

GAME MANUAL

# BATTLE 2

ACADEMY

EASTERN FRONT



SLITHERINE

## 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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# 1. INTRODUCTION

In *Battle Academy 2: Eastern Front* the action moves eastwards – to the bloodied plains of Mother Russia. Experience the brutal campaign from both sides as you play across 4 campaigns – as partisan, Tiger, T-34 and dozens of other accurately modelled units and see how the harsh weather of the steppes changed the course of the war.

## 1.1 SYSTEM REQUIREMENTS

### MINIMUM SPEC

Windows® XP/Vista/7/8

Pentium 4 or equivalent

1GB RAM

128Mb DirectX video card

CD ROM Drive (not required for the digital version)

DirectX Compatible Sound Card

DirectX 9.0c or higher (included in installer)

### RECOMMENDED SPEC

1GB RAM

256Mb DirectX 9 video card with shader model 2.0 or better

Please ensure your graphics and sound drivers are up to date before playing the game or you may experience graphical glitches or more serious errors. Check your manufacturer's website for the latest version, as new drivers are released regularly.

## **1.2 INSTALLING THE GAME**

Please ensure your system meets the minimum requirements listed above. If you purchased from the Slitherine or Matrix site you will have been provided a download link for the games installer. To install the game, either double click on the installation file you downloaded or if you have the boxed version, insert the Battle Academy 2 DVD into your DVD-ROM drive. If you have disabled the autorun function on your DVD-ROM. Follow all on-screen prompts to complete installation.

If you have redeemed a Steam key or purchased via Steam you can also launch the game on Steam.

## **1.3 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.

## **1.4 PRODUCT UPDATES**

In order to maintain our product excellence, Slitherine releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website ([www.slitherine.com](http://www.slitherine.com)) 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. If you have the Steam version, Steam will update it according to your settings.

## **1.5. MULTI-PLAYER REGISTRATION**

If you bought the game directly from us, we highly recommend registering your game first before playing. You can simply do this



through the game menu, from Multiplayer or directly at Slitherine's website at:

[www.slitherine.com/sign up](http://www.slitherine.com/sign-up)

This is because you will need a registered account to play Multiplayer games on Slitherine's PBEM (play by e-mail) server.

When registering you can choose to sign up to the newsletters to receive regular updates, offers and discounts on the rest of Slitherine's catalogue so it is worth registering!

Steam users cannot currently register though are able to play multiplayer

## **1.6 GAME FORUMS**

Our forums are one of the best things about Slitherine. 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 [www.slitherine.com](http://www.slitherine.com) and click on the Forums hyperlink.

## **1.7 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>

## **1.8 TUTORIAL**

It is advisable to play the tutorial campaign first before starting on the main campaigns in Battle Academy 2. Follow the on-screen instructions as you proceed through the tutorial and you will learn

about the most important aspects of the game. Once you have completed the tutorial you will be ready to begin your first campaign.

You can only play the specially created Demo campaign initially, but once you have completed it you will be able to access a free bonus mission from the full game .

The full game downloads free user campaigns directly to your machine and they are available instantly. As the demo does not allow you to play user campaigns, we have disabled the downloading.

The demo contains all editor functionality and is compatible with the full game, but you will need to be running the full version of the game to be able to play any scenarios you create.

## 2. STARTING THE GAME

### 2.1 MAIN MENU

When you load the game the first screen will give you the following list of options:

**Load** – where you can continue your previously saved games or delete them if you no longer need them.

**Campaigns** – where you can access the Tutorial, the four main campaigns as well as the Skirmish facility (with a scenario editor) and the Download Community Scenarios and Campaigns options (from the Slitherine forum). More campaigns will be added to this game in the future.

**Multiplayer** – where you can play against other human players. You will need a Slitherine account to access this function.

**Skirmish** – allows you to create your own scenarios. Players may adjust many settings in the editor to create limitless numbers of quite distinctive scenarios including map size, map type, scenario





type, force size, army lists, fortification levels, reinforcements and turn limits.

**Game Forum** – which takes you out of the game completely and directly to the Battle Academy section of the Slitherine website.

