WARGAME
EUROPEAN ESCALATION

MANUAL

EUGEN SYSTEMS

FOCUS HOME INTERACTIVE

SHORTCUTS

- Left-click to select one or more units

- Left-click for an advanced command (advanced function button + left-click)

- Right-click to give a simple command: change location or attack

CAMERA

Arrows	Move the camera
mouse wheel up/down	Zoom in/out
click on mouse wheel + mouse movement	Rotate camera and change view angle (only possible at some zoom levels)
N	Lock the camera on the selected unit.
Y	Zoom in on the targeted position while the mouse button is pressed.
H	Switch from unit view to satellite view.

COMMANDS

[Note] These commands are executed by a left click

Q	Give the order to destroy a target, or move to a destination and stop to engage any enemy unit in view.
T	Order the unit to fire a salvo on location, even without a visible target. Especially useful for artillery units.
; or M	Order the unit to travel as fast as possible to its destination, using roads if there are any.
E	Order the unit to stop immediately.
X	Order a selected unit to split from its squad.
R	Regroup all selected units into a squad, within the authorized limit.
Ctrl + w	Switch between high altitude, allowing you to see above obstacles, and low altitude, allowing you to hide behind obstacles.
L	Order an infantry unit to mount into the selected transport.
U	Order any unit inside the selected transport to dismount immediately.
Shift	Queue up orders

INFO

TAB	Activate/Deactivate the selected unit's characteristics display.
I	Activate/Deactivate the command zone display.

OTHER

`	Allow you to field new units from any reinforcement zone under your control.
F5	Quicksave
F9	Quickload
ESC	Open game menu
Ctrl+1 - 9	Create a shortcut for a group of units
1 - 9	Select a group of created units
Ctrl + left click on a unit's icon	Keeps every unit of the same type selected
Shift + left click on a unit's icon	Deletes units from the multiple selection.

TECHNICAL SUPPORT

If you encounter difficulties installing or running **Wargame: European Escalation,** do not hesitate to contact our technical support department by email.

Technical support: http://www.focus-home.com/support/wargame-ee
E-mail : support@wargame-ee.com

Please provide a maximum amount of information on the problem encountered and the way it occurs. Please attach to your mail a zip file with the following info:

- Your DXDiag
- The game's settings files:
On Vista and Win7 >>> C:\Users\[USERNAME]\Saved Games\EugenSystems\WarGame
On XP >>> My Documents\EugenSystems\WarGame

INTRODUCTION

The world is about to fall into the feared 3rd World War. Wargame: European Escalation plunges you into the midst of this conflict, through a big and explosive military campaign!

Develop your tactics and unlock new units in order to add them to your 'deck' for your next battles in multiplayer. Will you choose a crushing strategy with huge numbers of weak yet cheap tanks, or will you try and manage small squads of expensive but skillful elite units?

Eugen Systems

CONTENTS

BASICS

SYSTEM REQUIREMENTS

• MINIMUM SYSTEM REQUIREMENTS

OS: Windows XP SP3/Windows Vista SP2/Windows 7
PROCESSOR: AMD/Intel Dual Core 2.5 GHz
RAM MEMORY: 1024 MB (XP)/2048 MB (VISTA/7)
GRAPHICS CARD: 256 MB 100% DirectX 9 and shaders 3.0 compatible
ATI Radeon X1800 GTO/NVidia GeForce 7600 GT or higher
DVD-ROM: 2X drive
HARD DISK SPACE: 10 GB
SOUND CARD: DirectX 9 compatible
Internet connection required for Online Gaming and Game Activation

• RECOMMENDED SYSTEM REQUIREMENTS

OS: Windows XP SP3/Windows Vista SP2/Windows 7
PROCESSOR: AMD/Intel Dual Core 3.2 GHz
RAM MEMORY: 3072 MB (XP/VISTA/7)
GRAPHICS CARD: 512 MB 100% DirectX 9 and shaders 3.0 compatible
ATI Radeon 3850/NVidia GeForce 8800 or higher
DVD-ROM: 2X drive
HARD DISK SPACE: 10 GB
SOUND CARD: DirectX 9 compatible
Internet connection required for Online Gaming and Game Activation

GAME INSTALLATION

To install Wargame: European Escalation, please insert the DVD into your DVD drive and then follow the on-screen instructions. If no window is displayed after you have inserted the disc into your drive, please do the following: double-click on the [Computer] icon on your desktop, then on the [DVD Drive] icon to launch the install program; then follow the install program instructions that appear on-screen.

License Agreement: The license agreement of Wargame: European Escalation is displayed before you start the game installation. You must read it thoroughly and accept the terms of use before installing the game.

Notice about Steam: The product offered is subject to your acceptance of the Steam Subscriber Agreement ("SSA"). You must activate this product via the Internet by registering for a Steam account and accepting the SSA. Please see www.steampowered.com/agreement to view the SSA prior to purchase. If you do not agree with the provisions of the SSA, you should return this game unopened to your retailer in accordance with their return policy.

Product Activation on Steam: : The Wargame: European Escalation installation program requires you to be connected to your steam account in order to install and activate the game on your computer (after this 1st activation, the game will be linked to your steam account). If you don't have Steam installed on your computer, the installation program will prompt you to install it and create a Steam Account.

Once you're logged on, you'll be asked to enter your Product Code to activate the game. This code

is printed inside your game box. The game will start to install once you have entered the code, and then you can enjoy the game to the full!

Important: should a new "Product Activation" window appear requesting a serial number, please enter your product code which is printed inside your game box.

Then follow the instructions to finalize the game installation.

At the end of the installation, a small update can be automatically downloaded and installed from Steam.

DRM: This game uses a DRM system (Digital Rights Management) that is automatically activated when you start the game from Steam (you can find more information about this system at http://www.act-control.net). If you are asked to activate the DRM, please use your steam game key and select Automatic Activation.
If you are connected neither to Steam nor Internet, you can use the Manual Activation function. Please note that you can also perform a manual activation from a smartphone connected to http://activation.wargame-ee.com
You can manually start the activation/deactivation using the acpc.exe file from the game install directory.

GAME LAUNCH

• EUGEN.NET

When you start the game, you're asked to connect to Eugen.net game serveur.

Eugen.net handles Wargame: European Escalation multiplayer system, friends and clans management system.
You must be connected to play multiplayer games.

• CREATE YOUR PLAYER ACCOUNT

At the game 1st launch, you can create your own player account. Please enter your Eugen.net Player Key to finalize your account creation. You can find your Eugen.net player key in your game box. This is the same key as the Steam Game activation key.
Your Wargame game key allows you to create one player account on Eugen.net.

• CONNECT TO THE SERVER

Connect to the server using your login and password.
You can use the use the Forget password functions if you have problems with your account.

