

**MARCHING
ORDERS**

SUDDEN STRIKE

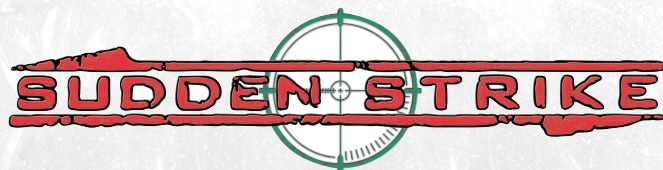


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I. BEFORE THE GAME

Place the Sudden Strike CD in your CD ROM drive. The installation program should start automatically.

If this is not the case, your CD ROM's AutoPlay function has probably been deactivated. If so, the installation program may be started by double clicking the program Setup.exe on the Sudden Strike CD.

Follow the on-screen instructions. When the installation has been completed, Sudden Strike can be started via the shortcut on your Desktop or from the Windows® start menu.

Should the installation be cancelled for some reason, you can remove all components that have so far been copied to your hard drive by choosing the shortcut "Deinstall Sudden Strike" in the Sudden Strike group folder from the start menu.

II. SHORT INTRODUCTION

Follow the instructions given in this chapter in order to get used to Sudden Strike's basic functions.

Left-click the SINGLE PLAYER option.

In the next screen, click on NEW CAMPAIGN to begin a coherent series of missions.

Click on ALLIES to play the campaign on the side of the allied forces.

This action will be followed by a mission briefing. Listen carefully and pay attention to the text which appears. Once your mission is clear to you, accept it by clicking on OK.

Press the PAUSE key as soon as your mission has begun. The Game has now been paused and the word "PAUSE" will appear in the lower left corner of the screen.

Take the opportunity to have a good look round and evaluate your situation.

The diamond-shaped box in the lower left corner is your MAP. Click inside the white rectangle and hold the mouse button. Moving the mouse now will alter the section of the playing field that you will see enlarged in the main window.

Alternatively, move the mouse to the edge of the main window to alter the visible section of the playing field.

The area to the lower right of the MAP is displayed lighter than the rest. This is the section containing your units. The lighter area displays their line of sight. Left-click on this lighter area. The white rectangle will now shift to the position you clicked on, and you will see this

area enlarged in the main window. Continue to shift the view until you can see a group of soldiers, a truck and a group of ambulances in your main window.

Select a soldier by positioning your mouse cursor over him and pressing the left mouse button. A coloured bar will appear below the soldier to highlight your selection. Remove the highlight by left-clicking an empty space on the map.

Now select another soldier, this time by double clicking him. This selects all soldiers of the same type within the main window.

To select all units of the same type on the entire map, double click one of them while pressing and holding the CTRL key.

Selected units can carry out actions. Move the cursor across ordinary terrain, a house and an ambulance. The mouse cursor will change as you do so to demonstrate which action the soldier will perform if you press the right mouse button.

On ordinary terrain, the selected unit or units will perform the MOVE action and make their way to the spot where you pressed the right mouse button.



Right-clicking on a house, ambulance or truck will order the units to go inside.

Now try to order as many soldiers as possible to enter an ambulance. Remember: Select the units with the left mouse button, then right-click to issue orders.

Now press PAUSE once more to continue playing. The soldiers should now begin to move towards and climb into the ambulance. Once it is full, the remaining soldiers will wait outside. Try to split the soldiers up and get them into the ambulances.

Remember you can pause the game at any time and give orders without wasting valuable playing time!

HINT: Split your men into groups and send these groups to an ambulance each to speed up the process.

See to the damaged Greyhounds to the left of the ambulances. To do this, order the supply truck below the ambulances to repair them.

Select one or more of the supply trucks. Move the mouse cursor over one of the Greyhounds. The cursor will change into the REPAIR/RELOAD icon. Right-clicking the Greyhounds will now order the supply truck or trucks to repair and reload them.

If you hear the sound of an approaching aeroplane, be quick! You are being attacked by bombers. Select the Greyhounds and supply trucks and lead them to safety!

You can use a selection box in order to select the tanks and supply trucks more quickly. Press and hold the left mouse button, then move the mouse across the screen. You will see a green rectangle appear. When you release the mouse button, all units within this rectangle will be selected.

Meanwhile, your infantry should have been treated sufficiently inside the ambulances. Select all ambulances (the easiest way is to double click one of the vehicles with the left mouse button).

Have your soldiers leave the ambulances. This cannot be done by simply right-clicking the terrain, only by issuing a direct order.

There are 3 x 3 boxes to the right of the MAP. These contain various orders, depending on the type of unit.

Left-click the box in the middle (UNLOAD). This box will now be highlighted by a yellow square.



The order will not be carried out until you have entered a position for the soldiers to disembark at.

To do this, right-click on a random location on the map. The soldiers will disembark and move to the specified location. (If the location is far away, the ambulances will move closer before letting the soldiers disembark.)

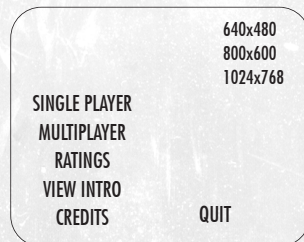
You are now familiar with the basic procedures for selecting units and issuing orders. Read the section "Key Configuration" in the chapter "The Game" to find out more about methods of coordinating and commanding units or groups of units (notably under the heading "Order Queues" on page 18).

**NOW IS THE TIME FOR ALL
GOOD MEN TO COME TO THE
AID OF THE PARTY:
SUDDEN STRIKE!**

III. THE GAME

A. MAIN MENU

The main menu contains the following options:



You can also use the buttons in the top right-hand corner to change the game's resolution.