**Editor** – where you can create your own scenarios and campaigns.

**Quit** – which takes you out of the game.



In addition, there is an **Options** button in the top left hand corner which allows you to make many basic changes to the set-up of the game including scrolling speed, game speed, special effects, music, game difficulty levels, load save games and mouse mode; as well as more advanced changes including a windowed mode, sound disabled mode, screen optimisation choices, and adjustments to the AI, tooltip, compass and screen-shake settings.



In the top right hand corner there is a **Language Settings** button which is comprised of English, French, German, Russian, Italian and Spanish options.

## 2.2 SELECTING A CAMPAIGN

To start a campaign click on Campaigns and you will get the following five options:

- i) **Tutorial campaign** where you will learn the basics of the game.
- ii) **Operation Barbarossa (June 1941)** where you will play as the Germans as they begin their invasion of Russia.
- iii) **The Winter Counter-Offensive (December 1941)** where you will play as the Russians as they begin to counter-attack
- iv) **The Third Battle of Kharkov (Winter 1943)** where you take control of German forces who are seeking to recapture the city.
- v) **Operation Bagration (June 1944)** where you take command of the Russian counter-attack in Byelorussia.



More campaigns will be available to purchase in due course.



## 2.3 MULTI-PLAYER

Battlefield Academy includes a very comprehensive and easy to use multi-player system. Select **Multiplayer** from the main game menu.



If you already have a Slitherine forum username or have previously played other multiplayer games on our server, choose the login option and enter your details.

If you are new to Slitherine, register your username and password in game. You can use these details to log in to the Slitherine forum and view statistics or chat to other players.

Slitherine have also created a “Unified Login System” for the Slitherine and Matrix Games websites and forums so you do not have remember a separate password for each of them. If you are an existing user, you can login to the “Unified Login System”

using any of your credentials. Then you can merge the accounts together to create one unified login.

If you have any problems logging in please do not hesitate to contact us at support@slitherine.co.uk

The full game allows you to play online using the revolutionary Slitherine online servers. Accept another player's challenge, or create your own. Play games with other players in any time zone, and play turns at your own pace – without having to be online at the same time! You can also play co-operative games (Coop) with another player against the computer's AI.

When you arrive in the Lobby, you will see that there are three tabs. The first tab, "**My Games**", lists the games you currently have in progress. The second tab, "**My Challenges**" shows the games you have put on the system that are waiting for an opponent to begin, while the third tab, "**Accept Challenge**" lets you see if there are any challenges available from other players who are looking to start a new game. Any games displaying a padlock icon are private challenges only available to specific opponents.



If you want to initiate your own challenge, click the "**Issue Challenge**" button and you'll see a list of available scenarios. Select the one you wish to play then select your army. Once you have an opponent, the game moves to "**My Games**". If it is your turn you'll be able to select the game and press Play. If not, you'll have to wait for your opponent to take their turn. When your opponent

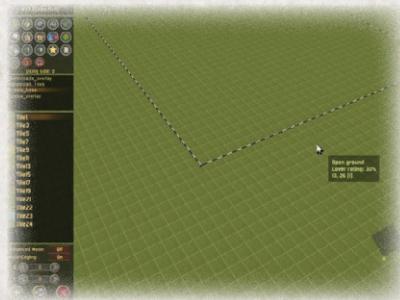


has moved you'll be notified by e-mail. It is very important that you enter your real e-mail address when registering or you will not see the e-mail alerts when it is your turn.

## 2.4 THE EDITOR

Go through to the second screen and give your campaign its name and decide whether you want to make it a “**carryover**” campaign and/or a multiplayer campaign. A “**carryover**” campaign means that the surviving units from one scenario are automatically made available for the next scenario. Once you have made these decisions you will be taken through to the editor itself and you can begin to create your scenario.

You will start off with a blank map and by using the toolbar on the left-hand side of the screen you will be able to place objects such as terrain features, buildings and roads on the map. You can then place the various units from each side in their starting positions and stipulate whether there are going to be reinforcements and what the victory conditions will be.



The editor will allow you to add every feature that is available in official campaigns to your own campaign, thereby letting you design single-player

and multi-player scenarios of any size and complexity that you want to. Maps can also be randomly generated in the editor.

A comprehensive manual editor will be available in due course.

