles.

The individual soldier heads indicate the status of each man men in the team:

Green	Healthy
Yellow	Wounded
Orange	Seriously wounded and out of action.
Black	Panicked
White	Surrendered
Red	Dead

12.6.2 MESSAGE WINDOW

The combat Message Window (in the lower portion of the Tool Panel) informs you of significant events on the battlefield. If the message is from a specific team, you can center your view on that team by clicking the message.

12.6.3 TRUCE BUTTON

Once a battle starts, the Begin button is replaced by the Truce button. The Truce button offers the enemy a chance to end the current battle. If the enemy offers a truce you may accept by clicking the Truce button. Fighting continues if one side offers a truce and the other does not. If both sides agree to a truce the battle ends and the battlefield remains contested. There may be some post-battle adjustments of the ground held around Victory Locations.

12.6.4 ZOOM CONTROL

The Zoom control is in the lower right corner of the Tool Panel, beside the Begin / Truce button. Clicking the Zoom control will zoom out, showing a large overview of the entire battlefield. Clicking the Zoom control again returns you to the normal view of the battlefield.



On the Overview Map your teams, and visible enemy teams, are represented by named, colored icons. You can issue orders on the Overview Map just as you would on the regular battlefield, by right-clicking a team. The Overview Map is often useful for planning initial deployment or to get a wider view of how the battle is progressing. One of the best uses for the Overview Map is to check the areas affected by your command teams. The **Space Bar** shows the command radius of each team, making it easy to see which team is benefiting from leadership and which is not.

12.7 REPOSITIONING THE BATTLEFIELD UI

You can change the position of Team Monitor, Mini-Map, Soldier Monitor, and Tool Panel as desired. This can be important if you are having trouble seeing an important corner of the battlefield due to the default position of the UI.

To move any of these components, right-click on the component, hold the button down, and drag the component to the new location. Release the mouse button to reposition the component.

13. COMMAND AND MORALE



While each team has a designated leader in command, a team's fighting effectiveness and morale is also improved by being close to a higher ranking commander. Keeping battlefield commanders near a team can improve performance and morale dramatically. The higher

ranking a commander the larger the area of battlefield he is able to influence. Pressing the **Space Bar** on the Battlefield Screen shows the command radius of command units. The color of the circle indicates the quality of the commander.

Green	High
Yellow	Medium
Red	Low
Black	Very Low
No Circle	No Leadership Effect

It is often useful to zoom out to the Overview Map to make sure that your commanders are positioned to provide leadership to the troops you want.

As a battle progresses some soldiers' morale may falter. Receiving enemy fire, having their leaders killed, being flanked or ambushed, or being around too many dead bodies all increase the stress on a soldier. If stress gets too high a soldier may panic, run from the fight, or even surrender to the enemy. Convincing enemy troops to surrender by breaking their morale can be a very efficient way to win battles.

You can improve soldiers' morale by making sure they're successful on the battlefield. Soldiers that inflict casualties on the enemy, ambush the enemy, or capture victory locations will feel more confident and less stressed. Infantry teams that manage to destroy an enemy tank also get a large morale boost.

13.1 RALLYING AND SEPARATION

Soldiers that are panicked or broken often flee, but may rally after a time if they can find a safe spot to recover. If they are within the command radius of a command team, the chance to rally is improved and the time needed reduced. A soldier may also get separated from his unit in the heat of battle. This can happen if a soldier hesitates or takes cover while the rest of the team is moving, or if he has gotten far ahead of the rest of his teammates during a long move. If this happens, the separated soldier will either wait for his team to catch up (if he is ahead of them) or attempt to re-join his team. This process can be hastened by moving the unit closer to their lost man. The presence of a commander can also assist in keeping groups together and bringing in separated men. Separated soldiers feel isolated without the support of teammates, and are more likely to break or rout under stress.

Note: Gun and vehicle crews that abandon their gun or vehicle will automatically flee the battlefield and cannot be rallied.

14. BATTLEFIELD TERRAIN

In many cases, the terrain of a battlefield can be the best resource a commander has. A clump of trees, an abandoned house, a gully, or a drainage ditch can all be powerful tools if used in the right way. By right clicking and holding down the mouse button with the cursor over a terrain feature, a player can assess the relative ground elevation and defensive quality of the terrain. Terrain details are displayed along the bottom of the Battlefield screen.



Type: Rubble Floor, Elevation: 68.5m, Cover: 60%

14.1 HILLS

Holding the high ground is an old military maxim which does have benefits. Units on hills can see over obstacles, giving them good line of sight. Moving uphill slows units down and moving downhill is generally faster. This is useful if you don't want enemies to reach you, or to make a quick escape. However, perhaps most useful, is that hills block line of sight. Units can hide behind hills to avoid detection and to protect their flanks. Defending units on the reverse slope of hills can engage attacking enemy units as they come over the crest while being protected from the enemy's direct supporting fire.



Most of the battlefield terrain in Close Combat: Gateway to Caen is flat, but there are prominent hills. These areas are highlighted by contour lines in the Mini-Map and when you zoom out to the Overview Map. The contour lines will help you anticipate hill features with cover and line of sight. You can usually identify a hill by looking at the lighting of the map, but the lighting is subdued, and the contours in the Overview Map and Mini-Map will help you interpret the hill in the two-dimensional, top-down view.

14.2 GULLIES, FOXHOLES, AND GUN PITS



While units cannot cross deep water, shallow water can generally be crossed. Ditches and gullies serve as excellent natural protection, both concealing soldiers and making them harder to hit. However, they offer very little protection if the enemy

can flank the position and fire down it lengthwise. Gun pits and foxholes are prepared positions your men will automatically create when and where they can. In Campaigns or Operations, if a Battle Group does not move for a turn they are considered to be “Dug in”. If a “Dug in” Battle Group is attacked, any infantry or guns placed in the open will dig in, creating foxholes or a gun pit. You can tell if your unit will ‘dig in’ at a given location during the deployment phase if you drag the unit over the desired location and hover. A ‘ghosted’ image of an entrenchment will appear if the unit can dig in there.

14.3 FORESTS AND ORCHARDS



Forests and orchards provide something of a mixed blessing. Troops moving through these areas have a great deal of cover. Tree trunks block fire, and the foliage of the trees often prevents units from being specifically targeted. This

cover works both ways, so units have a hard time firing from tree cover. This unusual nature makes forests and orchards a natural place for flamethrowers or other short range weapons, which can use the cover to approach the enemy. The ability for infantry to hide in forests make them a dangerous place for tanks, and tanks should avoid these areas unless absolutely necessary. Vehicles also risk immobilization when moving through forests or trees. Remember that the **CTRL+T** command can be used to hide the foliage of trees. The foliage is still there and affects the game, but it makes it much easier for the player to see units.

14.4 BUILDINGS



Buildings are often the best type of cover for infantry. Building roofs provide some protection from mortar fire, building walls provide excellent concealment and some level of protection from enemy fire, and tall buildings allow clear fields of fire over low-level obstructions. This

makes buildings extremely valuable for infantry and anti-tank infantry units, and a potential danger to tanks. A tank on its own generally cannot detect infantry in a building until it is within very short range. A wise commander will go to great lengths to avoid putting a tank anywhere near a building that has not been checked out by friendly infantry first. When approaching a building it is often useful to deploy smoke to allow units to advance without fear of detection. It is also good practice to fire machine guns at buildings as your infantry approach to suppress any units that might be in the building.

Only a few guns are small enough to be man-handled into the first floor of a building: the German 2cm FlaK, 2cm Flakvierling, and the 7.5cm IeG18 Infantry gun. In some case these guns can be placed on the first floor of a building and provide a deadly ambush for the enemy. Buildings will limit these guns' field of

fire. Further, they cannot be moved once emplaced inside the building. Unlike the Germans, the Allies do not have any small guns which can be placed inside a building.

Most of the buildings in Close Combat: Gateway to Caen are made of stone and do a great job of concealing troops and providing protection.

14.5 RUBBLE AND ROADS

Rubble can be treated like buildings in most cases, but in the absence of a roof, mortar fire becomes a factor. Roads provide a simple trade off. Moving along a road is quicker and less tiring than slogging through snow or mud, but roads are, by their very nature, flat open places without cover or concealment. Rubble and rocky debris is sometimes present on roads hindering movement, but providing some cover for infantry.

14.6 CORNFIELDS AND COURTYARD WALLS

Soldiers fighting in the Odon Valley encountered a variety of crops and fields, including cornfields. Cornfields provided greater concealment and slowed movement for vehicles and tanks. Infantry is more difficult to spot in cornfields, and anti-tank guns have a reduced field of fire if located in the middle of a cornfield. Line of sight will be dramatically reduced or blocked except for tanks spotting other tanks. Cornfields typically appear as a dark-green, patterned, dense foliage on the maps. Right click on the area to determine whether the crop area is a cornfield. Courtyard walls were taller stone walls that surrounded buildings, manors, and some farms and hamlets in Normandy. These walls provide greater cover and protection, and can block line of sight. Infantry and vehicles can remain hidden behind these walls unless you or your enemy are immediately adjacent to them. These walls are uncommon, but make sure you right click on your map terrain to check whether a stone fence is actually a courtyard wall. Only tanks and infantry can move across a courtyard wall, and tanks run a higher risk of becoming immobilized.