• AUTOSETTINGS

When you launch the game for the first time, Wargame: European Escalation offers you start the Autosettings system to automatically configure the game's graphics options for your computer's configuration.
Afterwards, you are able to change the graphics options by selecting the [Options] button from the main menu.
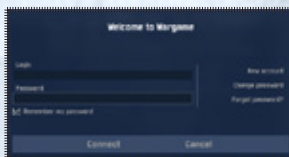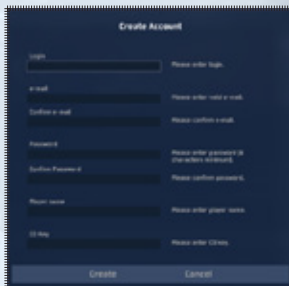
PROFILE AND FRIENDS

PROFILE

You profile gather all your stats about your Solo and Multiplayer games.
When you are connected to your steam account when you start the game, your Eugen.net profile displays your Steam Avatar.
On the right part of the screen, you can see your profile main info: Multiplayer Rank (League), Level, unlocked stars (Command Stars), and global info.

PLAYER LEVEL

Your player level increases when you play multiplayer, with each victory or defeat earning you experience points that will allow you to reach higher levels. Every time you move up a level, you receive Command Stars.

In solo mode you win Command Stars when you accomplish mission objectives. Secondary objectives also allow you to gain more Command Stars.

COMMAND STARS

All your successes are rewarded in the solo campaign by Command Stars, depending on objective's difficulty.

In multiplayer mode, you will receive Command Stars every time you win a new player level.

Command Stars are the key to unlock new units that you can call as reinforcements in the solo campaign (TO&E Menu), or to create new Army Deck for your multiplayer games (Decks Menu).

FRIENDS & CLANS

From Eugen.net, you can also manage your friends and join Clan(s). This system is independent of the Steam Friend system and is only dedicated to Wargame.
At any moment during the game, you can check the online status of your friends, Clan teammates, and send them invitations for multiplayer games.
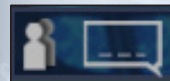
The chat icon can be found at the bottom-right in the main menu, and under the minimap during gameplay. Click on the icon to see your list of friends (both online and offline) and click on a name to start chatting.

SAVE/LOAD MANAGEMENT

Wargame includes the Steam cloud save system. When you play the game connected with your Steam account, the Steam cloud save system is activated. You can find back your progression and stats when you are logged on with your account.
Your progression in the solo campaign is automatically saved (new missions are unlocked for every mission accomplished), but you have to save manually during a mission - if you want to do so – from the ESC menu, or with the Quicksave system (F5) (F9 for Quickload).

ON THE BATTLEFIELD

DEPLOYING UNITS

• DEPLOYMENT POINTS:

Deployment points are used to call up reinforcements in Solo and Multiplayer games. Each game unit has a point value, depending on its type and its experience. Use your deployment points to select your new troops, and place them on the battlefield.
You start the game with an amount of points - depending on the mission or the game setting – to deploy your units and start the game, and then you have to control Command Zones with a command unit to get additional Deployment Points.

THE TROOP DEPLOYMENT SCREEN

1. DEPLOYMENT POINTS: this number decreases when you place your units on the battlefield. You can get additional Deployment points by taking control of the Command Zones with Command Units; these points will vary depending on the zone number.

2. UNITS CLASS: select the class to display available Units of this class.

3. UNITS: Unit types of the selected class are displayed here. Click to display all Unit Variants for a given type.

4. UNIT UPGRADES: Some units have multiple variants, each offering different specs. Click on the unit's icon to select and place it on the battlefield. Multiple clicks on the icon will increase the number of unit you are about to place. You may use CTRL + mouse click on the icon to place full squads (4 units compose a Tank Squad, 2 units for a Helicopter formation).

5. UNIT RANKS: In Multiplayer (only) you can select experienced units. Experienced units cost more Deployment points, but have increased efficiency in several fields: accuracy, reloading and aiming speed, ability of detection, and crew morale. Click the experience's icon instead of the stripeless unit's Icon to place an experienced unit.

6. UNIT SPECS: Select the "Info unit" button in the order panel, or press "Tab", and move your mouse over an unit icon (4) to display its detailed sheet. It displays the units' weaponry systems, characteristics and specifications. It also displays the unit's role: Anti-Air, Battle tank, Anti-Tank troops, etc…

7. TRANSPORT DETAILS (for Infantry Units): Infantry units reaches the battlefield in their Transport Vehicles. This shows the specs for their transport vehicle.

8. DEPLOYMENT ZONES: During deployment, you must place your units inside the coloured zones (Blue for NATO, Red for the Warsaw Pact). For ingame reinforcements, as long as you have the control of a Command Zone with a white arrow, you can place your units where you want on the map. Units called in will arrive from the closest Deployment Zone and take the fastest way to reach their destination.

9. LAUNCH BATTLE: When all players are ready and happy with their choice and placement of units, click this button to start the game. Be sure to check all players are ready before using this button! A countdown will begin, which you can cancel till it reaches 0.

[NOTE] You can actually move or delete the FOB and Command Unit placed by default on the map during the deploying phase of a multiplayer game.

UNITS PLACEMENT
Here is the step by step method to deal with reinforcements
- Left click on the Deployment points Icon (top left corner) to open the Deck Menu.
- Left click on an icon to open the corresponding families.
- To buy units, left click to buy a unit and then left click on the ground to place it there.
- Right click cancels the purchase, and right click on the unit on the ground (during the deployment phase only), cancels the purchase and placing on the ground of the unit.

Some Tips:
- **Buying a squad:** Ctrl + left click on a unit automatically buys 4 units (2 for helicopters), which are then placed on the ground as a single squad]
- **Delete selected units:** Delete units from your selection with a right click on the unit icon, or on the unit directly.
- **Change location of a unit on the map before the battle starts:** select the unit with a left click and place it at another location.

BATTLEFIELD INTERFACE

• SATELLITE VIEW

1. REMAINING DEPLOYMENT POINTS: These points may be used to call in for reinforcements. You receive additional points for every Command Zone controlled under your team's control.

2. MINIMAP: when zoomed in, allows you to keep an eye on the whole battlefield. Orders may be given to your units directly on the minimap.

3. TIME AND TEAM SCORES: displays score of each team, player, and how long the battle has been raging or the allotted time.

4. COMMAND ZONES / OBJECTIVES ZONES: Take control of these zones for your team by sending a Command Unit (the Command Unit needs to stay still). Every zone grants your team a different amount of Deployment points over time, which is represented by the white number (the higher, the better). Each zone is also named by a callsign for easy coordination with your team. If both Sides have placed a Command Unit in the same Zone, the zone remains neutral.
In the solo campaign these zones are often linked to objectives (the zone to secure for example).

5. ZONE UNDER CONTROL: Zones under your team's control are displayed in Sat View in the color of your team.

6. REINFORCEMENTS ENTRIES: White arrows indicate possible entry points for reinforcements. In order to call for reinforcements, your team needs to seize control of a zone with an entry point. (If multiple entry points are under control, reinforcements will take the shortest path to reach the battlefield.)