## 2.5 MODDING

Battle Academy 2 offers very many modding opportunities. You may create new scenarios, alter equipment tables, modify the campaign structure, and adjust the game rules and user interface.

For help with modding and creating scenarios, please visit the Battle Academy modding forum at [www.slitherine.com/forum](http://www.slitherine.com/forum).

# 3. USER INTERFACE

## 3.1 STARTING A BATTLE

When you have chosen your campaign you are ready to start your first scenario. Each time that you are successful you will move on to the next scenario in the campaign. If you are defeated then you will have the opportunity to play that scenario again.

The first screen gives you a very basic historical narrative to set the scene for the scenario. At the bottom of the screen a number of

stars will be highlighted and these will tell you your victory conditions for the scenario. If you wish to return to a scenario you have already played in a campaign then just use either of the arrows situated either side of the Select button at the bottom of the screen.



The second screen shows you a map of the scenario and gives you a military briefing from your high command explaining what is expected from you.



The third screen is where you sometimes have the opportunity to pick part of your forces. Some of your army will be picked for you but you can often add extra tanks, various other motorised units and infantry. In this screen

you are also to get details about the various characteristics of the units in your army.

Once you have completed your army selections then you are ready to start the battle.



## 3.2 THE MAP

The battlefield is divided up into tiles and important information about the various terrain features (forests, village buildings, muddy areas etc) represented on the map can be accessed by moving the game cursor over each square. Terrain features that are not within sight of any of your units are depicted in grey. Terrain areas that are within the sight of your units, but offer cover to your enemy are shown with a question-mark until you can establish if there is an enemy unit present. Weather conditions, such as rain and snow are also represented on the map screen. You can use the mouse wheel to zoom in and out of the

map and you can survey the map by moving the cursor to the appropriate map edge.

Superimposed on the main map there is a mini-map that has the scenario objectives marked on it. This can be toggled on and off using the “J” key.

In the top left hand

corner of the map you will find a further three buttons that allow you to toggle on or off the mission information, adjust your game settings or prematurely end the scenario.



In the top centre of the screen there is a circular symbol that allows you to look at the mission briefing again.

In the top right hand corner of the map you can see the time of day and the number of hours left until dusk.



There is also a circular symbol showing two cogs that allows you to access a number of useful features including **View Unit List**,







Show Detailed Unit Info, Toggle Line of Sight, Battle Results, Next Unmoved Unit and Next Unit.



Each unit represented in the battle always exactly occupies its own tile. Units never straddle tiles or share them with other units.

Buildings, forests and hills can block the line of sight of units and enemy units in grey areas of the map cannot be seen by you.

### 3.3 TACTICAL BONUSES

On the very left-hand edge of the map you will find various tactical bonus symbols that you can use during the course of the battle. The number of these available to you vary from scenario to scenario and the skilful use of these bonuses can make all the difference between winning or losing the battle.



Some of the most common ones are available to both sides. These are “**Drill Sergeant**”, “**Medic**”, “**Rally**”, “**Smoke Artillery**” and “**Re-Supply**”; but some scenarios give both sides various extra artillery and aircraft capabilities too.

**Drill sergeant** – provides advanced training for your units that results in an immediate promotion, thereby increasing the unit’s battlefield capabilities.

**Medic** – patches up casualties in your infantry units to keep them fighting in the battle. Units recover one soldier each time the medic is used on them.

**Rally** – adds 50 points to morale (so a unit is guaranteed a minimum of 50).

**Resupply** – replenishes anti-tank charges of infantry units.

Smoke artillery – gives smoke cover for two or three turns enabling your units to advance more safely towards enemy positions. Smoke will block line of sight.

Both sides will have an artillery capability in many of the scenarios . . .

**German (or Nebelwerfer mortars) and Russian artillery (or Katyusha rockets)** – allows you to bombard a specific area on the map in two turns time. These attacks can be both very powerful but also very erratic.

When the artillery symbol has “**Ready**” showing, left click on it and a pink grid 7x7 squares large will appear. Move the grid to your desired target area and left click again and an “**Order artillery**” icon will appear. Left-click for the third time to order your artillery barrage that will take place two turns later.

And they also sometimes will be able to use various types of aircraft.