14.7 BRIDGES

Bridges, which provide a quick and easy way across otherwise difficult (or even impassable) water obstacles, are natural defensive choke points. In Close Combat: Gateway to Caen, bridges can be bypassed easily, especially



by infantry; however, if you want to move a vehicle quickly over a road, a bridge provides the most direct route. Cover a bridge with a well-placed machine gun or an anti-tank weapon and it can be very difficult for the enemy to use a bridge. Historically

the Odon River and the surrounding valley provided a natural barrier to the British advance, and securing the bridges at Tourmauville and Gavrus were essential strategic objectives. However, the Odon River was not a major water obstruction. The Gavrus and Tourmauville maps are strategically important in the Grand Campaign because of their key bridge crossings, and they must be held for the British to advance and hold ground south of the Odon.

14.8 HEDGEROWS OR *BOCAGE*

When the Allied armies invaded Normandy, they discovered the French hedgerow country, or *bocage*. The Norman hedgerow was an earthen wall of varying height, built up around each farm field by centuries of agriculture.



These earth berms where overgrown with thick brush and trees, creating a natural wall that limited sighting distances, was impossible for most vehicles to cross, and was difficult and risky even for tanks.

Troops on foot can cross all types of hedgerows, though they will be slowed considerably doing so. Hedgerows provide excellent cover and concealment for infantry. They also provide good cover for guns. Tanks cannot easily sight hidden infantry in bocage/hedges. It is wise to support your tanks with infantry when moving through enemy controlled bocage.

Guns and wheeled transport vehicles, such as trucks and jeeps, cannot move across hedgerows at all. Guns may be placed immediately behind or in a hedgerow. Units firing through a hedgerow, if immediately adjacent to it, will typically have a limited field of fire. In Close Combat: Gateway to Caen, hedgerows will block line of sight unless a unit is immediately next to the hedge or located within it.

Small hedgerows can be crossed by armored cars, halftracks, and tanks. Large hedgerows can be crossed only by halftracks and tanks. Any vehicle crossing a hedgerow risks getting bogged or possibly even immobilized. Large hedgerows can only be crossed by tanks and halftracks. Large hedgerows provide slightly more cover and protection than small hedgerows.

14.9 MUD

During Storm conditions dirt roads, dirt, fields, and tall grass will turn muddy and slow movement for tanks, vehicles, and infantry. Muddy conditions will disappear during when "Storm" weather conditions change.

15. ENDING A BATTLE

A Battle can end in a number of different ways, depending on the Mission Settings chosen by the player on the Command Screen.

15.1 VICTORY LOCATIONS

On each map there are a number of Victory Locations. Each Victory Location is marked with the flag of the side that controls it, and represents either important strategic locations (an exit road corresponding to a map connection on the



Strategic Map) or other points of military interest. Victory Locations controlled by neither side are represented by a split flag. To capture a victory location, move a combat unit near the location. NOTE: Snipers, fleeing or separated men, and unarmed vehicles (such as trucks and jeeps) do not capture terrain and thus cannot take control of Victory Locations.

The battle will end if one side controls all Victory Locations on a map unless you have turned off this option in the Mission Settings on the Command Screen. If the Two Minute Warning option is enabled, a two minute timer begins to count down as soon as one side captures the last Victory Location, and during this time the losing side must recapture at least one location or they will be forced to retreat off the map.

Victory Locations are also used to score a battle. Each Victory Location is worth between 1-3 points depending on its position and importance. The larger the text for the name of the Victory Location, the more it is worth. Victory Locations along map borders are generally worth only one point.

15.2 TRUCE

A battle may be ended at any time if both sides agree to a Truce. To propose a truce, click the Truce button on the Tool Panel in the lower right hand corner of the screen. If your opponent has offered a Truce you must also click the Truce button to accept it. Only when both players agree to a truce does the battle end.

15.3 TIME

In battles with a time limit, the battle ends as soon as the clock runs out. You can view or hide the battle timer using the **F8** key.

15.4 MORALE FAILURE

Force Morale is a rough average of the overall morale state of your entire force in the current battle. The Force Morale level of each side is shown below the game timer. This display can be turned on or off using the **F8** key. The longer the Force Morale bar, the better that side's morale. You can only push your men so hard before

their morale cracks, and they are no longer able to function as an effective fighting force. If this happens, and the Force Morale end condition is enabled, the battle will end immediately. It is also possible for both sides to become so disorganized and depleted that combat effectively stops without a clear victor, leaving everyone too exhausted to continue. The default setting for the Force Morale end condition is 'on' for Operations and Campaigns, and 'off' for single battles. You may change this option via the Mission Settings on the Command Screen.

15.5 VICTORY, DEFEAT, AND CONTROL OF THE MAP

If a battle ends because both sides are exhausted, agreed to a truce, or because time expired, each side retains control of its part of the battlefield. In Campaigns or Operations, the deployment area for the following battle is based on the terrain occupied, and the Victory Locations controlled, during the previous battle. If a battle ends because one side had a Force Morale failure, the winning side gains control of 1-3 additional victory locations, depending on the ratio of the winner's Force Morale to the loser's Force Morale. If the victor has 33% more force morale than the loser, the winner will gain one victory location. If the ratio is between 33% and 66% the victor will gain two victory locations. If the victor has more than 66% higher Force Morale, the victor will gain three victory locations. If the fleeing side still has any victory locations left, the field continues to be split based on previous positions; otherwise, the losing side is pushed off the map.

If a Battle Group is pushed off the battle map it may be able to retreat on the Strategic Map and survive. If a Battle Group cannot retreat, it is disbanded. See section 18.14 Battle Group Retreat for more details.

If one side destroys all enemy units completely the enemy Battle Group is disbanded and the victor gains control of the entire map automatically. This very rarely happens because the losing side generally flees from morale failure first.

16. DEBRIEFING SCREEN

After a battle ends you will transition to the Battle Debrief Screen. This screen indicates who won the battle, why they won, and what areas each side controls on the map at the end of the battle. The non-shaded portions of the map



indicate areas that are under your control. It also shows the casualties and vehicle losses sustained by each side.

Below the battle or campaign map is a display representing the Force Morale for both sides at the end of the battle, along with the number of additional victory locations awarded to one side or the other due to a Force Morale failure.

16.1 SOLDIER BUTTON

The Soldier button will take you to the Soldier Screen (see Section 10) where you can view the status of each soldier at the end of the battle, including changes to the soldiers' ratings as a result of the fighting.

16.2 LOSSES AND RESULTS

The Losses button changes the debriefing screen to display the casualty figures for both sides in the preceding battle. The Results button will toggle back to showing the text description of the last battle's outcome.

16.3 OPERATION / CAMPAIGN STATUS

When you are playing an Operation or Campaign game, the Operation / Campaign button will appear beside the Losses / Results button, and will allow you to change the Debrief Screen to show the current state of the entire Operation or Campaign.



In this mode, a display of the Strategic map indicates the areas each side controls, and lists the current overall victory state. When viewing the Strategic map the Force Morale bars show the average cohesion of all the Allied and Axis Battle Groups in the scenario, as well as a relative measure of overall Victory Location control by each side. A side's average cohesion is similar to measuring its overall Force Morale. You can toggle between the Losses or Results to view total losses to date and the state of the game thus far.

When you are done viewing the battle results, the Next button advances you to the next battle or strategic turn if you are playing an Operation or Campaign. For Single battles you will return to the Command Screen (in a single player game) or the Multi-player screen (in a two player game).

17. TACTICS

This section describes some basic tactics to help you deal with the enemy successfully in Close Combat: Gateway to Caen.

17.1 SUPPRESSION

Suppression is the term used to describe the fact that people tend to keep their heads down while they are being shot at. A soldier with bullets flying around him is less likely to take the time to aim carefully at the enemy when he fires, and may not even risk sticking his head up to shoot at all.

A typical tactic to take advantage of this is often called “Fire and Movement.” One unit (or more) fires at the enemy while another unit advance. When the advancing unit has reached its new position, it provides covering fire in turn while a unit further back moves up. With their rapid fire and large ammunition supplies, machine guns are excellent at suppressing enemy troops. High-Explosive (HE) ammo from big guns and mortars are also very good at suppressing the enemy.

When using “Fire and Movement” be careful not to move your own troops into the line of fire. Soldiers can be hit by friendly fire, especially that of machine guns.

17.2 FLANKING

Flanking describes any attack made from a direction that the enemy is not facing. Units that are being shot at from multiple directions have a hard time finding cover and quickly lose morale. Units being flanked also have a difficult time returning fire when attacked from multiple directions.

Flanking is not only a powerful tool against infantry, but in some cases it may be the only way to deal with enemy tanks that have thick frontal armor, such as the German Panther or Tiger tanks.

17.3 ANTI-TANK TACTICS

Defeating enemy tanks can be difficult and costly, especially in the case of a British Sherman or Cromwell tank faced with the bigger guns and heavier front armor of a German Panther or Tiger tank. To be successful you need to have reasonable expectations about what your own weapons can do to the enemy

tank, and use them under conditions that will maximize your chance of a kill. See section 21.7 for a discussion of the various tanks and their strengths and weaknesses.

Move your tanks cautiously, and where possible, scout ahead with your infantry. A bold tank rush can quickly overwhelm enemy infantry, but it will result in high tank losses if there are any enemy anti-tank weapons in the area. If you find your tank faced with a superior enemy tank, or under fire from a hidden anti-tank weapon, you can use a MOVE order to have it reverse back out of sight.

When facing enemy tanks, set ambushes and be patient, or try to lure the enemy into them. Remaining still, hidden, getting the first shot, and staying within a commander's influence will generally improve your chances in armor engagements.

Anti-tank guns or infantry anti-tank weapons will usually want to hide on AMBUSH until they have a good shot, preferably at the enemy's thinner side armor. If movement is necessary, careful stalking using the SNEAK order will usually give you the best chance of winning a tank vs. tank engagement.