7. CAMERA AND UNITS COMMAND PANEL

• GROUND VIEW

Clever use of the landscape provides a substantial advantage over your opponent. Below is some information about the battlefield:

1. You can hide your units in Forests to benefit from heavy cover. Infantry units may also be hidden in houses in the same manner.

2. Spotted but un-identified enemy units appear as a black "ghost", and their call sign only displays "----". You can use your knowledge to identify yourself the unit from its outline.

3. Terrain has a strong impact on units' line of sight and shooting range.

4. The type of terrain (crop fields, roads, forests, clumps…) has an impact on the units' speed. Be advised that units may sometimes get stuck momentarily on the more difficult terrain.

5. Your units. The target icon indicates they are aiming/shooting at a target. The Tools icon shows a unit is damaged. Fuel icon shows the unit is running out of gas. Ammo icon indicates the unit is about to running out of ammunition. You can use your supply vehicles (or FOB) to refill ammo and fuel, or repair your units.

6. Roads can be used to move your units faster, with the "Move Fast" command.

7. Clumps, shrub edges, houses, and other elements of the landscape decrease and block the line of sight of units.

8. LOG: Displays important events of the battle: units lost, reinforcements …

9. Unit Panel of the selected unit (see below for more info)

10. Camera Panel and Units Commands Panel: use advanced camera controls and give specific orders to your units.

• LINE OF SIGHT AND LINE OF FIRE

Fog of War isn't displayed in Wargame. Therefore you may move your camera anywhere on the battlefield to check out the landscape and prepare your strategies accordingly. However, you won't see enemy units until they are in the line of sight of one of your units.

Landscape elements have a huge impact on your unit's line of sight. Some elements like buildings will block it. Others, like edges or clumps, decrease the quality of the unit's view.

We recommend you use Reconnaissance units in addition to other units to gain a better vision of the battlefield, because these units have better optics equipment that are capable of more rapidly detecting small or hidden enemy units.

In Wargame, modern radio communications are simulated, so an enemy detected by an allied unit will also automatically be detected by the entire army.

Once an enemy is spotted, your unit starts aiming automatically. Moving the mouse cursor over the enemy will display the line of fire. This line is composed of 2 parts:

Targeting icon: if the targeting icon is red, you can't shoot the enemy. A text will indicate the reason why: invalid target (the weapon can't be used against this unit), out of range (the target is too far), no line of sight (something is blocking the view of the unit or the line of fire), or inefficient (weapon can be used against the target but the penetration power, at this distance, is not enough).

If the targeting icon is green, then the unit will fire.

- Line of sight: can be composed of 4 different colors:

  • Green: weapon in effective range. Can shoot and do damage.

  • Light green: your target is in your line of sight, but below the best range. Unit should move until it reaches the best range.

  • White: your target is in your line of sight, but you are out of range

  • White dotted line: something is blocking the unit's view.

You may use the Fire Position function in order to check the line of sight of your units and be sure that you really have a clear view of the zone.

• UNITS PANEL

The unit panel is displayed on the bottom center of the screen when the unit is selected.
On this example, a group of Leopards 1A3 is selected:

1. NAME: name of the squad leader.
2. RANK: Units gain experience through battle. Experienced units have better accuracy, reloading and aiming speed, capacity of detection and morale.
3. EXPERIENCE PROGRESS: displays the progress to the next rank.
4. CONDITION: represents the condition state of the unit. Full white bar means the unit is in top condition. Damages are indicated by red squares.
5. STATUS: units react perfectly to orders when they are Calm. Under fire, they can stress and may start to be Worried, reducing slightly accuracy and reloading speed. When Panicked, accuracy and reloading speed is dramatically reduced. When Stunned, the unit is temporarily immobilized and incapable of reacting. Worst case scenario and the unit will Rout, in which case they will attempt to flee the battle. You cannot give order to a unit with the "Rout" status.
6. FUEL: Fuel capacity is displayed here.
7. UNIT MODEL: Name and type of the unit
8. PRIMARY WEAPON: displaying the type of weapon, ammo left and caliber. Click the icon to switch OFF the weapon to prevent your unit to fire this weapon. Click again to switch the weapon back on.
9. SECONDARY WEAPON: Same as for the primary weapon.
10. TERTIARY WEAPON: Same as above

[Note] you can deactivate a weapon by a left click on the weapon icon

CONTROLS

• CAMERA CONTROLS

Moving the camera
• WASD or arrows > Move the camera
• Mouse wheel > Zoom/unzoom
• Keep the mouse wheel pressed down > Rotate the camera in any direction.
• Left click on the minimap > Move the camera to the spot clicked.

Camera view
• Zoom on a unit or Cursor on a unit, then N > **Track Cam:** the camera sticks automatically to the target and follows it.
• H or Unzoom all the way > **Sat View:** Strategic view. The whole map and all Command Zones are visible. Hit H again or zoom in to go back to normal view.
• Hold down Y > **Auto Zoom:** when you hold down the Y key, the camera instantly zooms in at the cursor's current location. Let go of Y to return to your initial camera view.

• MAIN COMMANDS

Basic Commands
• **Select a unit / multiple units:** left click on the unit, or lasso over multiple units to select one or more.
• **Move:** when a unit is selected, right click on the ground/minimap.
• **Attack:** when a unit is selected, right click on an enemy unit.
• **Shift (held down):** queue up orders

Unit Groups:
• **Create a group:** when multiple units are selected, hit Ctrl + 1 to 9.
• **Select a group:** when you have set up groups, hit 1 to 9.

• COMMANDS PANEL

[Note] These commands are executed by a left click
• **Move and Attack:** Press Q. The unit moves to the selected location, but whenever it runs into an enemy within firing range, it will stop and engage it.
• **Move Fast:** Press M. The unit takes the fastest route possible by taking roads, to the selected location. It will not stop and fight if it encounters an enemy unit, but it will fire on the enemy units while in motion.
• **Fire on Position:** Press T. The selected unit(s) will shoot with applicable weapons on the selected position. Particularly useful for artillery or barrage attacks.
• **Stop:** Press E. Selected units stop and forget their current orders.

• ADVANCED COMMANDS

Unit squad
• **Regrouping units - Method 1:** To group units of the same type together, select one of the units and then do a right click (like you would for a move order) on another unit. They move in close together and form a squad of 2 units.
• **Regrouping units - Method 2:** : Select more than one unit of the same type and click on Regroup in the interface. A squad is instantly created. Doing a left click on the ground after clicking on Regroup will give the order for the units to group together at that location. The units must be close enough to regroup.

• **Splitting units:** With the X or Split button in the interface, while a squad is selected, click on the name of a unit in the selection interface at the bottom of the screen. The unit breaks away from the squad and becomes its own unit.

Transport
• **Loading an infantry unit:** Either select the infantry and then click on transport, or vice-versa. Both units come together and the infantry gets into the transport.
• **Unloading an infantry unit:** With the transport selected, click on Unload in the interface or the U key and the infantry unit is instantly unloaded at the location where the transport is.