The Soviets may have the **Mig3** fighter plane, **Yak 9** fighter plane, **I15** biplane, **Pe2** bomber, **PO2** scout plane, **Sturmovik** ground attack fighter plane and the Tu2 Bomber.

The Germans may have the **Me109** fighter plane, **Fw190** fighter plane, **Heinkel He111** bomber, **Hs123** dive bomber, **Hs129** ground attack fighter plane, **Me262** jet fighter plane, **Storch** scout plane and the **Stuka** dive bomber.

If you have called in your fighter plane option then air cover will last for two or three turns and aerial combat will occur if your opponent has also chosen to use their aircraft tactical bonus.





## 4. UNITS

### 4.1 MOVING UNITS

To move a unit you left-click on it. The tile that the unit is in is highlighted by a green rectangle.

A small pop-up shows you the unit type, terrain type and the cover given by the terrain, expressed as a percentage. All the tiles



that the unit may move into are highlighted in green.

Further information, plus a graphical depiction of the unit, will appear at the bottom left-hand corner of the map.

Most units will have various

movement options to consider each turn. Motorised and tank units usually have to choose between “**Move Fast**”

and “**Hunt**”, although they are always able to turn to face a new direction at the end of their turn.



Infantry units also have “**Move Fast**” and “**Dash**” options that allows them to cover ground very quickly although any firing conducted by that unit in that turn will be much less accurate. Using the “**Hunt**” option will have the opposite effect and it may allow you to get in the first shot against an enemy target.



Facing is very important as units are better at reacting to enemies to



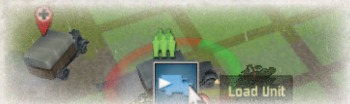
their front. To turn a unit select an adjacent tile and the unit will turn towards it.

You also have the option to order your unit to “**Hold Fire**”, which will allow it to remain hidden, if in terrain, and ambush enemy units.

Infantry and self-propelled artillery units also have the capability to use “**Smoke**” to hide their position from the enemy on a limited number of occasions during a scenario.

## 4.2 LOADING/UNLOADING UNITS

To **load** a unit onto a transport you must be adjacent to the transport and have enough movement points remaining. Click on the unit you wish to transport and then move the cursor over the transporting unit and a blue icon will appear. Click on the blue icon and the unit will load onto the vehicle.



Once loaded the unit will move with the transport until it is unloaded, or until the

ransport is destroyed (when the unit will automatically unload itself unharmed).

To **unload** a unit, once you have moved the transport unit next to the required tile select an adjacent tile and a blue icon will show. Click on the tile and then on the blue icon to unload your unit. You may not unload units into terrain that you cannot move through.

Support troops, such as mortar units, heavy machine guns and anti-tank weapons





can only move extremely slowly on foot and need to be transported on vehicles if they are required to move long distances.

Transport units that are carrying troops have a green symbol above the vehicle showing five figures.

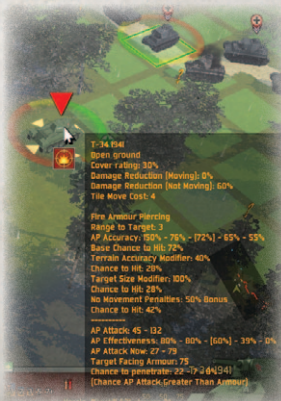
## 4.3 FIRING UNITS

You may fire at enemy units if you can see them and they are in range and provided you have ammunition available. A red triangle will appear over the desired target if you can shoot at it. Terrain features such as houses and forests can block “line of sight”, although some units, such as mortars and self-propelled artillery, have a bombardment capability that allows them to fire over such obstacles. The nearer you are to your target unit then the more effective your fire is likely to be.



When firing at an enemy unit the tooltip will tell you your percentage chance of getting a hit. Moving at “**Hunt Speed**” gives you a much better chance of hitting an enemy target

than moving at “**Fast Speed**”, although the enemy will find it easier to hit you as well. The closer you get to an enemy unit the more effective your fire is likely to be. If you set your tooltips to “detailed” then you will see a full calculation of your odds on scoring a hit. Sometimes firing at an enemy unit will cause them to surrender if their morale has become very shaky.



Most vehicles in Battle Academy have their strongest armour at the front so it is better to approach these enemy units from the side or rear.

