COMMANDER

THE GREAT WAR

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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MINIMUM SYSTEM REQUIREMENTS

OS: Windows XP
Processor: Pentium 4
RAM: 1 GB for XP or 2GB for Vista/7
Video Card: With OpenGL 1.5 support (GeForce FX /
Radeon R300)
Hard Drive: 800MB of free space
Recommended System Requirements

INSTALLATION

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

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.

PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the "Update" link 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 youíre finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

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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 youíve 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.

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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 FAQs 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

INTRODUCTION

Commander: The Great War is a grand scale turn-based wargame set during World War I. It puts you, the player, in command of either the Entente Alliance or the Central Powers for the duration of the war. As well as controlling the armed forces of these mighty alliances, you'll be making decisions on recruitment, research, and diplomacy.

The game has been carefully designed to be easy to play yet hard to master. The challenging AI opponent will give even the most experienced players a good game. The user interface is laid out in a clear and easy-to-use manner, meaning you'll be spending your time fighting the enemy and not the game's interface.

Conventions

Throughout the manual we use a number of terms and we list their meaning here for those who may be unfamiliar with the jargon.

- Click: Place your mouse pointer over an area or button and click the left mouse button.
- Right Click: Place your mouse pointer over an area or button and click the right mouse button.
- Drag: Hold down the left mouse button while moving the mouse pointer across the screen.
- Select: Click on an item or press the keyboard key.
- Tool Tip: Useful instant guidance found by resting your mouse pointer over buttons, units, etc.
- UI: User Interface is a generic term that we use to describe the "in game controls" that will be used by you to manage the game.

THE MAIN MENU

From the Main Menu, you have a number of options:

Singleplayer: Allows you to start or load a singleplayer campaign.

Multiplayer: Allows you to play against human opponents using the PBEM++ server system.

Options: Takes you to the options menu.

Credits: The credits list.

Exit: Exits the game.

SINGLEPLAYER
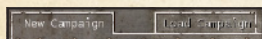
 The Singleplayer Menu offers 2 tabs: New Campaign and Load Campaign

NEW CAMPAIGN

Here you can start a new campaign. The game offers 5 campaigns, one for each year of the war:

- 1914 - The Great War
- 1915 - Ypres and Artois
- 1916 - The Battle of Verdun
- 1917 - The Nivelle Offensive
- 1918 - The Kaiserschlacht

Each campaign is played on the same map, but the setup differs based on the historical situation at that time in the war. Every campaign runs until you have defeated all your enemies or when you have reached 31 December 1918; so, 1914 gives potentially the longest campaign, while 1918 will be the shortest.

Once you have selected a campaign, you can choose which alliance you want to play for: the Entente Allies - including nations such as Serbia, France, Great Britain and Russia - or the Central Powers - including Germany, Austria-Hungary and the Ottoman Empire.

The AI Strength setting determines the advantage or disadvantage given to the AI player. At "balanced" the AI will have no advantage or disadvantage. At "handicapped" the AI will have fewer resources available and at "privileged" the AI will have more resources available, resulting in a harder game experience.

LOAD CAMPAIGN

In the "Load Campaign" tab you can load and continue previously saved games. The game automatically creates a savegame at the start of every new turn; however, be aware that this savegame always gets overwritten by the last turn you played, regardless of what campaign it is from.

MULTIPLAYER

When clicking the Multiplayer button, the game will first check the game's serial number. This requires an internet connection.

If the serial number is already registered to an account, you will be asked to login with that account. If it is not, you will be able to register it for an existing Slitherine account, or register a new account.

LOGGING IN

Each serial number will be connected to one account only. Once it is registered, the game will automatically detect the username it is registered to, and ask you to insert the password for that account. After a successful login, you will enter the multiplayer lobby.

REGISTER SERIAL NUMBER

If the serial number is not yet registered, a popup will appear to log in using your Slitherine account name and password. Successfully logging in will then permanently link your serial number to that account.

If you don't have a Slitherine account yet, click the "Register" button.

REGISTER NEW ACCOUNT

To register a new Slitherine account, fill in a username, password and valid email address and click the "Register" button to confirm. Once successful, the serial number will be registered to this new account and you'll be able to log in to the MP lobby.

THE LOBBY

There are 2 different game states listed in the multiplayer lobby:

- **Challenges**: These are games hosted by a specific player that have not yet been accepted by an opponent.
    - ✉ Challenges can be open - available for anyone.
    - 🔒 Or private - available only to those who know the password.
    - ⧗ Challenges you opened yourself will be displayed as a red "Waiting for Opponent" hourglass.
- **Matches**: These are accepted challenges between you and another player. As soon as you accept another player's challenge, or an opponent accepts your own, this game will be listed as a match.

👤 A match can either be available to play - when it is your turn -

👤 Or "waiting for your opponent's turn".

There are 4 main tabs in the MP lobby, acting as game filters.
- The "All Games" tab displays all games, both matches and challenges.
- The "My Matches tab" only lists matches: active games you are currently involved in. This panel has additional filter options:
  - All Matches: Lists both your turns and your opponent's turns.
  - My Turns: Lists only the games were it is currently your turn.
  - Opponent Turns: Lists the games that are waiting for your opponent's turn
  - Results: Lists games finished during your opponent's turn. You can watch the replay of events after which the game will be removed from the server.
- The "My Challenges" tab displays only your own challenges that have not yet been accepted by another player.
- The "Open Challenges" tab displays all open challenges from other players, both public and private.

Hosting a New Challenge

To host a new challenge click the "Host Game" button in the "All Games" or the "My Challenges" tab. This opens a new menu from which you can select the scenario and the alliance you want to play for.

The optional password box allows you to make it a private challenge that only people who know that password can accept.

You may cancel your own challenges as long as they have not yet been accepted by another player. Just select the challenge in the list and click the "Cancel Game" button.

Accepting a Challenge

Challenges issued by other players are listed in the "All Games" and "Open Challenges" tabs. Open challenges are available to anyone, just select the challenge and click the "Join Game" button. A popup will appear if the acceptance was successful, either allowing you to play your turn right away, or informing you that the other player must make the first turn.

Once accepted, a challenge turns into a match and will be displayed in the "All Games" or "My Matches" tabs.

Claiming a Match

When your opponent has not played his current turn for more than 30 days, the option to claim victory will be available to you. This allows you to close and remove inactive matches. Just select the match and click the "Claim Game" button.

Playing a Match

When it is your turn, you may select that match and click the "Play Game" button. This will load the game and take you to the campaign map.

Unless it is the game's first turn and you are playing the starting alliance, you have to watch your opponent's moves first. Press the "Start Replay" button at the button UI to start the playback. Once completed the "Turn Report" window will pop-up and from this point you can play like a normal singleplayer game.

Once you are done with your turn, press the "End Turn" button to upload the turn and pass it back to your opponent. This will open a menu where you can confirm the End Turn action and/or include chat messages for your opponent.

If you confirm the End Turn, the turn will be uploaded and when successful you will be able to go back to the multiplayer menu by pressing the "Close Game" button.

Chat

The "End Turn" button in a multiplayer game will not instantly end your turn but opens a panel that allows you to add messages for your opponent. You can open and close this panel at any time to add messages. Your opponent will receive these messages when he plays his next turn.

OPTIONS MENU

The Options Menu allows you to change settings of audio, visuals and controls.

VISUAL OPTIONS

Enable Hex Grid

Displays a visual hex grid on the campaign map. This makes it easier to distinguish the individual hexes.

Enable Unit Counters

This changes the default "miniature soldiers and weapons" display of units to unit counters, based on the NATO system. Each nation uses a different colour of counters.

Enable Unit Glow

The glow effect will highlight units, increasing their contrast with the background terrain.

Enable Action Arrows

When enabled, your opponent's attacks and moves will be accompanied by animated arrows. Red arrows represent attacks, pointing from

attacker to target hex. Blue arrows represent moves, pointing from starting position to destination.