18. STRATEGIC SCREEN

The Strategic Screen is where you view and command the high-level action for an Operation or Campaign game. At this level you issue orders to entire Battle Groups, which move across an abstracted map of the campaign area. Each of the Battle Groups represents a major military unit that fought (or could have fought) in the historical battle. Conflict between Battle Groups is resolved via a tactical battle, and the results of the tactical battle represent the success or failure of the entire Battle Group.

18.1 STRATEGIC TURNS

A Campaign or Operation is played out as a series of Strategic Turns. Each Strategic Turn represents several hours of action. There can be as many as five strategic turns (one night turn plus four day turns) over the course of a game day. During each turn, you may give orders to each Battle Group you control and assign any air, artillery, and mortar support available to you.

When you have finished your strategic moves and support assignments, click the **Execute** button and the turn will be resolved as you watch—Battle Groups will move (or fail to move) and any strategic level air or artillery interdiction is resolved. Once resolution is complete you are shown the Movement Results for the turn, and you may review the results in the Strategic Message Log. The game is automatically saved at this point.

After reviewing the Movement Results, click the **Next** button to proceed to the Battles portion of the turn. You then play out any battles, one at a time, and finally the turn ends and the game proceeds to the next Strategic Turn.

18.2 TURN STATE AND INFORMATION PANEL

This information panel is located at the top center of the Strategic Screen. It shows what stage of the Strategic Turn you are current on (Movement, Movement Results, or Battles). Hovering over any part of the active Strategic Map will also show you the name of that map, as well as the names of any friendly or visible enemy Battle Groups present on that map.

18.3 THE STRATEGIC MAP



Pictured below is the Close Combat: Gateway to Caen operational area with map connections and 'off-map' entry areas. A larger printable version of this image is available in your support folder.

The Strategic Map shows the general region of the Operation Epsom offensive, and game scenarios cover different aspects of the fighting in this location between June 26th and July

1st, 1944. A particular Campaign or Operation may use some or all of the Strategic Map, and run for a few turns to several days in length.

You can scroll your view of the Strategic map by moving the mouse cursor to the edge of the visible map and holding it there momentarily to start scrolling. Move the mouse off the scroll zone to stop scrolling. You can also grab and drag the map by left-clicking anywhere on the map and holding the mouse button down until the 'grab' cursor appears. You can then drag the map to scroll it, and release the mouse button when done.

Unavailable maps are darkly shaded, and are 'out of play' for the current scenario. Available maps may be bright, to indicate a map that is in play and which your forces can 'see' into and detect enemy Battle Groups, or lightly shaded, for maps your forces cannot 'see' and thus cannot detect enemy Battle Groups in. Each map also has a number of icons that indicate the current control of the map and the presence of supply sources.

Allied Control	White Star on Green
German Control	Black Cross
Mixed Control	1/2 White star 1/2 Black Cross.
Allied Supply Depot	Green Barrels (major) or barrel (minor).
German Supply Depot	Red Barrels (major) or barrel (minor).

Strategic maps are connected by roads, and each connection is represented by a corresponding Victory Location on the tactical map. A Battle Group cannot move to another map unless a road connects the two maps and you also control the Victory Location that represents the road you are leaving from.

Note: When viewing the Strategic Map you can hold down the space key to see all the map connections on the entire map.



Friendly Battle Groups and visible enemy Battle Groups are each represented by a Battle Group icon on the Strategic map. In Close Combat: Gateway to Caen Allied Battle Groups are always positioned on the left side of a Strategic map area, while Axis Battle Groups are on the right-hand side.

You can examine any Battle Group by left-clicking on the Battle Group icon. Detailed information about the Battle Group will appear in the Strategic Details Panel at the bottom center of the screen. See Section 18.7 for further information.

Allied and German Battle Groups also show a strength indicator as a star or cross above the Battle Group icon. The color of this indicator shows the approximate firepower of the Battle Group. Firepower is partly a function of total available units, available ordinance, and the morale, cohesion, and fatigue of the Active Roster and Battle Group.

Green	Strong anti-tank (AT) and anti-personnel (AP)
Orange	Moderate AT and strong AP
Yellow	Moderate AT and AP
Red	Weak AT and moderate AP
Black	Very weak AT and weak AP

You will notice that the strength indicator can change after a battle reflecting losses. However, after a turn, if there are units available in the forcepool, the strength indicator will likely improve as units are replenished in the Active Roster. Battle Groups with low firepower are best used defensively, while your stronger Battle Groups are better suited to the attack. Even the heaviest armored column can be held at bay by a weak infantry group in the right terrain.

18.4 STRATEGIC SPOTTING AND STRATEGIC HIGH-GROUND

Friendly Battle Groups will always 'spot' any enemy Battle Group that occupy the same Strategic map area. But beyond that range there are only a few ways to detect enemy Battle Groups.

During daylight turns and clear weather, Allied aircraft will usually spot all German Battle Groups on the map. Both sides also have a small chance that small (abstracted) reconnaissance units will spot enemy Battle Groups that are not in contact.

For Close Combat: Gateway to Caen, there are also three Strategic High-Ground locations: Hill 112, Hill 113, and Point 100. These locations on the Strategic map provide a spotting distance of two maps for the side that controls it. To control the high ground you must control the Victory Locations labelled after the map, for example, you must control the “Hill 112” Victory Location on the Hill 112 map to control this high ground. The bonus spotting distance does not apply during night turns or stormy weather.

18.5 THE CALENDAR PANEL

At the top left hand corner of the Strategic Screen is the Calendar Panel, which contains both weather information and date and time information for the scenario.

The weather indicator displays the conditions for the current strategic turn. Below the weather indicator is the current ground condition (either wet or dry). Weather at the strategic level affects the availability air support and spotting distances from Strategic High-Ground. The worse the weather, the less air support and air re-supply available. Wet ground conditions will turn much of the ground to mud, making movement more difficult and tiring during tactical battles. Battles fought during night turns, or during foggy weather (not present in the stock game), also have significantly reduced spotting distances.



Next to the weather information are the Strategic Time Indicators. These show the Start and End date and time for the current scenario, as well as the current date and time. Strategic turns correspond to five possible time

settings (0000 – midnight - for night turns, and 0600, 1000, 1400, and 1800 hours for day turns). Clicking on the arrows next to the current day or current time indicators will allow you to look ahead from the current turn and see when and where friendly reinforcement Battle Groups are scheduled to arrive on the Strategic Map.

The entire Calendar panel can be closed by clicking on the red and black button in the lower right corner. This will hide all the weather and turn indicators. To re-open the panel, click the “Calendar” box.

18.6 STRATEGIC MINI-MAP

The Strategic Mini-Map is in the upper right corner of the Strategic Screen. This map gives an overall view of the Strategic Map, showing friendly Battle Groups, visible enemy Battle Groups, and your current view of the main Strategic Map. You can click anywhere on the Mini-Map to center your view on that part of the Strategic Map. You can close the Mini-Map by clicking the black and red button in the lower right corner, and re-open it again by clicking on the closed “Mini-Map” bar.

18.7 STRATEGIC DETAILS PANEL

The Strategic Details Panel appears at the bottom center of the screen. Like the previous two panels, it can be toggled open and closed by clicking the red and black button while open, or the “Details” box while closed.

The Details Panel will show you several different pieces of information. By default it shows you the Strategic Message Log, which you can use to review recent events during the current Strategic Turn. You can left click any message in the log to focus your viewpoint on the Battle Group or Map associated with the message.



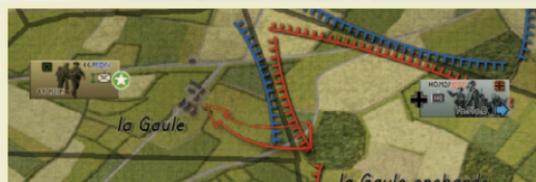
If you click on any map on the Strategic Map, the Details panel will also show you a small ‘thumbnail’ image of that map, next to the Message Log. You can click the thumbnail portrait to go the Map Screen and view the map in more detail.

If you click a friendly Battle Group, or an enemy Battle Group in a single player game, detailed information will be displayed about the Battle Group in the Details Panel. This information includes all the units that are currently in the Battle Group’s Active Roster, as well as the Battle Group’s fuel and ammunition supply, overall fatigue, and overall cohesion states. You can click on any unit in the Battle Group to examine the Soldier screen for that unit.



NOTE: the Battle Group information temporarily replaces the Message Log and the Map thumbnail image in the Details Panel. To return to the default view of the Details Panel, click any map on the Strategic Map.

18.8 BATTLE GROUPS AND BATTLE GROUP STACKING



Battle Groups are depicted on the strategic map with symbols indicating their type; infantry, mechanized infantry, recon or armor. Up to

two friendly Battle Groups can be stacked together on one map. When Battle Groups are stacked the top Battle Group is the frontline Battle Group, and the underlying one is the reserve Battle Group. In Close Combat: Gateway to Caen the frontline Battle Group is the one that will fight any battles that occur on the map. The reserve Battle Group will not participate.

18.8.1 BATTLE GROUP COHESION AND FATIGUE

Each Battle Group has a Cohesion rating, which indicates how much the men in the Battle Group are suffering from the strain of combat. A high cohesion rating means the Battle Group is still well organized and functioning normally, and the men remain confident. A low cohesion rating indicates an increasing breakdown in order, communications, and morale. A low cohesion will reduce your starting Force Morale for any tactical battle that Battle Group fights. Cohesion is reduced slightly anytime a Battle Group moves or fights. Being forced to retreat or disband cause a large drop in Battle Group cohesion.