Generally, units have two types of attack, “**armour piercing**” (AP) for use against armoured targets and “**high explosive**” (HE) for soft targets. AP attacks need to both hit the target, and then penetrate the armour to score a kill. Both accuracy and armour piercing deteriorate as range increases. HE attacks affect a wider area, and so their effectiveness is much less reduced by the range of the attack. AP accuracy is reduced by moving fast (not using the Hunt order), or firing against a moving, small, or agile target. The attack tooltip shows details of your chance to hit, penetrate, and their combined kill chance.

You may also use **suppression fire** against enemy units that you cannot see provided the target square is in range and provided you have ammunition available. A red symbol containing three small explosions will highlight if you move the game cursor onto the target square. Suppression fire is used to try and force enemy units to keep their heads down while your own units move into position to attack them. Key buildings and sandbagged positions are often good options for suppression fire.



While most units will fire directly at enemy units, some units, such as mortars and self-propelled guns can use a “**bombard**” facility that allows them to fire over buildings and wooded squares that are not within “**line of sight**”. These units may also use smoke bombardment.

Bombard attacks by mortar units have six impacts per turn and each attack has a “high explosive” impact of 80 and an





“armoured piercing” impact of 10. Mortar units may also make up to six smoke attacks in each battle.

Bombard attacks by self-propelled artillery units have three impacts per turn and a “high explosive” impact of 120 and an “armoured piercing” impact of 40.

Large artillery pieces such as rocket launchers may need to reload over a number of turns before they can bombard again. The “reload” time for self-propelled artillery units is two turns.

You may set your units to “Hold Fire” if you do not want them to engage the enemy. This may be important if you are planning an **ambush** and you have moved your units into position without being spotted by the enemy. Once your unit starts firing then it is likely to be spotted by the enemy fairly quickly. Remaining concealed and holding your fire until the enemy is in close range is a very effective way of maximising the damage inflicted on them. Any shots not used in your turn are saved to be used in your opponents turn.



**All** units have the capability to use “**reaction fire**” if an enemy moves into their “line of sight”. Some units are better at this than others because of such attributes as poor viewing devices, fixed guns and slow turrets. A unit will always have one reaction shot, but if they have not fired in the previous turn then they will be able to fire all of their shots. It is important to remember that units are always better at reacting to units that are in front of them rather than at their side or behind them.



## 4.4 OTHER TYPES OF ATTACK

### ASSAULT

Infantry can assault enemies in adjacent tiles if they have enough action points and have not attacked another enemy unit in that turn. Assaults are very fierce attacks and can result in very heavy casualties. If the attacking unit wins the assault then



they will take the enemy position and the defender will be destroyed, although they may suffer some casualties as well. If the assault is a failure then the attacker will sustain very high casualties. Assaults can be used against a variety of targets including vehicles and fortifications.

### OVERRUN

Very experienced tank units can use this type of attack against infantry in an adjacent tile in open terrain. The infantry have just one chance to destroy the tank before they are overrun and wiped out.

### FLAME

Some units are equipped with flamethrowers and can make flame attacks. These are very short ranged but can be very effective against fortifications and targets that have no armour.

### CLEAR WRECK

Wrecks of destroyed vehicles can sometimes block roads and slow down your vehicles so it is possible to destroy







them by bulldozing them out of the way.. It uses up a number of action points to do this.

## **SNIPER**

When a unit is promoted to elite level it will gain extra skills including the sniper ability. Snipers always hit their target and their position on the map is never revealed to the enemy. Sniping will use up the unit's entire turn.

## **BARBED WIRE**

Barbed wire blocks the movement of infantry and all vehicles except tanks.

# **4.5 UNIT CLASSES**

## **INFANTRY**

The infantry is a very important component of any army in Battle Academy. In close terrain, such as forested areas, villages and towns, infantry can inflict terrible damage at close range on enemy vehicles, including tanks (provided they are carrying anti-tank charges) and armoured guns. They also play a crucial role in clearing enemy infantry units out of these sorts of terrain. In the open though, infantry can become extremely vulnerable to all units, including enemy tanks and mobile guns. Infantry units generally move quite slowly on but they can be loaded onto transports, such as trucks, to increase their mobility. Scouts are very important units that can see 2 squares into terrain features. Without them other units can easily blunder into ambushes.