Display kills instead of casualties in prognosis

The combat prognosis can show either "expected casualties" or "expected kills/damage to enemy". By default, this box is checked and will use positive numbers representing predicted kills. To use negative numbers representing expected casualties, uncheck the box.

 The red value always highlights what is "bad" for you, while green means "good". If you display casualties, your own casualties will be displayed in red. If you display kills instead, the enemy's kills (to your unit) will be displayed in red.

Sort production queue by "ready for deployment"

This places all units that are ready for deployment at the beginning of the production queue, instead of placing them per nation in the order they were purchased.

Note: To change the game resolution, you need to restart the game and change it in the game launcher popup.

AUDIO OPTIONS

Here you can adjust the volume of the music and the sounds effects, or turn them off altogether.

CONTROLS OPTIONS

Allow selection of empty hexes

When enabled, you select empty hexes (with no unit on them) by left clicking them. This is useful to check details of the hex's terrain type. When disabled, left-clicking an empty hex will just deselect any currently selected unit.

Single or Double mouse button

Switch between the two different control schemes. For more information, go to the Control Schemes section.

Unmoved transport warning

When enabled, you will get a warning popup after pressing the End Turn button if there is one or more transport ship that has not yet been moved in the current turn. Use this so you don't forget to move lonely transport ships across the Atlantic or other seas.

Note that all these options are also available when playing a campaign; just click the Menu button below the minimap.

SAVING A CAMPAIGN

When playing a campaign, this Menu button also allows you to save your current campaign state.

CREDITS MENU

The Credits Menu provides information about the development team and publisher behind Commander: The Great War, as well as links to their websites.

QUIT

The "Quit" button - obviously - quits the game.

THE CAMPAIGN MAP

The Campaign Map is 164 by 76 hexes, spanning from the USA in the west to Russia in the east and from Scandinavia in the north to northern Africa in the south. Each hex has a terrain type such as open ground, forest, city, and more. Hexes can also contain cities, ports or fortresses.

CONTROL SCHEMES

The game offers 2 different controls schemes. They can be changed in the in-game options menu.

Single mouse button scheme

This is based on a more classic control scheme of turn-based strategy games. It relies almost solely on left clicking.

- Select unit: Left click on unit
- Deselect unit: Right click
- Move unit: Left click on destination
- Attack unit: Left click on target
- Swap unit: CTRL + Left click on target
- UI controls: Left click select/apply, Right click to cancel

Double mouse button scheme

This scheme is similar to the one used in most modern RTS games, focusing on distinction between unit selection (left click) and ordering actions (right click).

- Select unit: Left click on unit
- Deselect unit: Left click on empty hex
- Move unit: Right click on destination
- Attack unit: Right click on target
- Swap unit: Right click on target
- UI controls: Left click select/apply, Right click to cancel

Hotkeys

- Hold space bar: Hides unit layer and displays city production values (currently it's mostly limited to capital cities)
- Page Up/Down: Scrolls through units that still have movement or attack points left
- F5: Quick save
- F9: Quick load
- Escape: Hotkey for options menu
- Hold Control (CTLR) key: Highlights national borders when hovering over a nation's territory.
- CTRL+P: Take screenshot, saved in the "My Documents\My Games\ Commander The Great War" folder (PNG file format)
- R: Activate Repair mode
- U: Activate Upgrade mode
- D: Activate Disband mode

ALLIANCES AND NATIONS

There are two playable alliances in the game: The Central Powers and the Entente Allies. The third "Neutral Alliance" groups all nations currently not at war.

More information about declarations of war in the Diplomacy section.

OWNERSHIP AND NATIONALITY OF HEXES

Every land hex has a Nationality, which is based on the national boundaries in 1914. These are a nation's "national" hexes. Each hex also has an owner, which is the nation that currently controls that hex. This can be different from the hex nationality. For example when German units conquer hexes in Russia, those hexes will maintain their nationality of Russia, but will be owned by Germany. Nationality never changes, but ownership can.

Conquered cities - on hexes whose ownership differs from their nationality - generate only half as much PP as cities owned by their original country.

MINIMAP

The Minimap is positioned on the right side of the bottom UI. It displays an overview of the whole campaign map. Coloured dots represent units: green for Entente, red for Central Powers and yellow for neutral units. Note that enemy and neutral units are only visible on the Minimap when they are actually within line of sight of one of your own units.

The rectangle indicates the area that you are currently viewing on the campaign map. Clicking anywhere on the Minimap will move the camera to focus on this location.

FOG OF WAR

All hexes on the map that are not within line of sight of one of your units will be covered in a dark shroud, called the Fog of War (FoW). Enemy units in the FoW will not be displayed and you will see no information on hex entrenchment.

Every unit has a Line of Sight (LoS) which is the distance in hexes it can 'see'. At the start of a turn, your units reveal the FoW of all hexes within their LoS. When you move them, they reveal the hexes they move though, and when they reach their destination they again reveal all hexes currently within LoS.

This is particularly true for ships and other units with long-ranged movement. LoS represents the area a unit can cover while patrolling. Since a unit has no time to patrol while en-route to a new location, however, it will only reveal the hex it actually moves through.

Enemy units attacking from inside FoW - for example artillery or intercepting fighters - will automatically be revealed for the duration of that turn.

At the end of each turn the FoW is recalculated, hiding hexes that your units can no longer see.

Note: Coastal cities reveal all adjacent water hexes. This helps detecting enemy transport ships even if there is no garrison present.

TERRAIN

Every hex has a Terrain Type. Clicking a hex or unit will display the terrain

type in the selection tab at the button of the UI.

The two nation emblems represent hex ownership and nationality respectively. Clicking the "i button" in the top right corner of the terrain image will open a terrain details popup.

Note: Water hexes do not have ownership or nationality, but port hexes do - based on the ownership and nationality of the adjacent city or fortress.

TERRAIN EFFECTS

This popup shows the combat effects and movement costs of the terrain type. Terrain can provide a defensive bonus to the defender, the attacker or both. Fighting on terrain with a strong defender bonus will cause fewer casualties for the defender, while terrain types where both sides have bonuses - such as mountains - result in lower casualties in general, thus making decisive combat much more difficult.

Cities and resources override the terrain in a hex for combat effects; so if a city is in a mountain hex, the terrain type is counted as capital city for combat, not mountain, but the movement cost is for mountain.

The movement cost is subtracted from a unit`s movement points when moving to or through the hex. Each unit type has a specific movement ability and different terrain types may have a different effect on these movement abilities. For example, forests have a high cost for wheeled units (such as armoured cars and artillery) but much less for foot or mounted units (such as infantry and cavalry). Mountain hexes have such a high cost for tracked units that they can't move into these hexes at all!

RIVERS

Rivers do not run through hexes, but between hexes. They do not affect movement speed, but do affect combat. Attacking from one hex to another hex when there is a river between the two will provide an additional defensive bonus for the defender. This affects only ground units. Attacks from artillery and air units are not affected by rivers.

ENTRENCHMENT

Entrenchments are created automatically by units that remain idle for one or more turns. Each turn that a unit remains idle, the Entrenchment Level of the hex it is in will increase by one, up to the current maximum Entrenchment Level possible for its nation. The Entrenchment Value – that affects how many casualties the defender will take – is the factor of the hex's Entrenchment Level * the Entrenchment Bonus of the hex's terrain type.

The following actions will prevent a unit from entrenching:
- Attacking
- Moving
- Being attacked

Repairing and upgrading will not remove a unit's idle state.

While all land-based units entrench their position, the entrenchment does not affect combat against Air or Artillery units. If you swap an entrenched fighter for infantry, however, that infantry will benefit from that entrenchment when attacked. This allows you to place support units such as Artillery in a second line of defenses without leaving a gap in your entrenchment. Just make sure you can replace them with reserve infantry when the enemy breaks through to that second line!