Fatigue is a measure of how tired the men in the Battle Group are. The more a Battle Group moves and fights, the more tired the men become. Remaining active during a night turn is especially tiring. A high fatigue rating will cause all soldiers in the Battle Group to start battle as 'Winded' or even 'Fatigued'.

Fatigue and Cohesion are restored by resting a Battle Group. See section 18.9.4 below.

18.9 BATTLE GROUP ORDERS

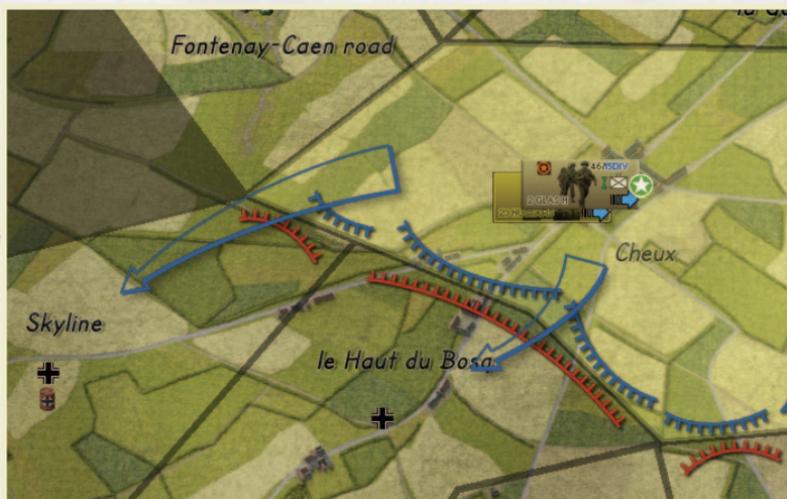
Each Battle Group may be given a new order every Strategic Turn. Orders are accessed by right-clicking on the Battle Group icon and choosing the desired command from the Battle Group orders menu: **Attack**, **Move**, **Relieve**, **Rest**, **Merge**, or **Disband**. Support, such as air, artillery, or mortar support, can also be assigned via the Battle Group orders menu. To issue an order, click on that order in the orders menu. For movement orders you will then need to move the Battle Group icon to the destination map and click to set the order. You can also cancel orders by bringing up the Battle Group order menu and clicking the 'Cancel' action.



NOTE: You can also assign Move orders with a simple 'drag and drop' of the Battle Group icon. Left-click and hold the mouse button down to pick up the Battle Group's icon. This will automatically highlight all possible destination maps for this Battle Group. Drag the Battle Group icon onto the destination map and then release the mouse button to assign a Move order.

18.9.1 ATTACK ORDER

The player uses an Attack order to indicate that they want the Battle Group to become the frontline Battle Group when it reaches the destination map, and thus the one that will do the fighting if there is a battle. Only one Battle Group can be attacking a map at a time. If you issue an Attack movement order to a map that already has another friendly Battle Group attacking it, the previous Attack order is automatically changed to a Move order. If an attacking Battle Group is engaged by an enemy Battle Group before it can move, it will become the frontline Battle Group on its current map. The Attack movement order causes slightly more fatigue and loss of cohesion than the Move order.



18.9.2 MOVE ORDER

The Move order tells a Battle Group to move to the destination map. A Battle Group executing a Move order will not become the frontline Battle Group unless there are no other friendly Battle Groups at the destination, and no other friendly Battle Group has an Attack order for the destination map.

Note: Each side is allowed to have up to two Battle Groups on each map at a time. The two Battle Groups may be independently moved to different maps. The frontline Battle Group (on top of the stack) has a lighter color arrow to indicate its ordered movement than the movement order (and corresponding arrow) for the reserve Battle Group underneath.

Although you can order as many Battle Groups as you want to move onto the same map, only a maximum of two friendly Battle Groups can occupy a map. If you issue movement orders that would result in more than two friendly Battle Groups sharing the same map, the first two Battle Groups to arrive will complete their move. Any additional Battle Groups will not be able to execute their movement orders and will remain in their starting location. There is no way to guarantee which of your Battle Groups will be the first (and second) on to the map.

Note: It is possible for more than one unit to use the same road, so friendly units may swap places by moving through each other.

18.9.3 RELIEVE ORDER

This order cause the reserve Battle Group (the one on the bottom of the stack) to relieve the front line Battle Group (the one on the top of the stack) and the two Battle Groups switch places. NOTE: This change happens instantly. You do not need to wait for Movement Resolution for it to occur.

18.9.4 REST ORDER

This orders the Battle Group to try to rest and regroup in order to improve cohesion and lower fatigue. The Battle Group will not be able to rest if there is a hostile Battle Group on the same map unless the enemy Battle Group has also been ordered to rest. If both sides have a Battle Group on a map and both choose to rest their Battle Groups, no battle will occur for that turn. A Battle Group that rests recovers cohesion and reduces fatigue. Resting during a night turn is more effective than during a day turn.

18.9.5 MERGE ORDER

This orders two friendly Battle Groups on the same map to merge into one Battle Group. The larger of the two Battle Groups absorbs the smaller one. If they are equal in size, the one with the best commanding office absorbs the other. Merging Battle Groups moves all units from the absorbed Battle Group into the Force Pool of the absorbing Battle Group.

The actual merge does not occur until you Execute movement orders for the strategic turn. A merge cannot be interrupted (even if there is a hostile Battle Group present on the same map), and occurs before any tactical battle on the map.

18.9.6 DISBAND ORDER

This order causes a Battle Group to voluntarily disband (see Section 18.15 for a discussion what happens to a Battle Group when it disbands). A Battle Group will not actually disband until the execution of the strategic movement orders occurs.

While disbanding your own Battle Groups is not advisable, it may be the only way to get a trapped Battle Group, which has run out of fuel, back into action. You may also wish to disband a very weak Battle Group to make room for one of your more capable Battle Groups when you control very limited space on the Strategic Map.

18.10 AIR, ARTILLERY, AND MORTAR SUPPORT



Air, Artillery, and Mortar support will often be available during an Operation or Campaign game. The quantity currently available is shown next to the support icons in the lower right portion of the screen. This quantity is for the entire Strategic Day, and will not be replenished until the morning (0600 turn) of the following day.

You can assign support to a Battle Group using the Battle Group orders menu (see section 18.9 above) or by drag and drop of the support icon onto the desired Battle Group. To drag and drop, left-click and hold the mouse over the desired support icon to pick it up, drag it over the Battle Group you wish to support (which will become highlighted when you are over it) and release the mouse button to drop and assign the support.

The Battle Group icon will show any support assigned to it with a small indicator. A Battle Group may have all three support types assigned at the same time, but never more than one of each type. You can remove a support assignment via the Battle Group orders menu, or by clicking the indicator on the Battle Group icon.

Strategic support assigned to a Battle Group will be available via the Fire Support buttons during any tactical battles involving that Battle Group. It is important to remember that there are multiple strategic turns in each day, and support missions can have a huge impact on tactical battles. You generally want to assign your support to the most critical locations, and try and save some for later turns. If support is assigned to a Battle Group, but not used during a battle, the unused support mission is returned and remains available for use later that day.

Note: Air support cannot be used at night, and will not be available, even if you have unused air support missions from the previous day.

Support missions are more plentiful at lower difficulty levels (Recruit and Green) and less plentiful as you increase levels (Line, Veteran and Elite).

18.11 AIR INTERDICTION, ARTILLERY INTERDICTION, AND AIR SUPPLY

You can also use Air and Artillery missions against enemy Battle Groups directly on the Strategic Map, as 'interdiction' missions. Interdiction missions are always assigned to a target map, not a Battle Group, and have a chance to halt any enemy Battle Group trying to move off the target map.

To assign interdiction missions, you can either right-click the target map and choose the type of mission from the Map Support menu, or you can drag and drop the Air or Artillery Interdiction support icon (the top version of each support icon, showing terrain in the background) onto the target map. Air and Artillery Interdiction use support missions from the same pool used to support Battle Groups.



To cancel an interdiction mission you can right-click the target map and select cancel from the Map Support menu, or you can click on the interdiction icon on that map.

Air interdiction has a high chance of halting enemy movement, while artillery interdiction has a significantly lower chance. Both types of interdiction will slow an enemy Battle Group, possibly allowing you to 'beat them to the punch' in a head-on engagement and force battle on the enemy's map, rather than your own, even if the enemy Battle Group is normally faster. Both types of interdiction also have a chance to cause a small cohesion loss and a few casualties to any enemy Battle Groups on the map.

However, since Interdiction missions are targeted at a wide area, they can also affect friendly Battle Groups on the target map. While they will never completely prevent friendly movement, they can slow it, and they also have a small chance to cause cohesion loss or casualties due to mistaken air attack or artillery fire.

The final type of map-targeted support is Aerial Re-Supply. Air Supply missions are not used in the stock game, but could be made available in custom scenarios or modifications to the base game. Air Supply is targeted on a map,

exactly like Interdiction missions. Friendly Battle Groups on a map that receives Air Supply have their ammunition and fuel levels reset to high.

18.12 STRATEGIC MOVEMENT RESOLUTION

When you are done making your moves and have assigned any support options, you may finalize your orders with the **Execute** button on the bottom right corner of the screen. Events will be played out in the order they occur during the Strategic Turn. When the playback is complete the turn will advance to the Movement Results stage, and you can review the events of the turn via the Strategic Message Log.

If you do not wish to watch the playback of the Strategic events one by one you can hit **ESC** or click the **Next** button to skip playback completely.