## **TANKS**

In Battle Academy the tank is one of the most important and resourceful type of unit. Their mobility and firepower allows them to

assault all but the most entrenched enemy positions and to threaten enemy support units such as mobile guns, reconnaissance vehicles and transports. While they are in their element in open terrain, their main weakness is operating in dense terrain, such as forested areas or towns, where they can be ambushed by enemy infantry units.

## **RECONNAISSANCE VEHICLES**

This type of unit has very good mobility and is able to spot enemy units at a greater distance away from your main force thereby allowing you to plan your moves without fear of being ambushed. Reconnaissance units can also play a useful secondary role in combat by destroying any weakened enemy units that remain on the battlefield.

## **SELF-PROPELLED ARTILLERY**

Artillery fire from mobile guns is particularly useful against the most stubbornly entrenched enemy positions. Mobile guns have a greater range than tanks so they can fire at, and bombard, enemy positions from a safer distance away. Even if the enemy unit is not destroyed or degraded by artillery fire, it will often be suppressed which will allow other friendly units to attack it and finish the job.

## **TANK DESTROYERS**

Their main role is to destroy enemy tanks and in fortified positions they can inflict a lot of damage. They are vulnerable to infantry assault if they become isolated.

## **TRANSPORTS**

These include trucks and open-topped vehicles that can transport the various infantry units more rapidly around the map than if they were to move on foot.



## 4.6 UNIT STATISTICS

To find out about a unit in your army left-click on it and look in the left-hand corner of the screen. There you will see a representation of it and, if it is a vehicle, a small diagram showing the strength of the armour at various points (front, back and top). If your unit is carrying infantry then the type of unit being carried will be shown in a small circle super-imposed on the picture of your unit. The number of shots available will be shown as separate bullets and a red bullet shows that the unit will be able to return fire during the enemy turn. The number of anti-tank (AT) charges a unit has is shown by sticks of dynamite on the unit bar.

Along from the name of the unit there will be a row of symbols, sometimes only a few, sometimes very many, which will give you the main characteristics of the unit such as “open topped”, “no turret”, “large target”, “prone to breaking down”, “prone to bogging down”, “agile”, “capable of bombardment” and so on.

Below this is the current morale level for the unit and the number of action points available that turn. And further below are the “Armour Piercing”, “High Explosive” and “Armour Defence” ratings.



To get even more information about your unit you must press down “Ctrl” on your keyboard and then left-click on your unit. A pop-up will appear giving you a brief description of the unit; its detailed attributes including view range, various armour piercing



and high explosive attack values depending on the range of fire, suppression fire capability, armour distribution, target size and agility factors, moving accuracy penalty; and lastly the percentage progress achieved towards reaching the next rank (veteran or elite).

## 5. TACTICAL CONSIDERATIONS

### 5.1 DAMAGE DURING COMBAT

#### INFANTRY

If infantry units are hit by enemy fire then they will suffer varying numbers of casualties. Smaller units may be completely wiped out.

#### VEHICLES

If a vehicle is hit by enemy fire, the shot either destroys the vehicle completely, damages the vehicle, or it just bounces off harmlessly. Damage may be light (e.g. visibility might be impaired or the secondary weapons disabled) or it may be much more serious (the vehicle may not be able to use its weapons at all or it may be completely immobilised). Trucks are always destroyed by a direct hit.

### 5.2 MORALE

Every time a unit is shot at by the enemy its morale will drop. When the morale of a unit drops below 50 it will become “suppressed”



and will not be able to fire at the enemy. When the morale of a unit drops to 0, it will surrender if it is then shot at by an enemy in an adjacent tile. Should the morale of a unit drop to  $-100$ , then it will permanently rout from the battle.

Morale will recover if a unit can go through a complete turn without suffering further morale loss. So it can be judicious to move “suppressed” units out of the front line in order to give them time to recover.

### 5.3 EXPERIENCE

When a unit damages or destroys an enemy unit it will gain experience and gradually advance towards “veteran” and then “elite” status. The experience level of a unit is shown by an icon just above it on the map. A “veteran” unit gains 25 extra morale points and an “elite” unit gains an extra 50 morale points. Some units will also gain new attributes such as having faster movement or having extra shots each turn, and infantry units may be able to use “sniper” fire for the rest of the battle.