Other:
• **Activating/deactivating weapons:** With a unit selected, click on a weapon's icon to activate or deactivate it.
• **Multiple selection interface:** When several units are selected, use the multiple selection interface and click on the unit's icon to select one in particular. If the selection takes up several "pages," use the "Previous" and "Next" buttons to go back and forth through all selected units.
• **Select/Remove units in the multiple selection interface:** Shift + left click in the interface deletes units from the multiple selection.
• Ctrl + left click on a unit's icon keeps every unit of the same type selected.

ARMORY

You can view all game units using the Armory button in the game menu or campaign pause menu. It's really important to know how to use your units, and to identify the enemy units in order to take the right decision and dominate the battlefield. To understand a unit's strengths and weaknesses, it's useful to know unit categories and weapons.

During a game, select a unit to get basic info on it. You can also use the [Info unit] button and glide you mouse cursor over a unit to display its detailed sheet.

UNIT CATEGORIES

- **Logistics [LOG] :** Logistics group supply and Command units.
- **Reconnaissance [REC] :** Reconnaissance units are indicated by the symbol [00]. They have superior optics and special training to enable them to spot hidden enemies.
- **Tanks [TNK] :** Tanks are your main strike force, and often make up the core of a balanced army.
- **Infantry [INF]:** Infantry units will join your command along with their land or air transport vehicle. Use the [UNLOAD] function to unload the infantry units from their vehicles. Infantry can take cover in buildings, giving them significant protection.
- **Support [SUP] :** Support combines artillery units and anti-air vehicles. They are very useful for supporting your primary fighting force from afar (artillery) and defending them from enemy air units.
- **Vehicles [VHC] :** Vehicles combine lighter and quicker vehicles. While they do not pack as much punch as most main battle tanks, their mobility and lower cost make up for it.
- **Helicopters [HEL] :** Helicopters are extremely mobile, and offer a large line of sight. Some are specialized in ground attacks (gunships), anti-air, transport, etc.

UNIT TYPES

Supply: Truck capable of supplying fuel and ammunitions to combat units, repairing vehicle damage and replacing lost infantry. They never break down, but are susceptible to enemy capture.

Armored Supply: Same as above, although somewhat protected against light weaponry and shrapnel.

Supply Helicopter: A helicopter with the same capabilities as the trucks described above, with a generally higher load-bearing capacity. Must be grounded before it can distribute supplies.

FOB: A secured facility capable of storing large amounts of supplies. Can only be deployed during deployment phases.

Command Vehicle: Light unit used to effectively take control of an area and collect reinforcement points, or bring in reinforcements from the edge of the map for reinforcement zones. Must be stationary in order to control an area.

Command Armor: Same as above, but usually with more armor and sometimes more weaponry.

Command Helicopter: Same functions as above, but for a helicopter. Must be grounded to effectively control an area.

Recon Team: Infantry or jeep with a larger recon range than other units and able to identify located units more rapidly. Recon teams are also less conspicuous than line units.

Armored Recon: Same as above, but while it is more conspicuous than recon teams, it carries more armor and/or weaponry.

Recon Helicopter: Same as above, for a helicopter.

MBT (Main Battle Tank): Relatively heavy and well-armed combat tank designed for combatting other armed vehicles.

Cavalry Tank: Light tank that tends to be faster than MBTs, although with much less armor. They are mostly used for supporting infantry, dangerous reconnaissance missions and harassment.

Support Vehicle: Denotes several different types of vehicles, but most often refers to heavy weaponry mounted on tracked/wheeled vehicles, allowing them to follow the infantry they are supporting. Highly effective against infantry, but less so against armored vehicles.

Armored Engineers: Vehicle equipped with an armored flamethrower that is highly effective against infantry. Soviet flamethrowing tanks even keep their primary cannons!

Anti-Tank Team: Dismounted or mounted infantry carrying exclusively anti-tank weaponry, deadly against armored vehicles, but tend to be particularly vulnerable to other types of troops.

Riflemen: Line infantry armed with assault rifles and a lightweight anti-tank weapon, and sometimes even ATGMs.

Combat Engineers: Same as above, except instead of anti-tank weapons they carry flamethrowers (particularly effective against infantry).

Special Forces: Special reconnaissance infantry units that vary greatly from country to country. Some are better at stealth and intelligence (Fernspäher), while others specialize in firepower (Delta or Spetsnaz).

Anti-Aircraft Missile: Infantry armed with MANPADS or SAM vehicles. Engages anti-aircraft units only, from a greater distance than bullet-based anti-aircraft armaments, however with slower firing and aiming rates.

Anti-Aircraft Artillery: Autocannon(s) with a high firing rate, capable of firing within a very short time span, although with less precision and damage. Capable of engaging ground targets.

Artillery: Vehicle capable of firing at great distances above obstacles, with high explosive power on impact. Capable of firing without a line of sight on its target, and will correct its precision if an allied unit does have a line of sight on the target. Typically cannot fire below a minimum range, although some last-generation howitzers are capable of flat trajectory fire.

Mortar: Same as above, but gives up a good deal of range in favor of greater precision.

Multiple Rocket Launcher: Vehicle capable of firing a barrage of rockets at a high rate. Causes less damage than artillery, but more damage to enemy morale. Discharges very rapidly and requires a good deal of supply. Cannot fire below a minimum range.

Armored Personnel Carrier: A reasonably well-armored and lightly armed vehicle designed to transport squadrons/infantry teams within a close vicinity of where combat is taking place.

Infantry Fighting Vehicle: An armored and generally well-armed vehicle designed to transport squadrons/infantry teams to the heart of combat and take part in the fighting.

Tank Destroyer: Vehicle equipped exclusively with anti-tank weaponry. Formidable against armored vehicles, but tend to be vulnerable to other types of troops.

Anti-Aircraft Helicopter: Helicopter armed with (either Strela or Stinger) anti-aircraft missiles, specialized in combating other helicopters.

Attack Helicopter: Helicopter heavily armed with a combination of rockets, machine guns and/or anti-tank missiles, making them capable of engaging pretty much any ground target.

Transport Helicopter: Helicopter designed for transporting squadrons/infantry teams over battlefields. Must be grounded to load troops on and off.

UNIT DETAILS

• UNIT INFORMATION SHEET

1) Name of the unit
Country and unit's value
Type of unit

2) Weapons (units can have up to 3 weapons)

3) Weapons stats:
Range: maximum shooting distance of the weapon
Accuracy: The precision value you see is for the maximum range of the weapon. It increases when approaching a target.
HE Power (HIGH EXPLOSIVE): weapon's efficiency against infantry or soft-skinned vehicle, regardless of range. AP Power (ARMOR PIERCING): weapon's ability to penetrate armor at maximum range. Those weapons labeled "HEAT" do not increase their penetration value when closing on target.