All movement during the Strategic Turn happens simultaneously. If two adjacent enemy forces move at each other, the battle occurs on the map of the slower Battle Group. Battle Group speed rankings are; 1) Recon (fastest), 2) Armor & Mechanized Infantry, 3) Allied Infantry, 4) German infantry (slowest). If the German and Allied Battle Groups are the same speed, the tie goes to the Germans, and the battle is fought on the Allied map.

A Battle Group that is not ordered to move will automatically dig in after it has been stationary for a turn. If movement is ordered, but cannot be carried out (because of an enemy attack or conflicting movement orders), the unit is not considered stationary, even though it did not actually move. Battle Groups that are dug-in will create foxholes or gun pits during the pre-battle deploy phase of their next tactical battle.

Once you are done reviewing Movement Results, click the **Next** button to continue to the Battles portion of the turn. You will then play out each battle, one after the other, to resolve them and complete the turn. Battles are automatically fought west to east, then north to south.

18.13 BATTLE GROUP REPAIR AND REPLACEMENT

At the end of every Strategic Turn all Battle Groups automatically 'clean-up' and reorganize the surviving units in their Active Roster. Damaged vehicles and guns are removed to a central Repair Pool, where they have a chance to be repaired overnight and returned to action. Infantry teams that have been

reduced to less than half strength are also removed. The surviving soldiers from all removed teams are sent to a central Replacement Pool, which is then used to try and fill out any losses in the remaining teams in the Battle Group's Force Pool and Active Roster.

Battle Groups also perform a more thorough re-organization during each night turn. Each Battle Group will be sent some replacements soldiers and vehicles every night, with the amount based on how far below strength the Battle Group was the previous day, how many replacements are available to send, and the difficulty setting the player has chosen.

In Close Combat: Gateway to Caen, the Allies have a significant logistical and man-power advantage. The Allied side will typically be able to replace many of their personnel losses, and somewhat less than half of their vehicle losses. In contrast the Germans will typically be able to replace half or less of their personnel losses, and fewer vehicles. A difficulty rating of Elite or Veteran will further reduce replacements sent, while a difficulty rating of Green or Recruit will increase replacements sent.

A Battle Group with limited incoming supplies will receive half the usual number of replacements. A Battle Group that is cut off from supply will not receive nightly replacements at all.

Nightly replacements are automatically used to fill out losses in the Battle Group's Force Pool and Active Roster. Lost teams will also be reformed if sufficient replacements are available.

Replacement soldiers are adequately trained, but inexperienced. A team reformed from green replacements will not perform as well as the original one that was made up of all veteran soldiers. However, these green soldiers will gain experience, and improve, as they fight (and survive) battles.

Note: Critically weak Battle Groups that cannot field even one team from their Force Pool are automatically disbanded during the repair and resupply phase.

18.14 BATTLE GROUP RETREAT

Battle Groups will attempt to retreat on the Strategic Map if they suffer a Force Morale failure in battle and lose their last Victory Location on the battle map as a result. The retreat will be successful only under the following circumstances:

- » The battle ends because of a force morale failure.
- » The losing Battle Group holds at least one exit Victory Location when the battle ends, before bonus Victory Locations are given to the victor.
- » The exit Victory Location(s) held by the losing Battle Group is connected to a friendly controlled map that has room for the Battle Group.
- » The losing Battle Group has lost all its Victory Locations because of the force morale differential (the difference between force morale of the winning and losing Battle Groups).

If all these criteria are met, the losing Battle Group will retreat by one of the available exit Victory Locations to an adjacent map. If not, it is forced to disband. Battle Groups that retreat can't move on the following strategic turn.

Battle Groups can also retreat via an exit location that leads off the strategic map. These locations will be exit Victory Locations, but are named "From <Off-Map Area>" rather than "To <destination map>". Battle Groups that retreat off the strategic map will try to re-enter during the 0600 turn on the next day.

18.15 DISBANDING BATTLE GROUPS

Battle Groups that disband are not necessarily completely destroyed, but they are too scattered, disorganized, and ineffective to influence events on the Strategic map. Battle Groups are forced to disband whenever they lose control of a map and can't retreat, either through loss of Victory Locations or from morale failure. A Battle Group can also be voluntarily disbanded by the player using the Disband order.

The surviving men of a disbanded Battle Group are automatically assumed to retreat out of the battle area, and will attempt to reform off the Strategic Map. A disbanded Battle Group will reform overnight and will attempt to return to the Campaign or Operation as a reinforcement Battle Group during the 0600 turn the following day. However, a Battle Group always suffers a large cohesion loss when disbanded, and may suffer additional casualties. If a Battle Group is disbanded while cut-off from supply it will lose most of the units in its Active Roster. A Battle Group disbanded while out of fuel will lose a number of additional vehicles as well.

If you have only one Battle Group remaining on the Strategic Map you may not order it to disband.

18.16 REFORMING AND REINFORCEMENTS

Reinforcement Battle Groups are Battle Groups that do not begin the scenario on the Strategic Map, are forced to retreat off the Strategic Map, or are disbanded and forced to re-enter the map after re-grouping.

The time and location a normal reinforcement Battle Groups arrives at are determined in the Scenario Editor, and can be reviewed using the Strategic Turn and Date Indicators to preview future turns for new Battle Group arrivals. Battle Groups forced off the map by retreat or disbanding return during the morning turn of the following day, and attempt to re-enter the map as close as possible to their previous location.

If the Reinforcement Battle Group is trying to arrive on a designated map, but cannot because there are too many friendly Battle Groups on the map already, it finds the closest open “friendly” supply depot to its planned arrival map and arrives there. If a Battle Group cannot find a map to enter on, its arrival is postponed and it will try again the follow turn until it is able to enter the Strategic Map.

Note: If a Battle Group’s arrival map is enemy controlled, the Battle Group attacks onto the map via the ‘off-map’ entry Victory Location for their side.

18.17 SUPPLY

There are two types of supply depots represented on the Strategic Map—major depots and minor depots. A major supply depot is indicated by a 3-barrel icon, whereas a minor supply depot has a single-barrel icon.

Battle Groups automatically receive fuel and ammunition from friendly supply depots. A Battle Group can receive supplies from any friendly depot that it can trace a path back to through friendly, uncontested territory. This is its line of supply. If you cut it (occupy a map in that path), you can drastically reduce the combat effectiveness of the Battle Group you have cut off. A Battle Group that has been cut off is described as “out of supply.”

Note: A Battle Group in supply starts with a maximum fuel and ammunition level of 3 for each. As the Battle Group moves and fights, fuel and ammunition expenditure per strategic turn is as follows:

- » If a Battle Group fights, it uses 1 ammo level.
- » If a Battle Group moves or fights, it uses 1 fuel level.
- » If a Battle Group can trace supply to a major depot, then it regains 2 fuel and 2 ammo level (to the maximum level allowed)
- » If a Battle Group can trace supply to a minor depot, then it regains 1 fuel and 1 ammo level (to a maximum level of 2 for each).
- » If a Battle Group gains uncontested control of an enemy major depot, its fuel level goes to the maximum; however, its ammo level is not affected.
- » An armored, armored infantry, and recon Battle Group with zero fuel cannot move on the strategic map.

Low ammunition supply reduces the starting ammunition levels during battles. Reduced fuel supply won't affect vehicles immediately. However, once fuel supplies reach **Low**, there is an increasing chance that each vehicle in a battle has run out of fuel, and is suddenly left immobile.

A Battle Group can capture fuel from enemy supply depot. To use enemy fuel, the Battle Group must occupy the depot; once it leaves the depot, its fuel supply starts to diminish as normal. Enemy supply depots only provide fuel on site; no supply line is created. Enemy supply depots do not provide ammunition.

Note: There is an "incoming supply" indicator on the ammo and fuel gauges in the Battle Group Details. If the indicator has two plus signs (++) the Battle Group is receiving full supply, and recovers 2 levels per turn. A single plus (+) indicates limited supply, and the Battle Group recovers 1 level per turn. An X indicates the Battle Group is out of supply.



SUPPLY STATE

High .(Green)
Normal .(Yellow)
Low .(Red)
None .(Black)

FUEL LEVEL EFFECT

None
None
30% Immobilized
60% Immobilized

AMMUNITION LEVEL EFFECT

100% Normal
80% Normal
60% Normal
30% Normal

In addition to loss of supplies, Battle Groups that are cut off from supply have a more difficult time repairing damaged vehicles, and will not receive nightly replacements.

Note: Armored, armored infantry, and recon Battle Groups cannot move at the strategic level if they have a fuel supply level of 'None'.

18.18 VICTORY IN CAMPAIGNS AND OPERATIONS

Campaigns and Operations continue until the pre-determined ending date, or until one side has complete control of all available maps. When an Operation or Campaign ends each side totals its points for every Victory Location on every map in the scenario that it controls. The side with the most points wins.



Remember, each Victory Location is worth between 1-3 points. The only exception in scoring is during the historical Grand Campaign game. When playing the Grand Campaign against the AI, your score is not based on total Victory Location points, but on how your army does in comparison to how each side performed historically. In a Grand Campaign contest with a human player, your campaign victory is determined by your score.

18.19 STRATEGY TIPS

Try to keep an unbroken front line. If you cannot create a full front line, you may be able to use air or artillery interdiction missions to stall enemy movement long enough to reform your line.

If an enemy Battle Group breaks through your line, attempt to cut their line of supply. An armored Battle Group that runs out of fuel is no longer mobile, and Battle Groups with diminished ammunition supplies are easier to defeat. Also a Battle Group that is forced to disband while cut off takes heavy losses. In the same light, avoid allowing your own Battle Groups to be cut off if at all possible.