Entrenchment is part of the hex, not the unit. This means that when the unit is replaced by another, the hex's entrenchment level remains. When an entrenched hex is left empty, its entrenchment level will drop by 1 point each turn until it reaches 0 entrenchment.

Capturing an enemy hex with an entrenchment level higher than 1 will lower its entrenchment level by 1. So, if you capture a strong enemy position, counter attacks will face a weaker level of fortification.

Entrenchment is visualised on the map:

Level 1 has trenches

Level 2 has barbed wire

Level 3 has concrete bunkers and pillboxes

Level 4 has concrete reinforced entrenchments

Again, remember that these visuals are an indication of the protection the defender gets, but only if you also take into account the terrain type. Strong entrenchment in desert dunes terrain is much less effective than in open grassland.

Holding the space bar hides all unit icons and displays the PP output of cities. It also allows you to study terrain types and entrenchment levels more easily.

CITIES AND FORTRESSES

Capital City

Allows deployment of 2 units per turn.
Allows the production of units. A nation that no longer owns any of its original capitals cannot produce additional units.
Provides full supply

City

Allows deployment of 1 unit per turn.
Provides half supply

Fortress

Provides a combat bonus to its garrison.
Provides half supply IF they have any PP production. In this case, the fortress basically acts as a fortified city.
Fortresses without PP production provide half supply to its garrison only.

Port

Ports allow the deployment and repair of naval units. Ships can only be upgraded and deployed in ports of their own nationality, but can be repaired in any friendly port.
Ports provide a powerful combat bonus for their current unit.

Ports that are originally owned by a specific alliance provide a defensive bonus to ships from that alliance up to a range of 4 hexes.

Ports are located on water hexes and cannot be directly owned. Instead, each port is attached to an adjacent city or fortress hex and is owned by the owner of that city or fortress.

CLIMATE

For the first turn of December until the last turn of March the map is covered in a winter climate. Hexes affected by winter effects are displayed as covered in snow.

Unit moves and attacks on winter hexes consume more efficiency, making prolonged operations in winter terrain much harder to execute.

RESOURCES

The current resource reserves of all nations in the player's current alliance are listed on the left side of the bottom UI.

RESOURCE TYPES

There are 6 types of resources:

PRODUCTION POINTS (PP)

Production points represent currency and raw materials. It is used to build units, apply repairs and upgrades, and build ammunition factories.

PP are produced in cities and in some fortresses.

MANPOWER (MP)

Manpower is a limited resource required to produce units. In addition, MP reserves determine the efficiency of a nation's economy. While MP levels drop, so does the PP production. You can keep track of each nation's economic output in the management panel.

In addition, when MP reserves drop below 70% of the original 1914 starting value, unit quality drops to 8. Another drop will occur at 30%, reducing unit quality to 6.

MP generally does not increase. The only exception is that Entente convoys provide 1 MP for every remaining strength point when arriving in port. This represents the constant stream of colonial reinforcements available to some nations.

AMMUNITION (AM)

Ammunition resources are required for certain units to attack. To increase a nation's AM production you can purchase additional ammunition factories in the "Management" panel.

RAILROAD CAPACITY (RC)

A nation's railroad capacity directly represents the number of rail moves its units can make each turn. Each railroad move will consume 1 RC point. All points will be replenished at the start of a new turn.

To increase the amount of RC points a nation gets each turn you can expand its RC in the "Management" panel.

TRANSPORT CAPACITY (TC)

A nation's transport capacity represents the number of units the nation can transport by sea at any one time. Each time a unit is embarked in a naval transport TC will be reduced by one point. When a unit

disembarks, the TC point is returned to the nation. Note that you do not receive this TC point instantly, it is returned to the nation at the end of the player turn.

To increase the amount of TC points a nation gets each turn you can expand its TC in the "Management" panel.

NATIONAL MORALE (NM)

National morale determines the will of a country to stay in the war. When NM reaches 0, a nation will offer to surrender to the enemy. When accepted, the nation will revert to a neutral state and remain so unless attacked again by one of the warring alliances.

NM is affected by combat, capturing cities and major events such as the loss of a Battleship fleet.

Losing cities will decrease the NM of all nations in an alliance; capturing enemy cities will improve it. Losing cities originally owned (hex nationality) by a nation will cause an additional NM drop for that nation. Capitals cities are considered more important, thus having bigger impact on morale. Conquering enemy cities does not only allow you to take some of their PP production, it is also the surest way of bringing them closer to surrender.

Losing more men in combat than the enemy will also lower NM. This effect is less noticeable in the short term, but can break a nation's will in the long term.

UPKEEP AND DEFICIT

Units on the campaign map and in the production queue cost upkeep. This uses PP reserves. When income and PP reserves are insufficient to pay all upkeep the remaining value will be subtracted from the nation's

National Morale. The effect may seem minor, but when a nation tries to maintain too large armies for too long it will eventually collapse and be forced to offer surrender.

Drops in PP income can be caused by loss of cities, damage to infrastructure from combat or bombardment, and drops in MP quality. To prevent a drop in morale, the player should disband some units when PP income can't pay for all upkeep.

All nations get 10 upkeep for free, meaning that if their total upkeep cost is 40 PP they only need to pay 30 PP per turn. This equals the upkeep cost of 2 infantry units. This benefits smaller nations most of all, where 2 more infantry units make up a large part of their army and a substantial force to hold their generally smaller frontlines.

CONVOYS

Convoys are a lifeline for the United Kingdom and - to a lesser extent - France. Germany also receives vital iron ore - translated into PP - through convoys from Sweden.

Convoys are naval units that spawn automatically on the map at randomised intervals and locations. At the beginning of each turn, all convoys of the current alliance will automatically move toward the nearest port of their own nation. If a convoy arrives in or adjacent to such a port, it will automatically disband at the beginning of the next turn, delivering its resources.

The amount of PP a nation receives is based on the convoy's strength value. For every strength point you receive 10 PP. This means that when the enemy damages your convoy without actually destroying it, you'll still receive some PP.

French and Britain convoys also provide 1 MP for every PP, representing a stream of colonial reinforcements.

SINKING CONVOYS

Hunting for and destroying enemy convoys is a valid - and historical - strategy for the Central Powers, since they are vital to the Entente nations. When they sink too many convoys, however, this will cause a deterioration of relations with the United States. A news event will pop up when this happens, and it may eventually bring the USA into the war. This creates a dilemma for the player: Do I sink convoys to weaken the UK and France, but risk fighting the USA later on - or do I face stronger European opponents from the start of the war but avoid facing the USA?

UNITS

There are a wide variety of units available in Commander: The Great War and each has its own

strengths and weaknesses. Units can either be deployed on the map at the start of a Scenario or be deployed later from the production queue.

UNIT ACTIONS

Each turn, your units may move and/or attack. The actions available to a unit are:

MOVING

When a unit has not yet moved, it has a full national emblem in its bottom left corner.

When a unit has moved, half of the emblem is darkened. This means a unit can no longer move this turn, but it can still attack.

A fully darkened national emblem means the unit can no longer attack or move during the current turn.

When a unit which can still move this turn is selected, all valid destination hexes are marked with a white overlay with a white dot in the middle.

When moving to an enemy hex, a unit will lose an additional amount of efficiency. This means pursuing enemy units in enemy territory will tire and disrupt the aggressor faster than the defender.

SWAPPING

Two adjacent friendly units may be swapped if both have not moved yet and have enough movement points to move into each other's hexes.

The swap cursor will appear when the selected unit can swap with the one currently below the mouse cursor.

In the single button control scheme, hold CTRL+click to swap. Using the double button scheme, right-click the unit to swap.

ADVANCE MOVE

When an attack clears the target hex either by destroying the defender or forcing it to retreat, the attacking unit is given the opportunity to advance into this hex. The advance move remains available for this unit until you move or attack with another unit.