4) Unit specification:
Speed: maximum speed of the vehicle on a road (Move fast function)
Armor: Units have different armor values for each side.
Stabilizer: reduce the impact of the unit's movement on its accuracy
Optics: The optics quality will determine how far away an enemy unit is revealed, according to its size and cover.
Operational Range: the medium distance that the unit can travel with its fuel capacity
Fuel capacity: the unit's maximum capacity of fuel. This is also the amount of fuel that can be received during a fuel supply.

Color definition (from worst to best): Red / Orange / Yellow / Blue / Green
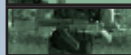
WEAPONS

• INFANTRY WEAPONS & MACHINE GUNS:

Infantry weapons and machine guns are anti-personnel weapons, deadly against infantry and unarmored vehicles, but totally useless against armored ones. With the exception of hand grenades, all infantry weapons and machine guns are able to fire at aerial targets, therefore may engage helicopters at close range.
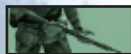
- **Rifles** are semi-automatic weapons built after WW2. Able to engage targets at the same range as more modern assault rifles, they do so with a much more mediocre rate of fire.

- **Submachine Guns** (SMG) are low-caliber automatic weapons with a high rate of fire, usually at the expense of range.

- **Assault Rifles** are semi-automatic and/or automatic weapons, allowing their users to deliver both a more precise and sustained amount of fire than a regular rifle.

- **Medium Machine Guns (MMG)** are automatic quick-firing weapons, providing a volume of firepower equal to a full infantry squad. Usually firing quite the same caliber as infantry weapons, with the same amount of damages, they are characterized by a much higher rate of fire.

- **Heavy Machine Guns (HMG)** are automatic quick-firing weapons, providing heavy firepower. Using higher calibers (usually 12.7mm or 14.5mm) than MMGs, they inflict the same amount of damage for a slightly lower rate of fire, but have a wider range.
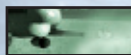
- **Gatling Guns** are multiple barrel rotary machine guns, providing tremendous firepower. They come in many calibers, from 7.62mm to 20mm.
* The M197 Vulcan gatling gun carried by some AH-1 Cobras is the only one loaded with both anti-tank & anti-personnel ammunition, thus having an anti-tank value.

- **Grenades** are the infantryman's last resort before getting to hand-to-hand combat. Used at very close range, they pack a lot of explosives to deal maximum damage to their targets. The most common grenades carried by infantry units are frag grenades, intended to tear apart enemy infantry or unarmored vehicles. Other special force squads may carry specialized grenades, such as concussion grenades (that deal less damage, but more stress) and flashbang grenades (that deal no damage, but a lot of stress).

- **Grenade launchers** are quick-firing machine guns loaded with grenades that are capable of firing a hail of fragmentation projectiles at a good distance. While they don't deal more individual damage than machine guns, the fragmentation effect provides the ability to hit more targets at once.

• H.E.A.T. WEAPONS:

HEAT (High Explosive Anti-Tank) rounds were designed during WW2 to provide good anti-tank capacity to weapons unable to fire regular anti-tank rounds with enough velocity to pierce armor. Compensating their lack of penetration with the fact that they don't have to get closer to deal more damage, they always do maximum damage at any distance.
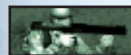
- **Light Anti-tank Weapons (LAW)** are anti-tank weapons carried by almost all infantry squads. They may be of various calibers, but all are shoulder-fired, short-range weapons, and deadly to any tank foolish enough to get near an infantry unit. May only fire at grounded, armored targets.

- **Recoilless Rifles** are of older design than LAW, they deal less damage, but have a much longer range. Usually mounted on light vehicles such as jeeps, APC, etc., they turn into light tank destroyers, still dangerous to early 70's tanks or any light armor.
* Czech recoilless rifles (BZK vz.59 & Tarasnice) deal less anti-tank damage but have an anti-personnel value that allow them to be used as light assault guns as well.

- **Anti-Tank Guided Missiles (ATGM)** are the successors of the recoilless rifle. Looking like oversized LAWs, they have a much wider range of fire, and the missile's course can be corrected during flight by the operator, as long as the operator is immobile and conscious. ATGMs only deal anti-tank damage, and can't hit aerial targets. In the ATGM's case, the "caliber" is actually its guiding system, and the more recent, the more accurate. MCLOS (Manual Command to Line of Sight) is the oldest design, SACLOS (Semi-Automatic Command to Line of Sight) was the most widely used design from 1975 to 1985, and SALH* (Semi-Active Laser Homing) was the most state-of-the-art guidance system of that period.
* Note that one SALH missile, the American Hellfire, is the only Fire & Forget missile in the game, meaning that the operator may move after firing without losing guidance control of the missile.

• GUNS:

- **Autocannons** are quick-firing small caliber guns (usually 20mm to 30mm), exchanging armor penetration for a better rate of fire. Deadly to infantry and unarmored or lightly armored vehicles alike, they compensate their low anti-tank value with the fact that the hail of rounds they throw at an armored target will quickly stress them. They are the only guns able to fire at aerial targets.

- **Main Guns**, or Tank Guns, are a tank main armament. Designed to fire various types of ammunition, it has both anti-tank and anti-personnel value, allowing it to engage any type of ground targets. Firing high-velocity rounds, the more they close on target, the more their AP value increases.

- **Howitzers & Mortars** are artillery guns capable of high angle fire at more or less long distance even above obstacles, or on units they don't have a line-of-sight on themselves. The further they shoot, the less accurate they are, unless a friendly observer has a line-of-sight on the target to correct the successive shots. They fire HE (High Explosive) rounds, deadly to infantry and unarmored vehicles.
* Some howitzers are sometimes doubled with a main gun of the same name, which means it is able to lower its barrel at ground level to provide direct fire. Few can do that, and even fewer will be a real threat when used that way, so that option should be kept in mind for self-defense situations only.

• ROCKETS:

Rockets are anti-personnel rounds, compensating their low accuracy with a high rate of fire. While they are anti-personnel weapons, they deal less damage than regular artillery shells, but have a more substantial effect on enemy morale.

- **Rocket pods** are weapon systems used by helicopters to provide close air support (CAS) to friendly ground troops. Rockets are anti-personnel rounds fired directly at the enemy from above.

- **Multiple Launch Rocket Systems (MLRS)** are artillery units firing salvos of heavy anti-personnel rockets instead of rounds. Less aare artillery units firing salvos of heavy anti-personnel rockets instead of rounds. Less accurate than howitzers, they have the distinctive advantage of being able to fire a full salvo in a very short span of time, hence saturating a zone with a powerful artillery barrage.

• SURFACE-TO-AIR MISSILE (SAM):
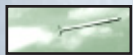
SAM are guided missiles designed to down low-flying aerial targets. They can be either man-portable (usually referred to as MANPADS) in Low Altitude Air Defense (LAAD) units or mounted on specially designed vehicles, but all share the same characteristics: they can only be fired at aerial targets.