If a Battle Group's cohesion is getting low, or its fatigue high, try to rest it. The most certain way to successfully rest a Battle Group is to position it as the reserve (bottom of the stack) Battle Group while a different Battle Group fights, or to move it to an uncontested map.

Remember if a battle ends in a truce or time out, the side who controls the Victory Locations associated with the a road exit off that map can use that road to move to another map during the following Strategic turn.

If you assign Artillery and Mortar support or Air Strikes to a unit early in the day, and you appear to be winning the battle without calling on the support, you may wish to leave the support unused. Unused Air Strikes, Mortar and Artillery support missions are returned to you for use later during the same day.

19. SCENARIO EDITOR

The Scenario Editor allows you to design your own Battle, Operation, or Campaign scenarios using the Strategic map and Battle Groups available in Close Combat: Gateway to Caen.

The general process for creating a custom scenario is as follows:

- » Slide the left bracket on the Date Bar to the date and turn you want the scenario to start on. When you release the bracket over a date / turn, and that becomes the first turn in your scenario.
- » Choose the map(s) you want to use by clicking on each map to set initial control and supply conditions.
- » Slide the right bracket on the Date Bar to the date / turn you want to be the last turn played in the scenario. If you release the bracket over a date / turn, that becomes the last playable turn in your scenario.
- » Select the day and turn you want a Battle Group to arrive, and then drag and drop the Battle Group icon onto a map to include the Battle Group in your scenario.

19.1 THE MAP

The Scenario Editor shows a scaled down version of the entire Strategic map.



Initially all the maps are 'out of play'. To include a map in your scenario, left click or right click on that map. This will put the map 'in play' for your scenario. Each click on a map will cycle the initial state of the map through all its possible control and supply conditions.

The possible starting states are:

- Allied control (no supply depot)
- German control (no supply depot)
- Split control (no supply depot)
- Allied control (Allied major supply depot)
- German control (Allied major supply depot)
- Split control (Allied major supply depot)
- Allied control (German major supply depot)
- German control (German major supply depot)
- Split control (German major supply depot)
- Allied control (German minor supply depot)
- German control (German minor supply depot)
- Split control (German minor supply depot)
- Allied control (Allied minor supply depot)
- German control (Allied minor supply depot)
- Split control (Allied minor supply depot)

If you create a scenario with only one map, this will automatically be a Battle scenario.

Any scenario involving two or more connected maps is an Operation or Campaign scenario. An Operation usually has a small number of maps and Battle Groups and lasts for a few turns. A Campaign is an Operation on a larger scale, with many maps and Battle Groups, and lasts for several days.

When designing a Campaign or Operation, every map in play must be connected to the others. There must be a path of adjacent, connected maps from every map to every other map. Each side must also have at least one supply depot. An error will occur if you try and save an Operation or Campaign with isolated maps, or without a supply depot for each side. You must correct the error before you can save the scenario.

19.2 DATE AND TIME SETTINGS

The Data Bar above the Strategic map displays the available dates for a scenario. The starting and ending date for your scenario is set using the two sliding brackets. The green / left bracket sets the starting turn for your scenario, and the red / right bracket the last turn.

Your view of the scenario always reflects the Battle Groups that are set to arrive on the current date and turn. You select the current date and turn by clicking on the date and then the turn (during that day) on the Date Bar. Any Battle Groups you add to the scenario will arrive during the current date and turn. This allows you to have reinforcements arrive during different days, and times of day, during a campaign or operation.

Dates and turns where one or more Battle Groups arrive on the map will be marked with a green plus (+).

Note: Single battles do not have a time length, so you don't need to set the right bracket position. You can set the turn to any turn of a given day.

19.3 PLACING BATTLE GROUPS

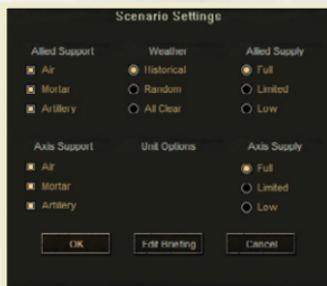
To place Battle Groups, click the Battle Group icon using the left mouse button, hold the button down and drag it to the desired map, then release the mouse button to drop it. Remember that each side can have up to two Battle Groups on any one map. Each side must have at least one Battle Group appear at some time during the campaign or operation.

You can set specific entry locations for each Battle Group to enter the game, if desired. To set entry locations, shift+click the map where the Battle Group is entering play. This will bring up the Scenario Map Entry dialog, where you can set each Battle Group's entry point to a specific Victory Location, if desired.

If Battle Groups are stacked on the first turn of your scenario, the first Battle Group icon placed will be the frontline Battle Group and the second one will be the reserve Battle Group. Battle Groups designated to enter play after the first turn are considered reinforcements and may arrive in a different order than placed, depending on the situation on the strategic map at the time.

19.4 SCENARIO SETTINGS AND ADDITIONAL INFORMATION

The Scenario Settings button opens the Scenario Settings dialog, where you set game-wide parameters for your scenario such as initial supply levels, weather settings, and the types of fire support available to each side. By clicking the “Edit Briefing” button on the Scenario Settings dialog you can write your own scenario briefing for both the Allies and Germans. The briefing is displayed when a player first starts your custom Battle, Operation or Campaign.



You can review the Force Pool of any Battle Group in the game by clicking on the Battle Group icon, and then clicking the “Battle Group Info” button. This will show you all the major units that make up the Battle Group, typically by company. The type of the company is generally indicated if it does not match the Battle Group type i.e. an infantry company in an infantry Battle Group will typically be named “A

Company”, which a tank squadron in the same Battle Group will be named “B Squadron / 44 RTR ” to indicate it is a tank squadron, not an infantry company.

19.5 LOADING AND SAVING SCENARIO FILES

Rather than starting from scratch you can also load and edit a User Scenario you’ve already made, or even load one of the stock Battles, Operations, or Campaigns provided with Close Combat: Gateway to Caen. To load an existing scenario, click the “Load” button and then select the “Battles”, “Operations”, “Campaigns”, or “User Scenarios” to select the exact file you wish to load.

When you are finished creating a scenario, click the Save As button to save the scenario. New scenarios are always saved under the “Close Combat: Gateway to Caen” directory in your Windows “My Documents” folder. You can play your custom scenario by selecting “User Scenarios” on the Command Screen.

If you receive an error, such as “Invalid Battle Data”, while trying to save a custom scenario, verify that you have at least one Battle Group for each side,

that for Operations or Campaigns you have at least two maps, no isolated maps, and at least one supply depot for each side. Correct any errors and then re-save the scenario.

20. MULTIPLAYER

Note: An Internet connection is required to play Close Combat: Gateway to Caen Multi-player mode.

Close Combat: Gateway to Caen uses an integrated lobby, forum, and connection system to make finding and connecting to other players as quick and easy as possible.

To connect to the Multi-player lobby system, you will need to register your product serial number, and then log in to the system so that serial number is associated with your lobby account. If you do not have a lobby account you can create a new one from the game.

You can make changes to your lobby account, as well as access the match-making forums and the other game forums by visiting <http://www.slitherine.com/forum/>.

20.1 CONNECTING TO THE LOBBY SYSTEM

The first time you connect to the Lobby System you will be prompted to register a serial number. This serial number is provided with, and unique to, your copy of Close Combat: Gateway to Caen. By default the game uses the serial number you entered when you installed the game on your computer.

Lobby Login

Please enter your Slitherine Lobby user name and password. If you do not have a Slitherine Lobby account you can click the REGISTER button to create one.

User Name: CC_Cathartes

Password: *****

Serial Number:
1111A-CCGUC-2304-0234

OK Register Cancel

Once you have registered your serial number with the Lobby System, you then log in to the Lobby System using your Lobby user name, password, and your registered serial number. **Note:** If you do not already have a Slitherine Lobby account, click the **Register** button to create a new account. Creating a new account will also log you in automatically.

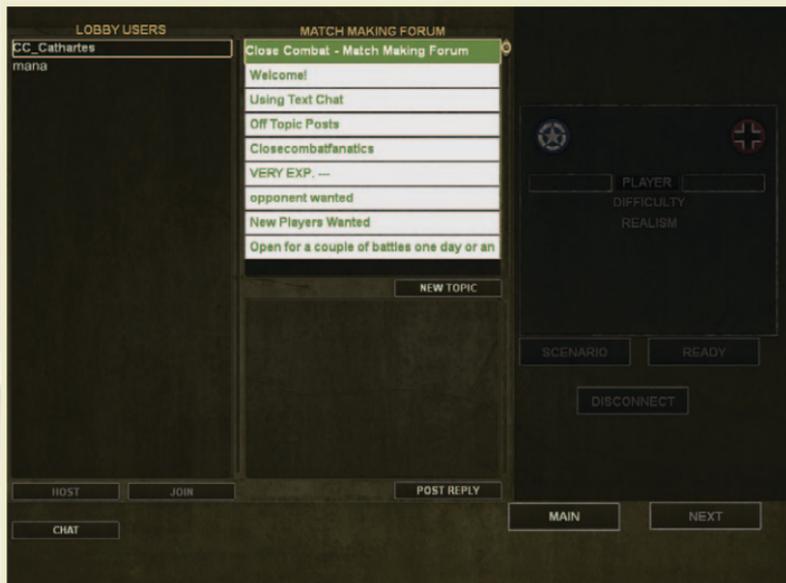
Once you have connected to the Lobby System the Multi-Player screen will initially be in Lobby Mode. A list of all connected lobby users is shown on the left, while the game match-making forums are in the center of the screen. The right part of the Multi-player screen is not used in Lobby mode, and is thus disabled until you are directly connected to an opponent.