### 5.4 TERRAIN AND FORTIFICATIONS

**Terrain** is a very important consideration in Battle Academy 2. Open ground is best for tanks and those units that need to move quickly but it affords very little cover for infantry units moving on foot. On the other hand, forests, buildings and fortifications give very good cover to infantry units but are impassable to all vehicles. Vehicles may enter terrain such as high vegetation, rough ground and marshes to avail themselves of the extra cover these provide but they will suffer movement penalties in the process.

There are three kinds of **fortification**, heavy, light and trench. They all give a varying amount of cover to the unit inside them, as well as a defensive bonus. Units inside heavy fortifications will not

surrender. Trenches have a directional aspect to their protection with “open” ends offering reduced protection. Firing across a trench has little effect, firing along a trench is much more effective.

## 5.5 OTHER TACTICAL ADVICE

**Infantry** can hide in cover and can only be spotted by enemy infantry units if they move into an adjacent tile. While infantry can see into nearby buildings and other cover, tanks and other vehicles cannot, making them vulnerable in enclosed areas.

Hidden units have a chance to **ambush** the enemy, meaning they are not seen and reacted to. The chance of a unit successfully ambushing, and the chance of enemy units spotting it, vary based on the unit type. Note that even if you successfully ambush the enemy, they will still know the rough position of the attack, and may attempt to suppress the surrounding area in their turn.”,

Some infantry can assault adjacent armoured vehicles using anti-tank (AT) charges although they will only have a limited number of these charges,

Infantry units that come under enemy fire when moving will immediately stop and may be stranded in the open as a result.

Units which come under fire will have their morale eroded. If morale drops below 50, then units will not react to nor be able to fire at the enemy. Suppressing the enemy can be vital before advancing across open ground. Note that armour will still react to being attacked, even when suppressed, but with large penalties to accuracy.

If you use suppression fire intelligently you can prevent enemy units from recovering their morale.

**Loading** or **unloading** an infantry unit onto a transport unit takes half a turn. Units cannot fire at the enemy during the turn that they unload and they cannot load if they have previously fired that turn.



Some **artillery** units have bombardment capabilities but these take more than one turn to reload.

In some scenarios, visibility can be reduced by darkness so you can use the longer sighting ranges of your infantry units and reconnaissance vehicles to spot enemy units before your tanks are ambushed.

Keep anti-aircraft guns (AA) nearby to protect your units from enemy airstrikes.

Infantry can move through wrecks but vehicles cannot. Wrecked vehicles can be bulldozed out the way to clear a path.

Troops on top of hills cannot be seen by those below unless they fire.

Units in heavy bunkers will not surrender, so they must be assaulted in order to destroy them.

## 6. ACHIEVEMENTS AND BATTLE SUMMARIES

All missions have a number of tougher objectives, beyond simply winning the battle, that better players will have a chance of achieving. These achievements can include such things as achieving the objective in a shorter time than the victory conditions stipulate, or successfully defending a certain number of secondary positions from the enemy.

When a mission is over, you will get a report of the battle that shows a breakdown of the losses of each category of units for each side.

## 7. USEFUL HOT KEYS

**A** – scroll map to the left

**CTRL and left click on unit** – detailed information on the unit

**D** – scroll map to the right

**E** – rotate map to the left

**ESC** – opens load, save and exit options

**F** – zoom out on map

**F1** – list of hot keys

**F2** – Takes a screenshot and dumps it to My Docs\My Games\  
BBCBA

**J** – moves and hides the mini map

**K** – casualties

**M** – toggles the overhead map view

**N** – next unit

**P** – add map pin

**Q** – rotate map to the right

**R** – zoom in on map

**S** – scroll map down

**SHIFT** – target area for a bombard attack

**SHIFT-3** – gives low camera angle

**SPACE** – deselect unit

**TAB** – next unmoved unit

**W** – scroll map up

**1** – shows the tiles the current unit can see and which ones it can fire at

**2** – zoom out on map

**4** – rotate map to the right

**6** – rotate map to the left

**8** – zoom in on map

**0** – casualties





## 8. CREDITS

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