In the SAM's case, the "caliber" is actually its guiding system, and the more recent, the more accurate:
- **MCLOS** - MCLOS (Manual Command to Line of Sight) is the oldest and least efficient design because, like ATGMs, the operator has to stay immobile and focused on target to guide the missile after firing.
- **Infrared** tracking is quite accurate but needs the target to be closer in order to lock on it. It is also Fire & Forget, meaning that even if the operator moves or dies after firing, it won't stop the missile from flying.
- The more powerful **radar** tracking system is not more accurate than the infrared one, but allows a greater range of engagement, the target being locked from further away. Like the infrared system, it is Fire & Forget.

• FLAMETHROWERS:

Flamethrowers are terror weapons, designed to ignite large areas or quickly eliminate infantry or unarmored units. They can be man-portable in the hands of combat engineers, or mounted on vehicles or even tanks. While they don't deal more anti-personnel damage than machine guns, they inflict terrible stress, both on unarmored and armored units.

UNIT RANKS:

In Wargame: European Escalation, units may gain experience during fights, allowing them to rank up.

Ranks play a big role on different aspects of the unit: its accuracy, reloading and aiming speed, and ability to detect. Experienced units are also less susceptible to panic or rout when under heavy fire.

In multiplayer mode, at the start of a game or when you call for reinforcements, you may choose to deploy ranked units; however, the higher the rank of the unit, the more Deployment points it will cost. Also, a ranked unit will grant more Victory Points when it is destroyed.

CAMPAIGN MODE

Wargame: European Escalation campaign is composed of 22 missions, in 4 operations. Gain experience with your troops, unlock new units and compose your army through the solo campaign.

Set in the rarely explored Cold War period of 1975-1985, Wargame: European Escalation explores the battles 'that could have been' if history had taken a wrong turn at some point in the conflict. On both sides of the Iron Curtain that tears Germany in two, the two military alliances, NATO and the Warsaw Pact, are on the verge of war. The zeal of a patrol close to the East-German border eventually leads to a firefight with their enemy brothers. Soon the local skirmish pushes the already-tense relationship between NATO and the Warsaw Pact over the edge into all-out war.

MISSION OBJECTIVES

• MISSION OBJECTIVES & ACHIEVEMENTS

Each mission starts with one or several objectives. Then, throughout the mission, you will get new objectives and secondary objectives.

Primary objectives must be achieved in order to complete the mission. Secondary objectives are just bonus objectives that allow you to get additional Command Stars. Some of the secondary objectives are hidden, and you'll have to find them.

Mission objectives are rewarded with Command Stars. The number of Mission Command Stars you earn depends on the difficulty of the objective.

Wargame: European Escalation also includes an achievements system that rewards certain actions, mission completions and unit unlockings.

If a main objective of the mission cannot be reached (because of destroyed units for example) the mission ends with a Defeat message.

• COMMAND STARS

Command Stars are the key to unlocking new units that you can call in as reinforcements in the solo campaign. After each mission, or even during a mission, you can unlock units from the TO&E menu. Command Stars and the unit unlocking system is the same in both Solo and Multiplayer mode. Units unlocked in Solo mode are also available for your Multiplayer Deck.

• REINFORCEMENTS: DEPLOYMENT POINTS

When you achieve certain mission objectives (for example: taking control of a strategic zone), you will earn deployments points. These points can be used to call in reinforcements during the mission. All units that have been unlocked from the TO&E (as well as from Multiplayer mode) are available as reinforcements, depending on how many deployment points you have. Please note that there is a limited number of units from each type that can be called in.
Please refer to the section [On the Battlefield] for details about the deployment system.

• UNIT EXPERIENCE

Your units gain experience through your victories on the battleground (Stress and damages received and inflicted increase experience). With experience, units reach higher ranks, which improve their combat efficiency: morale, accuracy, identification...
The level of experience reached during a mission with a unit unlocks the experience level in the Reinforcement panel (and in the TO&E). This system encourages careful use of units, as experienced units

called in as reinforcements can make a real difference in the battle. This also points out the fact that finishing a mission with 90% losses is not considered a total victory.

PAUSE MENU

During a mission, press [ESC] to open the pause menu. Here you'll see an overview of the mission objectives and their completion. The pause menu can also be used to display hints and tips for the mission (Communication Tab). From the Pause Menu, you can access the TO&E menu, where you can unlock new units.

SKIRMISH MODE

Wargame: European escalation includes a Skirmish mode that lets you play against AI in 1v1 mode. You can choose the AI level in order to set the difficulty of the game. The game conditions are the same as in multiplayer, except only 1v1 mode is available.
This mode allows you to develop strategies, test your decks, and gain experience on 1v1 maps. The Skirmish mode is available from the SOLO menu.
Once you access the Skirmish menu, you have the same options as for a multiplayer game. The conditions of victory and defeat are also the same as in multiplayer.

TO&E AND DECK: MANAGING TROOPS

TO&E [SOLO CAMPAIGN]:

The TO&E - Table of Organization and Equipment - lists all units that are available as reinforcements in the Solo Campaign and allows you to unlock new units using your Command Stars.
As you progress through solo campaign you will earn Command Stars that are needed to unlock new units (you can also get command stars in multiplayer mode). At the beginning of the campaign, only a few units can be unlocked. As you complete missions, the list of available units will grow and you'll have more possibilities for customizing your TO&E according to your preferences.

•TO&E MENU

1. Name of the battalion controlled in the current mission.
2. List of units sorted by categories and families. Unit families (also named original units) have variants with various improvements such as additional weapons, advanced weapons, better armor... Units highlighted in blue are already unlocked. These are the units you can call in as reinforcements during a mission.
3. Units highlighted in grey can be unlocked using Command Stars.
4. Depending on their features, all units have a specific number of Deployment points. This is the number of points needed to call in the unit during a mission.
5. Units that have not yet been unlocked are displayed with their number of Command Stars. Please note that advanced units of families can be unlocked if previous variants have been unlocked beforehand.
6. These numbers indicate the maximum amount of units for each category and model that you call in during a mission.
7. Gaining experience for your units during missions unlocks these experience levels in the TO&E. This will allow you to call in experienced units in later missions.
8. Your profile: your player level and available command stars are displayed here (Unlocked Stars).
9. Use the command panel to filter the units displayed and unlock the selected unit. The info button displays the detailed sheet of the selected unit.
To unlock a unit, select it from the list and click the «Unlock» button.

DECK

• DECK DESCRIPTION

At the start of a multiplayer game, each player must deploy his units, thereby making up the army they will use to confront their enemy/enemies. The Army Deck is a selection of units from which you can choose your units for the deployment phase or for reinforcements.

As the game includes nearly 300 different units, this Deck system makes it easier to manage reinforcements.

When you start playing in multiplayer, you have 1 basic Deck available for each side. Decks are separated for NATO and PACT and mixing NATO and PACT units is not possible.