A unit performing an amphibious attack from inside a transport ship can also disembark into a coastal hex after successfully destroying or repelling the defender.

Advance moves are independent from movement points. Units that have moved before the attack will still be able to make an advance move.

RAIL REDEPLOYMENT

Rail movement allows you to strategically redeploy units around the map. In order to be able to move by rail, a unit must be in or adjacent to a city or fortress. From there, any city or fortress hex - and the hexes adjacent to those - are valid destinations provided there is an unbroken path of railroads connecting both cities/fortresses.

Valid railroad destinations are marked with a white locomotive icon as opposed to the white dot for normal moves.
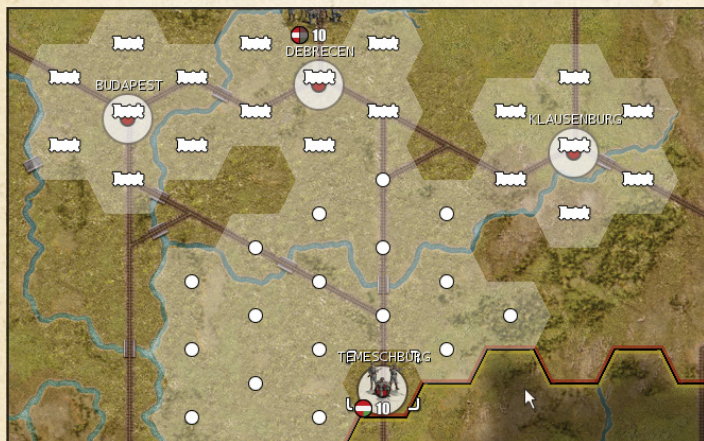
When a hex is valid for both a rail or normal move, the latter gets priority.

Railroad moves require and consume 1 RC point per move from the nation the unit belongs to.

ATTACKING

When selecting a unit that can still attack during the current turn, all valid targets will be highlighted with red crosshairs.

Attacking consumes all remaining movement points. This means you cannot attack then move, but you can first move and then attack. The move will cost some of the unit's efficiency, though, making the consecutive attack slightly less effective.

RANGED ATTACKS: ARTILLERY, AIR UNITS AND AMMUNITION

Certain units in game have a range greater than one hex distance. These include artillery, fighters, bombers and zeppelins.

Ranged units cannot move and attack in a single turn, they can only do one or the other.

In addition, some ranged attacks (such as artillery and bombers) require and consume ammunition (see resources & management for more information about how to increase ammunition production). The amount of ammunition a unit uses per attack is shown by the unit's ammo stat. Where a ranged attack consumes ammunition, a tooltip will appear when the mouse is placed on a potential target showing the amount of ammunition which will be consumed by the attack.

Most ranged units also have a shock stat, which reduces the efficiency of the unit they attack. Early fighters do not cause much damage to enemy units, but are still effective at reducing enemy efficiency before launching ground attacks.

EMBARKING AND DISEMBARKING

Land and air units can be transported across water by naval transportation. These unit types can embark on any adjacent water hex when positioned in a city or fortress with a port.

Valid hexes for embarkment are highlighted with a white anchor icon.

Embarking requires and consumes a unit's movement points. Once embarked, the unit will appear as a transport ship on the map. You will be able to move it the next turn.

Embarking a unit also uses one of the nation's transport capacity (TC) (see resources, transport capacity). When a nation has no transport capacity available, units cannot be embarked.

When in transport mode, a unit cannot attack naval targets, but they can attack adjacent land and air units on coastal hexes. This counts as an amphibious attack and causes a combat penalty for the attacker.

The transport's strength is the same as the unit it carries. This also means that when the transport is attacked and loses strength, so will the unit it carries.

The transported unit can disembark on any adjacent, empty, non-neutral land hex. Disembarking costs and consumes a unit's movement points.

Valid hexes for disembarkment are highlighted with a white anchor icon.

Each turn a unit stays on a transport ship it will lose efficiency. This means that long voyages will effectively cripple the unit until it can disembark and remain idle a few turns to recover. If you expect immediate hostile contact after disembarking, make certain the transportation route is a short one.

UNIT TYPES

Units are divided into types. This determines how they move, which attack value is used against them, and how combats are resolved. These types are:

Land

Land units can move through and occupy hexes. During combat, ground attack values are used against this unit.

Air

Air units can only move to hexes already controlled by their side. They can launch attacks on units a number of hexes away, and return to their hex after the attack. During combat, air attack values are used against this unit.

Note that air units are more effective against high strength ground targets than weakened ones. This represents that small units provide harder to find - and hit - targets, and guarantee that spreading air attacks against multiple ground targets is more cost effective than concentrating all your air power on a single target.

Naval

Naval units can only move to sea hexes and ports. During combat, naval attack values are used against this unit.

UNIT CLASSES

Each unit type belongs to a specific class. These classes are used in the technology screen to determine which units are covered. The game also keeps track of unit kills and casualties based on their class. These statistics can be found in the "Management" panel.

The classes are:
- Ground
- Artillery
- Air
- Naval
- Vehicle

UNIT MOVEMENT TYPES

- Foot
- Mounted
- Wheeled
- Tracked
- Winged
- Dirigible
- Naval
- Submerged

UNITS LIST

Garrison

Garrisons are small defensive units ideally suited to protect cities, fortresses and non-essential positions in the frontline. They have weaker offensive capabilities but can support the stronger Infantry units.

Type: Land
Class: Ground
Movement: Foot

Infantry

Infantry units are strong all-purpose units. They are particularly effective at defending entrenched positions. Early infantry lacks the offensive strength to attack fortified positions without artillery support. They should be used in offensive operations and to hold key strategic locations.

Type: Land
Class: Ground
Movement: Foot

Cavalry

Cavalry units are most effective when used in clear terrain against weakened enemy units. While ineffective against entrenched opponents, they deal additional damage when successfully forcing an enemy unit to retreat.

Type: Land
Class: Ground
Movement: Mounted

Armoured Car

These units have a high movement speed, but limited attack strength. They retreat quickly when attacked, before absorbing too many casualties. This makes them useless to hold the line but difficult to destroy. As a result, their most efficient use is reconnaissance, harassment and cutting enemy lines of supply.

Type: Land
Class: Vehicle
Movement: Wheeled

Armoured Train

Armoured Trains are well protected from regular bullet fire and pack a lot of firepower. Their restriction to railroads is both a strength

and weakness: They can reposition quickly over long distances, but only to where the rails can lead them.

Type: Land
Class: Vehicle
Movement: Rail

Armour

Armour units represent infantry supported by tanks. These machines are designed to overrun enemy defenses, minimizing casualties to the infantry behind. Early armour is flawed and little more effective than standard infantry - while much more expensive - but later developments make them a very effective offensive weapon. They can break through enemy lines, cut supply lines and encircle whole armies.

Type: Land
Class: Vehicle
Movement: Tracked

Artillery

Heavy calibre artillery pieces are massed into artillery units. These are essential for breaking through enemy defenses. While very effective at weakening enemy strength and without any repercussions, each bombardment does consume a vast amount of ammunition. Therefore the use of artillery should be restricted to crucial parts of an offensive or counter-attack. Artillery units cannot attack after moving.

Type: Land
Class: Artillery
Movement: Wheeled

Railroad Gun

Railroad Guns are heavy long range guns restricted to railroad hexes. They are much less powerful than standard Artillery but have a

higher range. Use them against strategic targets that are otherwise out of range.

Type: Land
Class: Artillery
Movement: Rail

Fighter

Fighters provide reconnaissance and air protection against enemy air units. They are also effective at weakening efficiency of enemy ground units. Early fighters lack proper protection against enemy air fighters until you research the necessary technology.