20.1.1 LOBBY CHAT

You can send chat messages to everyone in the lobby while you are in Lobby mode. To begin composing a chat message, press the ENTER key. Type your message and then press ENTER again to send it. Lobby chat is visible to all other players connected in Lobby Mode. Lobby chat is not sent to players who are connected to an opponent and playing a head-to-head game.

20.2 USING THE MATCH-MAKING FORUMS

The Lobby System includes an integrated forum for players to discuss and arrange head-to-head games.



The top-most list shows the forum hierarchy. At the top of this hierarchy is always the game's main Match Making Forum. Under the Match Making Forum you will see a list of Topics, each of which is composed of one or more Posts. While the main Match Making Forum is selected you will see a list of all the Topics in the forum, in order from most-recent to least-recent, below.

To view the Posts in a Topic, click on the Topic in the list. This will make that Topic the active Topic. While you have an active Topic selected, that Topic will appear as the only Topic under the Match Making Forum. Below the active Topic will be a list of all the Posts within that Topic.

Click the specific Post you wish to view, and the text for that Post will appear in the Post window, just below the forum list.

To post a reply to the active Topic, click the "Post Reply" button, enter your message text, and click "Ok". Your new Post will be added to the active Topic.

You can also create a new, top-level Topic by clicking the "New Topic" button. Enter the subject for your topic and the text for the first post in that topic, and then click "Ok" to create it. The new Topic will be added to the main Match Making Forum.

You can return to the top level view, showing all Topics in the forum, by clicking the main Match Making Forum entry at the top of the forum list.

20.3 CONNECTING WITH AN OPPONENT

When two players play head-to-head in Close Combat: Gateway to Caen, one player will act as the Host, while the other player will join the Host's game. The Host player is the one who makes the choices about what scenario will be played and what Missions Settings will be used.

You can offer to Host a game with another player by clicking on that player's name in the Lobby list, and then clicking the **Host** button. Your offer will be sent to the other player, who will be prompted to accept or decline your invitation.

You can also request that your opponent Host a game for you to join. To do this, select the player you want to Join from the Lobby list and click the **Join** button. Again, the player will be notified of your request and asked to accept or decline the offer.

If the other player declines your offer you will both remain in Lobby mode and you may continue to chat, use the forum, and look for another player to play against.

If the other player accepts your offer both players will leave Lobby mode and the Multi-player Screen will transition to Game mode. While in Game mode the two players are largely isolated from the lobby system. They will not receive lobby chat messages, cannot use the forums, and no other users can invite them to a game.

Note: Both players must have the same version of the game or an error will occur when you try to connect, and the connection will be aborted.

20.4 CHOOSING A SCENARIO AND MISSION SETTINGS (HOST)



Once two players are connected in Game mode, the Host player will be able to select the Scenario to play by clicking the **Select Scenario** button. This will temporarily take the Host player to the Command Screen to select a scenario to play (and choose Mission Settings if desired).

If players have not already arranged which scenario to play ahead of time, they can use text chat to discuss it after connecting. If either player changes their mind they can click the **Disconnect** button to return to Lobby mode and look for another opponent.

20.5 BEGINNING HEAD TO HEAD PLAY

Once the Host player has selected a scenario, both players must click the **Ready** button to indicate they agree to the proposed scenario and settings, and are prepared to play. Once both players have clicked **Ready**, the Host player will be able to click the **Next** button to start the game.

The Host's computer will send the initial scenario information to the joining player's computer, and both players will transition to either at the Battle Group Screen (for a battle) or the Strategic Screen (for an Operation or a Campaign). The initial transfer of information may take a few moments, especially for a large campaign game.

20.6 DISCONNECTING FROM A HEAD TO HEAD GAME

Continuing a head-to-head game is simply a matter of advancing forward (using the **Next** button) through the game screens. The sequence of play is exactly the same as a single player game, though there may be times when you must wait for your opponent to complete their moves before you can continue.

You can exit a head-to-head game at any time by using the **Previous** or **Back** buttons to return to the Multi-player screen, and the click **Disconnect** to return to Lobby mode. If you are currently playing a battle you can hit the **ESC** key to abort the battle and return to the Multi-player screen. Returning the game Main Screen will also abort the current game and disconnect you from the Lobby system completely.

20.7 COMMUNICATING WITH YOUR OPPONENT

When you are in Game mode you can send chat messages to the other player at any time. To send a message during play, click the **CHAT** button or press **ENTER**. Type in your message and then press **ENTER** again. The message appears briefly on the other player's screen. While you are in Game mode your chat messages go only to your opponent, not to the Lobby chat.

21. UNITS

The fighting in France during the summer of 1944 involved several national armies, employing a wide array of weapons and vehicles. Close Combat: Gateway to Caen focuses on the fighting between the British and German armies, and some general information about the types of units and their weapons is provided below.

21.1 INFANTRY

Rifle infantry are armed with rifles and grenades. Because they are less encumbered, light infantry can travel good distances without becoming tired. This makes them well suited for rapid advances or probing for the enemy. Their rifles cannot generate a great deal of firepower, however.

Medium infantry have rifles, grenades, and light automatic weapons like the Bren (British) or MG42 (Germans). Medium infantry are well rounded, in terms of both mobility and fire power.

Heavy infantry have even more firepower, such as flamethrowers and demolition charges. The German panzer pioniers are a good example. Well suited to close combat, heavy infantry can also be quite effective against tanks if they can get close enough. Because of the heavy weight of their gear, heavy infantry are slow and can quickly become winded.

Snipers are deadly long range shooters who work alone. They are more accurate at long range, are more likely to target enemy leaders, and are more likely to kill, but they have a low rate of fire. Snipers are easily suppressed once they are discovered and cannot be expected to survive a shoot-out with the enemy. Remember that the talent of a sniper is not in the amount of enemies he kills directly; by targeting officers and suppressing enemy troops at long range, he can sap enemy morale and reduce their efficiency. Snipers cannot capture terrain or Victory Locations.

Scouts are used for locating the enemy, either as offensive patrols or defensive outposts. With fewer men and lighter armament, they are quicker and harder to spot than regular infantry, but lack firepower and cannot take many casualties.

Infantry anti-tank teams are armed with infantry anti-tank weapons like the German Panzerfaust, Panzerschreck or the British PIAT (Projector, Infantry, Anti-Tank). Infantry AT weapons generally have a low rate of fire, short range, and limited ammunition. For best results they should hide until they can fire at the enemy tanks from close range, and preferably at their side or rear armor—especially in the case of the British PIAT.

Secondary Weapons

In addition to their primary weapons, many soldiers carry secondary weapons like hand grenades, smoke grenades, or demolition charges. German infantry may also carry the single-use Panzerfaust anti-tank weapon. The number of these weapons available for each unit can be checked on the Battle Group screen. When the opportunity arises to use these weapons your soldiers do so automatically.

21.2 MORTARS

Mortar crews engage the enemy with indirect fire, lobbing powerful explosive shells great distances. While a mortar team is more accurate while firing at targets they can see, they are often best positioned well away from the front line where they can hammer enemy targets from safety. Avoid setting mortars up directly under trees where branches might detonate a round right over the firing team.

The heavier a mortar is, the slower the rate of fire, but the more powerful the shell. Heavy and medium mortars are powerful enough to be used against buildings. Mortars can also lend vital support to friendly units by dropping smoke at great distance.

Mortars can also be effective against light vehicles, particularly open topped vehicles such as half-tracks, though these vehicles may simply move away before the mortar team can zero in. Mortars are quite effective against towed guns, which have a harder time getting out of the target area quickly.

21.3 MACHINE GUNS

Machine guns are highly effective against infantry and light vehicles and are very effective at suppression. However, machine gun crews can only move their weapons slowly and require time to set up the weapon when they reach a new position. Because they are difficult to move and slow to set up, machine guns are often set up in buildings or other covered locations to prevent them from being destroyed by mortar fire.

Machine Gun Tactics

Machine guns are powerful weapons and are even more useful in that they generally do not require close supervision. Place machine guns in well

protected areas, preferably with a roof and a wide field of fire, and they can work wonders against enemy infantry and light vehicles. Successful Ambush attack by machine guns can be devastating. If a machine gun draws the attention of enemy armor, it is definitely time to move.

21.4 FLAME-THROWERS

These are very effective against both infantry and armor, but have a very short range and limited number of shots. They are heavy and slow moving, but don't require a setup period. As might be imagined, a flame-thrower tends to start fires. Troops with flame-throwers are extremely vulnerable and can actually explode if hit.

21.5 ANTI-TANK GUNS

Anti-tank guns are field pieces, modern cannons designed to destroy enemy tanks with armor piercing shells. Anti-tank guns are not very mobile on their own, as they must be dragged about by their crews. With only a thin gun shield for protection, anti-tank guns require a mix of surprise and proper placement to be effective. Anti-tank guns with High-Explosive (HE) rounds can be effective against infantry, but are often better left hiding to wait for enemy armor.

Anti-Tank Gun Tactics

Anti-tank guns can usually deal with a single enemy tank, especially if they get the first shot from ambush, but they can rarely survive the return fire from multiple enemies. To this end it is often best to place anti-tank guns in cover and with long, narrow fields of fire, such as aiming down a long, tree lined road. This allows the gun to shoot at enemy tanks at longer ranges, where it is harder for them to be spotted, without being subject to return fire from enemies elsewhere. Once an anti-tank gun has been spotted the enemy will usually make it a priority target, so you may want to keep a towing vehicle handy to quickly move the gun to a new location.