The Deck system is linked to the Command Stars system. This means that your successes and progress in Wargame multiplayer mode is rewarded by Command Stars (the Command Star system is the same in solo and multiplayer, so you can also use Stars you earn during the campaign). With Command Stars, you can unlock new units in order to create your own Deck. Units unlocked from the TO&E are also unlocked for multiplayer in the Deck management menu. Units unlocked in the Deck management menu for multiplayer are also unlocked for the solo campaign, but as units are progressively added to the solo campaign, units unlocked in multiplayer are only available in the TO&E when the campaign gives access to this unit.

After playing a few games, or if you start multiplayer after having played the solo campaign, you can create or modify your own Decks.

The Army Decks offer you different categories and values of units. Keeping in mind the number of command points you defined at the beginning of the game, select the units with which you want to confront your adversary and place them on the map.

• DECK MAIN MENU

1. Your NATO Decks
2. Your PACT Decks
3. . Select here the Deck that you will have in Multiplayer for each side.
4. Your profile. Here's where you can see the league level, player level and Command Stars you have earned, in order to unlock units (unlocked stars).
5. Use the Action Panel to view the selected deck. You can also duplicate, rename or remove your Deck, and create a new Deck from scratch. The Activate Button selects the Deck as your default Deck for multiplayer games.

• DECK MANAGEMENT

1. Name of your Deck and side.
2. List of units in your Deck. For each unit category, you can directly unlock units from the same family directly in your Deck. Available units are highlighted in Blue.
3. Deployment points: every unit costs deployment points when you call it to the battlefield. Try to remember this when creating your Deck, because using only high priced units can make it more difficult to manage reinforcements.
4. Units overlined in grey can be unlocked using Command Stars.
5. The [Tech] column indicates the maximum number of original units for each category. There is a maximum of 5 original units for each category in the Deck, so you'll have to think through your selection carefully.
6. The number of units that you can call up during a multiplayer game is limited. Depending on the type and price of the unit, you'll be able to place either 30 of the same type or only 10.
7. Use these options to modify the units that are displayed (with upgrades and/or available units only). You can also manage your deck, unlock units, add new units or delete units.

• CREATING A NEW DECK

From the Deck management menu, by clicking on [Add] you will display the list of all units in the game (for the selected side: NATO or PACT).

1. Use filters to change the list of units displayed.
2. All units in the game are displayed here. Units highlighted in blue are already available. Units highlighted in grey can be unlocked. Please note that units from the same family must be unlocked one by one: you must unlock previous variants in order to get the higher one.
3. The unit's Deployment points.
4. Information sheet for the selected unit.
5. Use the Action panel to filter the units that are displayed and unlock the selected unit.
Use the [Add] button to add the selected unit to your deck. This action will directly bring you back to the Deck management menu.

MULTIPLAYER BASICS

Wargame: European Escalation provides a multiplayer experience as rich as the one it offers through its solo campaign.

Friendly games are possible in order to take part in a short and fun skirmish between friends, but competition is also very present, with official rankings supported and calculated through an Elo system.

Develop your tactics and unlock new units in order to add them to your 'deck' for you next battles. Will you choose a crushing strategy with huge numbers of weak yet cheap tanks, or will you try and manage small squads of expensive but skillful elite units?

With more than 300 units with unique characteristics, tactical possibilities and strategic combinations are nearly unlimited. Wars of harassment with fast but fragile units, choking techniques by attacking the enemy supply lines, squashing under overwhelming numbers; all strategies are viable if you plan carefully! In the end, only the tactical acuity of the players will determine the outcome of the battles. Do you have what it takes to reach the higher echelons of the official world ranking?

Online services provided by EugenNet© allow Wargame: European Escalation to benefit from a complete and easy-to-use multiplayer experience.

• STARTING A MULTIPLAYER GAME

A multiplayer game contains 4 phases:
    1. Starting the game: organize your team, select your map and set the game parameters. Then the game begins.
    2. Deploying units: each player selects units from his deck and places them on the battlefield. You can spend all your deployment points at this time or safely keep some of your points in order to call in reinforcements appropriated to your opponent's army. Please check the "On the Battlefield/Deployment Points" section for all the info.
    3. Once all players are ready, click on the [launch battle] button. The game starts, all units appear on the map - now it's time to play.
    4. Once victory requirements on the multiplayer game are reached, the game ends. All players get the end-of-game menu, with some info about players performances. From here you can also save the replay. Press ESC to return to the map in order to check the end-of-match situation, remaining troops, locations…

• GAME MODES

There are 2 modes in multiplayer:
- **Friendly matches:** play with your friends or with any other player. Matches are not ranked. This mode allows you to play games with odd numbers of players: 1v2, 1v4 … as deployment points are the same for both teams, the game remains balanced.
- **Ranked matches:** fight against players or teams selected by the matchmaking system based on their player level. Compete in the world ranking system, increase your player level, get access to advanced leagues and write your name in the top players list.

RANKED GAMES

Wargame includes a system of World Ranking composed of several leagues from beginner level to expert players. In the Ranked mode, you get a Player Rank based on your victories and defeats in this mode. Your opponents are automatically selected from players that have a level close to yours, so the matched games should be interesting and well balanced. Depending on your successes and defeats, you'll get a better Player Level and you will rank in higher level leagues.

• LEAGUES AND RANKING

Your player profile that is displayed on the right part of the screen contains the following info:
- **Player level:** Your level is based on your progress in the game
- **Rating:** League level and player rating.
- **Ranking:** Your world ranking in the Wargame Community

Ratings are calculated using the standard Elo system (http://en.wikipedia.org/wiki/Elo_rating_system). For beginners, a special parameter is used in the matchmaking system in order to select other beginners

List of leagues:

LEAGUE	RATING LIMIT
Grandmaster	2600 and over
Senior master	2400-2599
Master	2200-2399
Expert	2000-2199
Class A	1800-1999
Class B	1600-1799
Class C	1400-1599
Class D	1200-1399
Class E	1000-1199
Class F	800-999
Class G	600-799
Class H	400-599
Class I	200-399
Class J	100-199

• STARTING A RANKED GAME

To start a Multiplayer Ranked game, click on the a ranked game type from the top left corner of the multiplayer or host menu [Ranked Session]
Wargame offers several ranked games:
- 1 versus 1: Your opponent is selected by the matchmaking system based on your player levels.
- 2 versus 2: Your team partner is selected randomly from the matchmaking system and you'll

fight against a randomly selected 2-player team.
- 3 versus 3: Same as above, with 3 players.
- 4 versus 4: Same as above, with 4 players.
- Arranged Match: Here you can create a team with 1 to 3 friends and play a ranked game. Your opponent's team is selected by the matchmaking system based on the average level of the players of the team.

The matchmaking system selects teams indiscriminately, as long as they are randomly composed or arranged.

Once all players are in the lobby, the 10 second countdown starts. Be sure that you have the right Deck and prepare yourself for the match.

• ARRANGED TEAMS

Arranged Teams are integrated in Ranked mode. Once in the lobby (after having clicked on Ranked), all you have to do is change the number of players. You can then invite friends to join.