Type: Air
Class: Air
Movement: Winged

Bomber

Bombers are effective for long distance strategic bombardment. Later war models are also reasonably effective at damaging ground units.

Type: Air
Class: Air
Movement: Winged

Airship

Airships are effective for long distance strategic bombardment. Once anti-submarine weapons become available, they also become effective at attacking submarines.

Type: Air
Class: Air
Movement: Dirigible

Submarine

Submarines are hard to detect and only appear when launching an attack, or if an enemy ship accidentally discovers them by attempting to move through them.

Submarines are invisible to the enemy until they attack. A submarine is revealed for 1 turn when it attacks or when an enemy unit tries to move to its hex. Only units that have not yet moved can attack a submarine. Thus, only adjacent naval units or air/artillery units already within reach can attack a revealed submarine.

Type: Naval
Class: Naval
Movement: Submerged

Cruiser

Cruisers are fast and relatively cheap, the workhorse of any navy. They should be used for scouting, hunting for enemy merchant ships and anti-submarine warfare. While not comparable with a battleship in battle, cruisers do serve a purpose in large naval battles. Dealing a finishing blow to a damaged battleship or keeping enemy cruisers and submarines at bay are jobs better suited to a cruiser than a battleship.

Type: Naval
Class: Naval
Movement: Naval

Battleship

Battleships are powerful but expensive and time consuming to produce. Their main purpose is to oppose enemy battle-fleets and gain or maintain naval superiority. Additionally, battleships are capable of bombarding shoreline defences, acting as naval artillery units. Just like a land-based artillery bombardment, this consumes ammunition.

Type: Naval
Class: Naval
Movement: Naval

Convoys
Convoys automatically spawn on the edges of the map. They carry production points (PP) and manpower (MP) for their own nation. These resources will be transferred to your stockpiles when a convoy arrives at one of its nation's home ports.
Type: Naval
Class: Naval
Movement: Naval

Transports
When a land unit is being transported across water it turns into a transport ship. The transported unit can be disembarked on any non-neutral coastal hex. A transport ship cannot attack naval targets, but the unit can still launch amphibious attacks against coastal land units. Such an attack will suffer from a combat penalty.
Type: Naval
Class: Naval
Movement: Naval

RENAMING UNITS

Select a unit and left click on its name in the bottom UI. A popup will appear allowing you to rename the unit.

UNIT ATTRIBUTES

Every unit is rated in a number of areas that determine its fighting ability. These are:

Strength Values

- Strength: The amount of hitpoints a unit has. The maximum amount of strength for any unit is 10. When strength drops to 0, the unit is destroyed and removed from the game.
- Efficiency: Represents a mixture of the morale, fatigue and cohesion of the unit.
- Quality: The quality of the unit. When manpower reserves deplete, the quality of newly produced or repaired units will drop. A unit's maximum efficiency value equals its quality value.

Defense Values

- Base Defense: Base defense is used against units of the same type.
- High Defense: This is used against units of a different type. For example infantry - a land unit - uses high defense when attacked by a fighter (air unit type).

Attack Values

- Ground Attack: Attack value against ground units.
- Air Attack: Attack value when defending against air units.
- Naval Attack: Attack value against naval units.
- Armour Piercing: An attack bonus added to a unit's ground attack when fighting armoured units.
- Sub Attack: Attack value against submarine units.
- Strategic Attack: Damage done to city production.
- Counter Battery Fire: Damage done to attacking enemy artillery when adjacent to their target.

Offensive Stats

⚡ Assault: Negates enemy entrenchment value in the attack calculation.

🎚 Bombard: Negates enemy entrenchment value in the attack calculation. Moreover, bombard attacks are not affected by the terrain defense value.

✋ Shock: Damage to enemy efficiency when attacking.

⫿⫿⫿ Ammunition: Amount of ammunition resources required to attack.

Hex Distance Stats

❗ Movement Points: The distance a unit can move per turn. The actual amount of hexes is determined by their terrain types.

⬦ Range: Amount of distance in hexes a unit can attack.

▮▮ Line of Sight: Determines the size of the area revealed in the fog of war around a unit.

UNIT TRAITS
QUICK RETREAT

Units with this trait will retreat faster than others, minimising damage taken. The resulting quick retreat, however, will cause even less damage to the attacker.

Units with this trait: Armoured Cars.

TRAMPLE

Units with this trait deal additional damage to a unit that is forced to retreat. This makes them particularly effective to round off a sequence of attacks against a now weakened defender.

Units with this trait: Cavalry.

FIRST STRIKE

Units with this trait receive a damage bonus when attacking. This means they are best used offensively, as they will not benefit from the bonus when defending against an attacking enemy.

Units with this trait: Battleships.

EFFICIENCY

Efficiency represents a range of conditions such as fatigue, morale and fighting capabilities. The colour of the unit strength indicator provides information on its current efficiency level:

 A yellow strength numbers means efficiency between 7 and 4.

A red strength number means efficiency between 3 and 0.

When a unit is at low efficiency, it is much more vulnerable to enemy attack.

Moving and attacking reduce a unit's efficiency. Moving into enemy territory causes a greater efficiency drop than moving in friendly territory. Moving in a snowy climate also causes an additional efficiency drop.

Attacking causes a varying degree of drop in efficiency, depending on the outcome of the attack. Attacking in snowy climate causes a greater drop in efficiency.

Efficiency automatically recovers when a unit is idle (not moving or involved in combat) provided the unit is connected to a supply source. Units on full supply recover at 5 efficiency points per turn, while units on half supply only recover 3 points per turn.

Units are able to repair, upgrade, and recover efficiency in the same turn.

COUNTER ATTACKS: COUNTER-BATTERY FIRE AND AIR INTERCEPT

COUNTER-BATTERY FIRE

Artillery units upgraded with the Flash Spotting technology are able to provide counter battery fire when a nearby friendly unit comes under bombardment. If a unit adjacent to the defending artillery unit is bombarded by enemy artillery, the friendly artillery unit will counter fire and cause some damage to the attacking artillery.

Counter battery fire consumes two ammunition points. Counter battery fire is not as powerful as a normal artillery attack. The power of the attack is determined by the Counter-Battery Attack unit stat. The Sound Ranging technology increases the effectiveness of counter-battery fire.

AIR INTERCEPT

Fighter units upgraded with the Armed Aircraft technology are able to intercept enemy air units that attack nearby friendly units. If a fighter is within 4 hexes range of a friendly unit which is being attacked by an enemy air unit, this friendly fighter will intercept the enemy attack and cause some damage to the attacker.

Fighters can only intercept once per turn. The effectiveness of the intercept is determined by the unit's Air Attack stat. Technologies which improve this stat also improve the effectiveness of intercept attacks.

AIR ESCORT

In addition to defensive capabilities, fighters with the Armed Aircraft technology are also able to escort friendly bombers when attacking enemy units. If a friendly bomber is intercepted when attacking, escort units will protect the bomber and cause damage to the intercepting enemy fighters. A friendly fighter will escort attacking bombers if it is within 4 hexes range of the bomber's target.

In this way, multiple air units from both sides can be involved in large scale aerial battles, adding to the anti-aircraft defense coming from the target.

A unit can be escorted if it has a Strategic Attack stat value greater than zero. This includes bombers and zeppelins.

NAVAL SUPPLY RULES
HOME PORT BONUS

Naval units within four hexes of a friendly port receive a combat bonus. This represents the support of coastal vessels such as torpedo boats, as well as minefields and coastal defenses. When a naval unit is selected, possible moves within this area are indicated with a green dot in the centre of the highlighted hex. Note that areas where enemy ships receive a bonus are not displayed.

OPERATIONAL RANGE

Naval units have an operational range of 25 hexes. If a naval unit travels further than 25 hexes from a friendly port they begin to lose efficiency. The unit will only recover efficiency when they return to a hex within operational range. Possible moves outside of operational range are indicated with a red dot in the centre of the highlighted hex. The only way for a player to extend their operational range is to capture ports closer to the area in which they wish to operate.