21.6 INFANTRY GUNS, HOWITZERS, AND ANTI-AIRCRAFT GUNS

These types of guns were often used to support the front line infantry with direct fire, especially by the Germans. Infantry guns and howitzers usually have

poor anti-tank capabilities, being primarily designed to blast enemy infantry with HE shells. Small anti-aircraft (or Flak, to the Germans) guns have a high rate of fire, and can chew up infantry and light vehicles with ease, but they will usually do little damage to a tank. High calibre anti-aircraft guns, such as the dreaded German '88', can be effective in the anti-tank role, but their large size and immobility leave them very vulnerable.

21.7 VEHICLES AND TANKS

Close Combat: Gateway to Caen contains a variety of Allied and German vehicles.

21.7.1 HALF-TRACKS AND LIGHT VEHICLES

Half-tracks and armored cars are fast, and may be heavily armed, but they are lightly armored. Just about any anti-tank weapon can punch through their light armor with easy, and may even be vulnerable to machine gun or small arms fire at close range. Unarmored vehicles such as trucks and kubelwagens are vulnerable even to rifle fire.

Some vehicles can transport men into battle. Vehicle passenger capacity is as follows:

- Kubelwagen: 5 men
- Truck, Opel Blitz: 12 men
- British Halftrack M5/M9: 10 men
- German SDKfz 251/1 Halftrack: 10 men
- German SDKfz 251/7 Halftrack: 10 men
- German SDKfz 250/1 Halftrack: 5 men

A vehicle may tow any gun with a base crew size smaller than its passenger capacity. Kubelwagens, and light halftracks can tow light guns, while trucks and heavy halftracks can tow any mobile gun. Immobile guns, such as the German 88cm Flak and the British 17 pdr anti-tank gun, cannot be towed during a battle.

Flamethrower Vehicles

Vehicle mounted flamethrowers have a longer range than the hand-held version, and much more fuel / ammunition. They are very effective against both infantry and armor. Because of their light armor, flamethrower vehicles need to stay away from tanks and anti-tank weapons, using buildings, foliage, smoke,

and hills for cover until they can get close enough to strike. The Churchill "Crocodile" Flamethrower Tank is the exception. It has very heavy armor and moves slowly, but can project a 100m tongue of flame from its front-facing position. This is perhaps one of the most formidable weapons in Close Combat: Gateway to Caen. Fortunately for the German player, they are not abundant.

Light Vehicle Tactics

Light armored vehicles have traded armor for speed. Use that speed to launch flanking attacks, or to shift quickly to support of your other units from positions to the rear. Light vehicles will almost always lose a duel with an enemy tank, though some have heavy enough weapons that you may be forced to use them against tanks in a pinch. The best hope for success in such an engagement is an ambush and a first shot kill. If the first shot misses you'll usually want to disengage immediately. Try to move away from enemy mortar or artillery fire, as this can damage or even destroy light vehicles. Unarmored vehicles should be reserved for transport duties and kept away from the front line as much as possible.

21.7 2 TANKS

A tank has enough armor to be invulnerable to small arms and machine gun fire. Tanks carry machine guns, as well as High-Explosive charges (HE) shells for use against enemy infantry, and armor piercing shells (AP) that are effective against the thick armor of enemy tanks. While tanks may seem like the lords of the battlefield, it is very difficult for the crew inside the tank to spot enemy infantry, and a tank is vulnerable to properly armed infantry who can get close enough. Tanks that move alone into close range with enemy infantry may be damaged, immobilized, or even knocked out by unseen infantry using hand-held anti-tank weapons or even a close assault with grenades.

When not in immediate danger, tank crews generally keep portholes and the top hatch open, this allows maximum visibility, although it does allow the possibility of surprise attacks while partly vulnerable, particularly from snipers. Once danger is recognized, such ports are closed, affording protection but limiting visibility.

As a general rule, tanks have much heavier armor on the front of the tank than they do on the sides or rear. Please refer to section 11 Battlefield Screen and Controls for an explanation of how movement and orders affect facing.

21.7.3 TANK DESTROYERS AND SELF PROPELLED GUNS

These weapons have large guns that can usually fire AP rounds like tanks, but they are not as heavily armored. Mobile guns generally have no turret, firing only forward over a limited arc. The British M-10 SPM Mk I (self-propelled mount) and the M-10 SP Mk. IIc with a 17 pounder gun (not designated “Achilles” until after the war) have slow-moving, open-topped turrets and weak armor. While not nearly as flexible as tanks, these vehicles are usually quite good at the specialized role they were designed for—either destroying enemy tanks or blasting infantry out of cover.

21.7.4 BASIC ARMOR TACTICS

While great books have been written about the art of tank vs. tank warfare, the basic principles are simple. First, always try and get the first shot—lie in wait and fire from ambush whenever possible. Second, try and set up the engagement so that you are shooting at an enemy’s weaker side or rear armor while he is shooting at your thick front armor. Third, try and outnumber your enemy—engage two- or three- on-one whenever possible.

Also remember that infantry cannot harm tanks at long range but can damage or immobilize them with improvised anti-tank attacks at very close range. To avoid this, tanks should usually act as support vehicles, with infantry ahead to ferret out enemy infantry and concealed anti-tank guns. Once the enemy is found, the tank can then blast away from a safe distance.

In Close Combat: Gateway to Caen, Allied players can find themselves at a disadvantage against heavier German tanks. The US-manufactured M4 (Sherman) medium tank, while having many fine qualities, lacked the high velocity gun and thick armor needed to tackle the heavier German Panther or Tiger tanks head-on. The British-made Cromwell tank is also at a disadvantage in gun and armor, though it can travel at higher speeds. However, the British-made Churchill tank, though slow, carried impressive armor. If you use a Churchill variant with a 6-pounder gun, you will have a few sabot rounds on board, providing this tank with formidable ammunition capable of destroying a Panther or Tiger tank from any facing.

German infantry was well-supplied with the hand-held, single-use Panzerfaust anti-tank weapon. The Panzerfaust had a very short range, but was capable of penetrating the armor of any Allied tank.

22. GAME OPTIONS

The Game Options dialog can be accessed via the Options button on the Main Screen, or from anywhere in the game by pressing the **F9** key. The Options dialog is made up of three panels: Game Play, General, and About. These can be selected using the tabs on the top of the dialog.

22.1 GAME PLAY OPTIONS



Note: Bringing up the Game Options dialog during a battle will automatically pause the game until the dialog is closed.

The Game Play Options control what battlefield graphics and user-interface elements are shown by default. Remove KIA Soldiers will cause the game to skip the display of the bodies of wounded and dead soldiers. Remove Trees will cause the game to skip the display of tree-top foliage,

although this foliage still exists in the game and continues to affect line of sight.

Team Info Icons are the small icons that appear near each friendly team on the battlefield, indicating what type of team it is and their approximate location. At the bottom of the Team Info Icon is a small colored status bar. You can set the information displayed on this status bar here.

Soldier outline information will add a colored outline around every friendly soldier in the game. This option lets you set what that outline indicates. The standard green / yellow / red / black color coding is used.

Below the Status Indicators are toggles for the main user-interface elements:

Team Monitor	F5
Mini-Map	F6
Soldier Monitor	F7
Timer & Morale	F8

22.2 GENERAL OPTIONS



The General options provide settings for game performance, media use, and languages.

The Game Speed options controls how fast simulated game time progresses. At 'Fast' the game runs at real time. At 'medium' speed game time is half as fast as real time (i.e. 1 game second takes 2 real seconds). At 'slow' game time is four times slower than real time.

Screen Resolution controls how large the game window is when running in Windowed Mode, or the full screen resolution used when playing battles in Full Screen mode. For best results it is recommended that you run the game in windowed mode at the same resolution as your Windows desktop.

Note: When the game is running in Full Screen mode it will automatically minimize and pause anytime you switch to another application. When the game is running in windowed mode the game does not minimize or pause automatically if you switch to another application.

Scroll Speed affects how fast both the battle field map and the Strategic map scroll when you move your point of view in the game. If the scroll speed seems too fast to easily control, try reducing this setting to 'Medium' or 'Slow'.

The Media Options allow you to turn off the game music, intro videos, or all game sounds, if desired. You can also adjust the volume level of the game sounds.

Language Options allow you to set whether non-English speaking nationalities play voice cues in their native language (such as German) or in English.

22.3 ABOUT CLOSE COMBAT: GATEWAY TO CAEN

The About section of the Options dialog allows you to view developer and publisher credits for the Close Combat: Gateway to Caen.

23. SELECTED FURTHER READING

- » Clark, Lloyd. *Operation Epsom* (Battle Zone Normandy). Sutton Publishing Ltd, 2004. A good all-around interpretation of the battle with solid operational maps.
- » Daghli, Iain. *Over the Battlefield: Operation Epsom*. Pen and Sword Military, 2007. A very detailed dissection of the battle with great maps.
- » D'Este, Carlo. *Decisions in Normandy*. Konecky & Konecky, 2000. A comprehensive, and semi-biographical, strategic command perspective on the Normandy Campaign.
- » McKee, Alexander. *Caen: Anvil of Victory*. Dorset Press, 1984. Many first-person accounts of the fighting around Caen, Normandy, a classic read.
- » Meyer, Hubert. *The 12th SS: Volume I*, Stackpole Books, 2005. Represents the German viewpoint of the battle for the Odon.
- » Saunders, Tim. *Operation Epsom* (Battleground Europe), Leo Cooper, 2003. Additional information, perspectives, and photographs on the battle.

24. CREDITS

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