• RANKED GAME SETTINGS

Ranked games have defined settings in order for all players to compete in similar conditions. Maps are randomly selected by the matchmaking system.

The board below lists the match settings:

GAME MODE	TYPE	POINTS	VICTORY	POINTS TO REACH
1v1	Confrontation	1500	Destruction	1500
2v2	Confrontation	3000	Destruction	3000
3v3	Confrontation	4500	Destruction	4500
4v4	Confrontation	6000	Destruction	6000

Note: these settings may change after the game release, based on player feedback

FRIENDLY GAMES

You can start a multiplayer game out of the ranking system with friends or any other players. Use the [Host] button from the start menu to create a game and set the game parameters. The [Multi] button displays the list of games waiting for players. Then just select the game you want to join.

MULTIPLAYER MENU

The [Multi] button from the Menu panel opens the multiplayer menu.

1. Click here to start a ranked game and compete for the World Ranking System
2. Server info
3. List of created games. Use the [Refresh] button on the Action panel to refresh the list.
4. Your player profile
5. Action panel

• HOST A GAME

HOST MENU

Click on the [Host] button to create a multiplayer game in friendly game mode:

1. Chat box: chat here with your team and other players.
2. Game options: select your game settings here (see below for more details).
3. Your profile.
4. Team 1: Blue team (NATO). Depending on which team you are (Red/Blue), your default army Deck will be selected (NATO/PACT).
5. Team 2: Red Team (PACT).
6. Action commands:
- Team: change team
- Leave: leave the game
- Ready/Launch: be displayed as "Ready"/launch the game (for the host)
- Invite: send an invitation to a friend
- Add friend: send a friend invitation to the selected player
- Kick: the game host can use this button to kick a player off the server

• GAME OPTIONS

- Battlefield: maps are autoset for a recommended number of players, but you can change the number of players if you want. Max no. of Players: by default, the number of players set for the map is displayed here. You can change this value to limit the number of players. The game can be launched with fewer players than there are slots. Since the balance of teams is based on the number of command points, you can play 3v1.
　- Visibility: public or private. In private mode, games can only be joined by friends.
　- Type: here's where you choose your battle type:
　　　• Confrontation: two teams, two sides: NATO vs PACT
　　　• NATO: both teams play with the NATO Army Decks
　　　• PACT: both teams play with the WARSAW PACT Army Decks
- Points: this is where you define each team's total number of command points. For each team, the command points are distributed among all the players. This allows you to play with an odd (not even) number of players. Since the points are distributed evenly for each team, the armies of each team that don't have the same number of players get balanced out (see the DECKS section for more info). You can get extra command points by taking control of the command zone.
- Victory: Here you can set the game's victory requirements:
　　　• Destruction: the first team to reach the number of victory points wins.
　　　• Time: the game ends once the time's up. The team with the most victory points wins.
- Points to reach (or Time): here you define the number of points needed for victory (or the time, for Time games). You win victory points by destroying your adversary's units. The number of victory points you win depends on the value of the units you destroyed. Once a player achieves the required number of victory points, the game's over.
- My Deck: Select your Deck here if don't want to use the Deck you have defined by default.

REPLAYS

At the end of a multiplayer game, you can save the match replay. This replay is then saved and you can watch it later on. When watching a replay, you can select the team (or display both) and change the game speed. The camera options are the same as when playing a game.

CREDITS

EUGEN SYSTEMS

DESIGN

Creative Director
Alexis Le Dressay

Lead Game Designer
Stephan Hernandez

Lead Level Designer
Michael Mavros

Game & Level Designers
Matthieu Brevet
Vincent Cambedouzou
Fabien Reiner

Additionnal Level Design
Olivier Delbos
Nathalan Regis
Alexandre Mainaud

PRODUCTION

Lead Project
Alexis Le Dressay

Assistant Producer
Julien Elma

Additionnal Production
Cédric Brand
Matthieu Brouri

DEVELOPMENT TEAM

Technical Director
Cedric Le Dressay

3D Leads
Timothée Raulin and Janos Boudet

3D & Low Level programming
Bertrand Augereau

3D programming
Maxime Coste
Sébastien Guido
Florent Isaia
Francis Lam
Paul Quemin
Arnaud Vallerent

AI Lead
Cyril Trévoan

AI Programming
Paul Chabas
Mehdi Chihaoui
Jonathan Connell
Thomas Feigler
Damien Fisson
Loïc Fosse
Florent Goube
Miguel Melan
Yves Parès
Laurent Vanaerde

Network Programming
Christophe Cavalaria
Nicolas Cofinot
Arnaud Lecocq

Tools Programming
Florent Paulais

Hardware & Technical Maintenance
Franz Weber

Additionnal Programming
Adrien Font
Julien Chaintron
Luc Eygasier
Louis Monestier
Hugo Damme

GRAPHICAL TEAM

Art Director
Thierry Dunter

Artists
Jean-François Ott
Frédéric Thière

Testing
Gil-Ali Chadly
Charlotte Bouvet
Baptiste Agati

FOCUS HOME INTERACTIVE

Commander in Chief
Cédric Lagarrigue

Intelligence unit
Thomas Barrau
Xavier Assémat
Vincent Teulé
Anne-Sophie Vernhes
Adrien Rotondo

Task Force
Luc Heninger
Mohad Semlali
Nathalie Phung
Thierry Ching
Florent D'Hervé
Théophile Gaudron

Front-line soldiers
Renaud Blondel
Morgan Salvi
Jérémy Boistière
Naddir Meridji
Julian Ricq
Olivier Baudart
Vincent Semat-Pariz
Marie-Thérèse Nguyen

Submariners
François Weytens
Diane Dufraisy-Couraud
Manon Lestrade

Propaganda
Marie-Caroline Le Vacon

French Foreign Legion
John Bert
Aurélie Rodrigues
Aline Janzekovic
Vincent Chataignier
Pierre Vinson

Heavy Artillery Regiment
Jean-Michel Hellendorff
Damien Duca
Jean-Joseph Garcia
Gildas Souka

Katioucha
Stéphan Le Gac Savoye
Camille Lallement

Reservists
Nathalie Jérémie
Linda Hanoun
Estelle Labastide
Adrien Bro
Florette Nsele
Sebastien Lin
Lasconie Lukusa M.

Vice-Admiral
Deborah Bellangé

Admiral
Jean-Pierre Bourdon

Special thanks to
Adrien "Selkares" Pacaud
Antoine Aubert
Antoine Trouve
Brice Brouder
Damien Fangous
Florian Basso
Florian Bergeron
Guillaume Rocchiccioli
Hilaire Tribot
Laurent Mazollier
Michael Plantier
Olivier «Flef» Carrère
Perceval Preau
Renaud «Tarask» Meert
Sébastien «DS» Martagex
Thomas «Diana Olympos» Depierre
Thomas Gaëtan
Walter Belletti