PORT BONUS

Units in port receive significant defensive bonuses. This includes otherwise unarmed units such as troop transports and convoys.

SUBMARINE RULES

Submarines are special and are always hidden, even if the hex they are in is not in the FoW. They only become visible if they attack an enemy unit, or if an enemy unit accidentally attempts to move to the hex they're in. They will remain visible for one turn, after which they become invisible again.

You can only attack submarines with units that have not already moved. This means that generally only units already adjacent to an enemy submarine during the submarine's own attack can retaliate after the enemy's turn.

Air units - with a large attack Range - may also be able to attack a revealed submarine when it is revealed within their attack Range. Airships - once upgraded with the anti-submarine technologies - can be quite effective in this role.

Submarines can move through enemy warships unnoticed and enemy warships will also pass through them without revealing the submarine. A submarine's location can be revealed if a ship attempts to move into the hex currently occupied by the submarine. This can happen if the ship is ordered to move the submarine's hex, or if the ship ends up in that hex after failing to reach its destination. This will be considered as an unexpected encounter and trigger an automatic attack between the two units.

COMMANDERS

Commanders represent historical military figures who had great influence on the war on the ground, in the air and at sea. Unlike units, commanders are not placed and moved on the map directly, but are attached to existing units.

Once attached to a unit, the commander provides specific bonuses to that unit and any other units within its command range.

When a unit with a commander attached is destroyed, the commander is injured and returned to the production queue. The length of time he is injured varies and he will be available for reassignment after he has recovered.

Note that there are 3 types of commanders and each only affect a specific set of units:

GENERALS
Generals can be attached to and provide bonuses for ground units.

ADMIRALS
Admirals can be attached to and provide bonuses for naval units, including submarines.

ACES
Aces can be attached to and provide bonuses for air units. Aces only affect the unit they are attached to, and they do not have a command range of several hexes like Generals and Admirals.

MAIN CONTROL PANELS

The main control panels can be accessed through the buttons on top of the bottom UI.
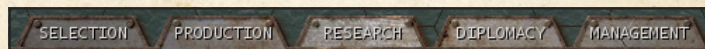
All the main panels share a similar layout:
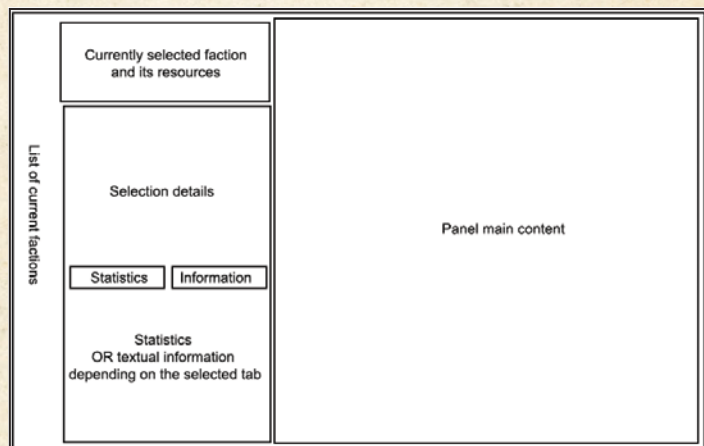
Below these main panels, the main UI at the bottom of the screen always lists an overview related to the currently selected panel.

On the left side of each panel is a list of all your current nations that can currently produce units. Clicking a flag selects that nation and displays its production options.

The big flag at the top left next to flags list displays the currently selected country. Next to this flag you can see this nation's current PP,

MP and AM. Some panels also display current PP and AM income, as well as current PP and AM reserves.

PRODUCTION PANEL

The production panel has 2 tabs in its main content section:

Unit Production and the Commander Requirements Overview.

UNIT PRODUCTION

The main content of the unit production tab is filled with boxes, one for each unit type available to the currently selected nation.

Note that some unit types may still be locked, requiring a specific technology before being available for production.

Clicking on one of the unit boxes will select that unit type and display it in the selection details section.

The icon in the top left corner of the unit picture is its abstract representation. When playing the game with unit counters enabled, all units on the campaign map will use these icons instead of the default sprites.

The "Statistics" tab lists the unit's statistics such as attack, movement and range values. Below this, the white icons and values indicate the unit's production, manpower and upkeep costs and the number of turns required to complete the unit.

The "Information" tab gives you a text description of the unit type, explaining its purpose in the game. This is particularly useful for new players who are not yet accustomed to the meaning and effect of all the statistics.

The "Purchase" button will start the production of this unit type for the selected nation. The PP and MP cost will immediately be removed from its resources. Note that the PP and MP value may turn red if you do not have enough resources to produce the unit.

Upkeep cost is paid as soon as the unit has entered production. A red upkeep value indicates that you do not have enough income to maintain another unit of this type. You can still purchase the unit if you have sufficient resources available, but this will create an income deficit. Having insufficient resources to pay every unit's upkeep costs will damage a nation's morale. More information on this may be found in the Morale section.

Note: Nations without capital cities cannot produce units and are not listed in the production panel.

COMMANDER REQUIREMENTS OVERVIEW

Commanders are not produced or purchased, but require specific conditions to unlock automatically. These conditions can be:

- **Date**: A specific year must be reached, for example 1915.
- **Technology**: A specific technology must be researched, for example most Aces require the "Armed Aircraft" technology.
- **Kills**: A number a kills within a specific unit class must be achieved. For example most Admirals require a number of naval kills. Note that kills means strength points removed, not units killed. If you reduce an enemy Battleship from 10 to 7 strength that counts as 3 kills.

- **Casualties**: Some Commanders also require a number of losses. Like kills, these casualties must be in the specified unit class and represent strength damage, not unit losses.
- **War**: War with a specific nation. For example, most German Commanders won't be available until Russia enters the war.
- **Ally**: A specific nation must be part of your alliance.

> ✅ A green check in front of a requirement indicates that this requirement has been completed.

When all requirements are met, the commander is automatically added to the production queue and at the beginning of the next turn will be available for deployment. The next commander of its type - if there is one - will then be listed in its place in the commander overview panel.

Clicking a commander`s picture will display it in the selection details section, allowing you to review what unit types the commander can be attached to and what its effects are.

The "Information" tab provides a text description of the commander, with some historical background information.

VON HOTZENDORF

Statistics   Information

Unit Types

Combat Effects

-1   2

CLOSE

PRODUCTION QUEUE

At the bottom of the production panel you can see the production queue. This lists all units that are currently in production, along with their icon, nation and turns remaining.

When a Commander becomes available (by achieving all its requirements) it is also added automatically to the production queue. It will remain here until attached to a unit. Wounded Commanders will also return to the production queue, with a turns timer to indicate the time required to recover from its injuries.

DEPLOYMENT

When the turns timer of a unit in the production queue reaches 0, it becomes "ready for deployment". Clicking on the unit in the queue will automatically close the main production panel and allow you to deploy that unit on the campaign map.

All valid deployment hexes will be highlighted. Clicking on a valid hex will deploy the unit. Right-clicking will cancel the deployment mode and leave the unit in the production queue. Newly deployed units will not be able to move or attack during their turn of deployment.

The deployment rules are:

- Land and Air units: These can be placed on or adjacent to cities of their own nation. They cannot be placed adjacent to an enemy unit. Note that each city allows only 1 unit to be deployed in its proximity per turn, while capitals can deploy 2 units per turn.
- The terrain type must also be valid for the unit. For example, tanks cannot move into mountain hexes, which means they also cannot be deployed on mountain hexes.

- Naval units: These must be deployed in or adjacent to a port of their own nation. Unlike land and air units, naval units may be deployed next to enemy units. Each port can only deploy 1 naval unit per turn.
- Only cities with a production output of at least 1 PP/turn are valid for deployment. Ports are only valid if their adjacent city produces at least 1 PP per turn.

COLONIAL DEPLOYMENT

France and Britain are colonial nations. This means they can deploy units on any of the water hexes at the bottom row of hexes on the map. These units will appear in transport ships and allow you to invade Turkish territory in Arabia from the south-eastern corner of the map.

Note that they will also start with lower efficiency, representing the long journey they've already endured from the colonies. Caution is required when deploying these units directly into a combat situation with no time to recover efficiency first.

RESEARCH PANEL

Each unit category (ground, artillery, naval, air and vehicle) has its own set of technology lines. Each technology line consists of a series of technologies, each with similar effects. As soon as the current technology in a series is completed, the next one becomes available.

Technologies progress automatically as soon as their category has at

least 1 lab available. Building more labs for a category will increase the research speed of its technologies. The cost of each additional lab goes up every time you purchase another lab.

Labs Upkeep   3

Labs cost upkeep in PP just like units. This means you have to find the right balance between investment in research and the budget that's left to maintain your army.

In addition to building labs, specific technologies can be "focused" to increase their research speed. You may choose to focus only one technology per category, speeding up the research of that technology. Doing so, however, will slow down the overall progress of all other techs within that category. In addition, focusing - and un-focusing - technologies require focus points.

Focus Points: 2

Each nation starts with 2 focus points, and an additional point will be acquired for each 2 labs built. When focusing a technology, one focus point is removed. It will return as soon as the technology is completed. Un-focusing a technology - to reset the balanced research speed of all technologies within a category - also consumes a focus point. These points are replenished at intervals of 3 months.

Industrial Warfare

Statistics   Information

Combat Effects
1   1

Previous   Next

FOCUS   CLOSE

Selecting a technology allows you to focus or un-focus it. The selection details section also provides details on its effects, some historical information and the ability to view technologies of that tech tree that have already been completed or will be available next. The unit types this technology affects are listed in the top left corner of the technology picture.

The "Overview" tab displays technologies that will complete within 5 turns.

DIPLOMACY PANEL

All nations in the game are listed in the panel's main content, grouped by their alliance. On top is the player's alliance, in the middle the neutral nations and at the bottom the enemy nations.
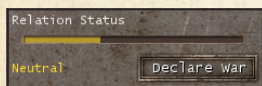
When selecting a nation the details section displays the current alignment of the nation. This determines how much it likes your alliance. Unless a nation is entirely neutral its alignment will slow creep toward the alliance it currently likes more. The more it likes a certain alliance, the faster the alignment shifts in that direction.

In addition, events and declarations of war can change the alignment of neutral nations. The information tab provides details on relations between nations what effect on other nations a declaration of war will have.

When a neutral nation reaches 100% alignment toward one of the 2 warring alliances, it will join that alliance at the beginning of the next turn. Once part of the war, nations will no longer change sides. When they are forced to surrender, however, their status will return to neutral.

The "Overview" tab lists all nations that are less than 25 turns from joining the war. The exact turn they will join may differ by 1 or 2 turns, adding an element of unpredictability. The exception to this, are nations that will join the war within 5 turns at the beginning of a scenario.

SURRENDER OFFERS AND UNCONDITIONAL SURRENDERS

When a nation's National Morale (NM) drops to 0% and it still has cities left it will offer to surrender to its opponent. When accepted, the nation surrenders.

If the nation has no cities left, it will be an unconditional surrender, meaning all remaining hexes will be given to the enemy.

Some nations with very high morale might decide to fight on even after losing all units and territory. Without capital cities, they cannot produce any new units. If their allies manage to recapture at least one of their capital cities, however, they can start producing units again.

Effects of surrender:
Units:

All allied units in its territory will be "repatriated" and appear back in the production queue of their respective nation.

All units from the surrendering nation that are not positioned in its own territory, or do not have a supply source, will return to the nation's production queue.

Hexes:

Surrounded pockets of hexes that do not contain a city will change ownership to the opponent. Enemy hexes captured previously by the surrendering nation will change ownership to any ally that has at least 1 unit in that region. If no allied unit exists, ownership of that territory will revert back to the original owner. In case of an unconditional surrender, all remaining hexes from the surrendering nation's own territory will be given to the enemy.

MANAGEMENT PANEL

The Management Panel provides details about a number of things:

- The finances of the player's nations
- The state of the victory conditions
- The overview tabs displays kills and casualties statistics for all nations in the game.

  Clicking the button in the top right corner of this panel toggles between the different types of statistics:

  Unit strength points each nation has destroyed.

  Unit strength points each nation has lost.

Additionally, it allows the player to improve the following:

AMMUNITION PRODUCTION

Click this box to get details about AM production expansion. Each time you expand the AM production for a nation it will receive 1 more AM per turn. Note that the cost of the next AM expansion rises with each expansion.

RAILROAD CAPACITY

Click this box to get details about RC expansion. Each time you expand the RC for a nation it will get access to 1 more rail move per turn. Note that the cost of the next RC expansion rises with each expansion.

TRANSPORT CAPACITY

Click this box to get details about TC expansion. Each time you expand the TC for a nation it will be able to transport 1 additional unit simultaneously by sea. Note that the cost of the next TC expansion rises with each expansion.

VICTORY CONDITIONS

The Victory Conditions display is at the bottom right of the main Management screen.

✓ Keep Germany in the war	★★★
✓ Keep Austria-Hungary in the war	★★
Defeat France	★★
Defeat the United Kingdom	★★
Defeat Russia	★

Each alliance has its own set of victory conditions, and each condition provides a number of victory points represented by yellow stars.

The alliance that has the most stars by the end of 1918 wins the game, with the magnitude of its victory based upon the amount of stars. If both sides have an equal amount of stars, the game ends as a draw.

In order to achieve a "Supreme Victory" you must defeat all of your opponents *before* the 31st of December 1918.

SUPPLY

Supply is a very important part of Commander - The Great War. It represents vital supplies needed to keep armies functioning - such as food, ammunition, and medical supplies - as well as intangible things such as administrative components that keep the military running efficiently. Well-supplied troops fight better, while those out of supply will soon fall apart.

In order for land units to be in supply you must be connected to a supply source. Two hexes are considered connected if they have an unbroken land route between them where all the hexes are controlled

by their alliance. You cannot trace supply through enemy, neutral or water hexes.

Naval and air units are always in full supply.

SUPPLY SOURCES

There are a number of supply sources:

Capital City. This is the best supply source and allows a maximum level of full supply. The maximum distance a capital city can provide supply to 30 hexes.

City. These provide half supply.

Fortresses. These provide half supply to its garrison. If the fortress hex also has a production value, the fortress acts like a city by supplying any units connected to them.

Surface Naval Unit. These provide full supply to adjacent land units. A unit uses the best supply source it is connected to. If a unit is connected to its capital city, this is always the best supply source. If it is cut off from its capital city it will attempt to take supply from a friendly city, fortress or adjacent naval unit. If none of these are available, the unit is out of supply.

Units can be supplied by any supply source part of their alliance, not only those of their own nation. So British troops stationed in France are likely to get their full supply from Paris, the French capital city.

SUPPLY STATE INDICATORS

The supply state of a unit is displayed below its icon on the campaign map. This is displayed to the right side of the unit strength indicator.

When there is no icon, the unit is on full supply.

⚠ A yellow triangle means a unit is on half supply.

🔴 A red dot means it has no supply.

SUPPLY EFFECTS

When on half supply a unit loses 30% of its movement points.

When on no supply a unit can only move 1 hex per turn, and loses 1 strength point per turn due to desertion and starvation.

Supply directly affects combat performance. Surrounded units without supply are highly vulnerable to attack.

Units on full supply are repaired by 3 strength points per turn. Units on half supply by 2 points per turn. Units with no supply cannot be repaired. They also don't recover their efficiency, while half supply recovers 3 efficiency per turn and full supply 5 per turn.

UNIT MOVEMENT

ZONE OF CONTROL (ZOC)

Land units exert a zone of control or (ZOC) over all adjacent enemy land hexes, while naval units affect adjacent water hexes.

Moving from a hex outside of enemy ZOC to a hex inside enemy ZOC has no effect on movement points, but a move from a hex inside enemy ZOC to another hex (within ZOC or not) is subjected to ZOC rules: It costs 1 additional movement point for each adjacent enemy unit.

COMBAT AND COMBAT PROGNOSIS

The prognosis display predicts casualties for your units and that of the enemy. These are displayed as negative numbers (or 0). When "Show kills instead of casualties" is enabled in the Visual Options Menu, the prognosis will instead display predicted damage dealt to each side, in positive numbers.

The prognosis also displays predicted damage to enemy efficiency, which is displayed below the predicted strength damage.

The bottom of the prognosis section may display modifiers and bonuses for defender and/or attacker. These modifiers can be:

Unit is within range of a commander and affected by his bonuses.

Unit has to cross a river to attack the enemy and suffers from a combat penalty.

Unit is in a transport ship and has to launch an amphibious attack resulting in a combat penalty.

Artillery unit is upgraded with gas technology.

Defender is equipped with gas mask technology.

Unit is within 4 hexes of a home port and benefits from a combat bonus.

Defender is located on a port hex and benefits from a combat bonus.

Defender has the "Quick Retreat" trait and will retreat after taking minimal casualties.

Attacker has the "Trample" trait and will deal additional damage when forcing its target to retreat.

Attacker has the "First Strike" trait and will deal additional damage when attacking.

GAS AND GAS MASKS

The Chlorine, Phosgene and Mustard gas technologies improve the power of Artillery units. The effects of these three technologies may be countered, however, by developing and upgrading your ground units with gasmask technologies. The first gas mask technology decreases the effect of gas technologies by 50%, the second gas mask decreases it by 75%.

It is also important to note that the alignment of all neutral nations will deteriorate against the first alliance that uses gas (by attacking with Artillery upgraded with the gas technology). This effect will be fairly minimal for nations with a balanced neutrality, but stronger for those who already lean toward the opposing alliance.

UNIT MAINTENANCE

There are 3 buttons below the Minimap that are used to maintain your units on the campaign map.

REPAIRING

Damaged units with less than 10 strength points remaining can be repaired.

Battleships are always repaired at a slow pace of 1 strength point per turn. For all other unit types, the following rules apply:

Supply	Not moved	Moved
Full	.+3	.+2
Half	.+2	.+1
None	/	/

You may upgrade *and* repair a unit in the same turn.
Naval units can only be repaired when in port.

UPGRADING

You may only upgrade units that haven't moved or attacked yet. Naval units can only be upgraded in ports of their own nationality.

You may upgrade and repair a unit in the same turn.

Each technology has an upgrade cost. The longer you wait, the more expensive it will be to upgrade an outdated unit. Some techs will be more expensive to upgrade to, like major ship and tank design changes.

DISBANDING

You may need to disband units when you can no longer afford to pay the upkeep of your whole army, or to spend the recovered PP on more vital units.

The "Disband" button allows you to disband units. For every strength point the unit has left, you'll recover 5% of its original production cost. This means you can recover a total of 50% of the original cost for a unit that still has 10 strength points.

You'll recover 10% MP for every strength point, meaning you can recover the full 100% if the unit still has 10 strength points.

Naval units can only be disbanded in port.

CREDITS

Developer: The Lordz Games Studio

CEO and EXECUTIVE PRODUCER
Tim van der Moer

LEAD PROGRAMMING
Szymon Gatner

LEAD DESIGN
Lukas Nijsten

DESIGN & AI PROGRAMMING
David Forster

CONCEPT ART
Mariusz Kozik

MUSIC
Damon Fries
Stefan Osadzinski
Alessandro Ponti

SOUND
Paulo Costa

VIDEO
Michèl Niedermeier

SPECIAL THANKS
Tony Burden
Tim Delany
Sean Brooks
Kip Kohlman
John "SlickWilhelm" Dahlen
Martin "margeorg" Georg

BETA TESTING
Sean Brooks
Kip Kohlman
John "Slick Wilhelm" Dahlen
Martin "margeorg" Georg
Xerkis
Iñaki Arrizabalaga
Julien "Thezis" Annart
Daniel "Joker" Alegre
Carlos "casacar" Ordoñez
Bill Conroy
David "Shelldrake" Hoskin
Al "morge4" Covaleski
Chris "Xriz" Louie
Rafael "rjh1971" Junguito
Dave "dshaw62197" Shaw
Justin "hadberz" Taylor
V. Slava Fisson
Vito "JMass" Pentassuglia
Aaron Bianco
Mark Hagenbrok "hags99"
Johan Arve
A.J. Nye
Durk
Shane "Mantis" Sohnle

Publisher: Slitherine and Matrix Games

CHAIRMAN
JD McNeil

DEVELOPMENT DIRECTOR
Iain McNeil

OPERATIONS DIRECTOR
Erik Rutins

TECHNICAL DIRECTOR
Philip Veale

MARKETING DIRECTOR
Marco A. Minoli

CREATIVE DIRECTOR
Richard Evans

PUBLIC RELATIONS MANAGER
Scott Parrino

ART LEAD
Marc von Martial

LAYOUT
Myriam Bell

PRODUCER
Aaron Yeung

QA & PRODUCTION ASSISANTS
Christian Bassani

Andrew Loveridge

ADMINISTRATION
Lynda Beatty

Liz Stoltz

DEALER STORE RELATIONS
Karlis Rutins

CUSTOMER SUPPORT STAFF
Christian Bassani

WEB DEVELOPMENT
Valery Vidershpan

Andrea Nicola

In loving memory of: E.A. van der Moer (R.I.P.) and R.J. van der Moer (R.I.P.)

In Flanders Fields

In Flanders fields the poppies blow
Between the crosses, row on row
That mark our place; and in the sky
The larks, still bravely singing, fly
Scarce heard amid the guns below.
We are the dead. Short days ago
We lived, felt dawn, saw sunset glow
Loved, and were loved, and now we lie
In Flanders fields.
Take up our quarrel with the foe: To you from failing hands we throw
The torch; be yours to hold it high.
If ye break faith with us who die
We shall not sleep, though poppies grow
In Flanders fields.

(By John Alexander McCrae 1872-1918)

TAKE COMMAND AND BATTLE THROUGH EUROPE!

Commander – Europe at War Gold thrusts the player into the command of either the Axis or the Allies during World War II. With only two goals at hand, survive and conquer, the player is charged with building and commanding the combined air, land and sea forces of his side. Advance your research to the cutting edge of technology in order to best your opponents and either conquer or liberate Europe!

Commander – Europe at War Gold includes a new Fast Play mode with six additional campaigns as well as a slew of other improvements and fixes since the original release. This brings the PC version of the game to the same level as the recent releases for the Nintendo DS and Sony PSP.

Commander - Europe at War Gold is easy to learn and elegant, but deep in strategy and hard to master. Players will find themselves glued to their chairs from the beginning when all mayhem breaks loose across the continent with the invasion of Poland in 1939. Research new technologies, manage your manpower reserves, improve your industry, husband your oil supply and manufacture armies, fleets, and bombers to use all available strategic and tactical might to bring about victory. Commander - Europe at War Gold includes realistic combat resolution that models supply morale, terrain, leadership, equipment, training, strategic weapons and fog of war. To capture the immense scope and distance of WWII, Commander - Europe at War Gold includes a Fast Play mode with 6 campaigns as well as 6 more epic campaigns with different starting points, including the famous Barbarossa campaign, D-Day, the battle for France, and finally the Grand Campaign that will let the player refight the entirety of the Second World War the way they see fit!

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