Menu Items:

1. SINGLE PLAYER

Left-clicking on the SINGLE PLAYER option will take you to the title screen of the single player mode. This is where you can enter and alter your player name, start campaigns and single missions or load a previously saved game.



A) ENTER NAME

Left-click in the text line at the top left to enter a new name. Confirm the new name by pressing the ENTER key or select an existing player from the list to the right by clicking on it with the left mouse button.

B) REMOVE PLAYER

Should you no longer require a player name, select it from the list and click on DELETE. This action will be followed by a prompt asking you to confirm that you wish to delete the name. If you confirm the action, the player name and all associated saved games will be deleted.

C) STARTING A NEW CAMPAIGN

To begin a new campaign with the current player, click on the NEW CAMPAIGN option. You now have the choice of ALLIES, GERMANY or RUSSIA. If you want to leave the campaign title screen and return to the single player mode without starting a campaign, click on CANCEL.

Clicking on the appropriate button starts the campaign and leads to the first mission briefing.

In the mission briefing, you will be informed of the general circumstances and aims of the mission. Clicking on OK accepts and starts the mission, selecting MENU will take you back to the campaign title screen.

D) STARTING A SINGLE MISSION

To start a single stand-alone mission, click on SINGLE MISSIONS. A selection screen will appear offering various single missions. All available missions are displayed in the list on the left-hand side of the screen. Selecting one with the mouse will bring up a description on the right-hand side of the screen. Should you decide to play this mission, confirm your selection by clicking on OK. Otherwise pick a different entry from the list or click on CANCEL and return to the single player title screen.

E) LOADING A SAVED GAME

In order to load a previously saved game, click on the button LOAD GAME. This will take you to the selection screen where you can choose one of your saved games. Select a saved game from the list to the left by left-clicking it and load it by clicking the button LOAD. The CANCEL option leads back to the single player title screen.

F) LEAVING THE SINGLE PLAYER MODE

In order to leave the single player title screen and return to the main menu without starting a game, simply click on CANCEL.

2. MULTIPLAYER

Clicking on the MULTIPLAYER option will take you to the multiplayer title screen; see page 23 ff.



3. RATINGS

This option allows you to view evaluations of all missions you have won. At first or after confirming CAMPAIGN, all missions belonging to the campaign will be listed. Left-click on the SINGLE MISSIONS option to view evaluations of your single missions. Left-click on one of the missions. Each successful attempt to complete this mission will be listed in the window on the left, along with the name of the player who completed it. Click on a name in this list with the left mouse button. (The same name may, of course, appear multiple times if this player completed the mission more than once.) The window to the right will display an evaluation. Clicking on either CAMPAIGN or SINGLE MISSIONS will take you back to the respective categories, where you can select another mission. The CANCEL option will return you to the main menu.

4. VIEW INTRO

This option enables you to view the introductory video sequence. Press ESC or SPACEBAR to stop the viewing.

5. CREDITS

The CREDITS list all the people involved in the creation of this game.

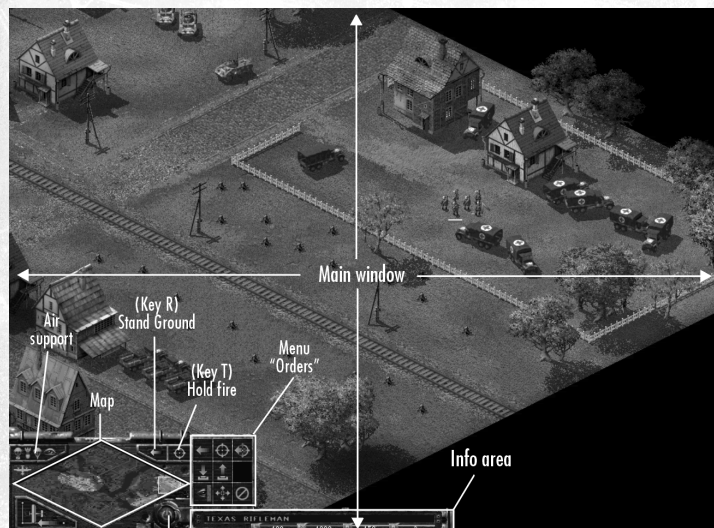
6. EXIT

Confirming this option exits the game and returns you to the desktop.



B. CONTROLS

1. DISPLAY ELEMENTS



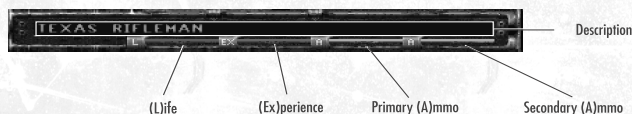
A) MAIN WINDOW

The main window displays a detailed view of the units and terrain. Areas within your units' line of sight are displayed brighter than others; these are the only areas where you can see enemy units. Areas outside the range of all your units are darker; enemy units within these regions will not be displayed (this darkening of non-visible areas is often referred to as "Fog of War").

B) MAP

The MAP provides a bird's-eye view of the entire playing field on a smaller scale. Areas within your units' line of sight appear brighter, the remainder of the map is dark. Your units are displayed as green dots, enemy units within line of sight are displayed as red dots. Friendly units under attack by the enemy will be briefly displayed with concentric red circles around the units.

C) INFORMATION AREA



The information area contains information on the unit currently underneath your cursor.

(1) DESCRIPTION

Displays the unit's name and primary weapon, if applicable.

(2) (L)IFE

The length of the bar represents the unit's current status in percent; the number below the bar represents the unit's status in absolute values to enable players to compare units with one another. If this value sinks below the maximum, it will rise slowly until the soldiers have recovered. Minor repairs to vehicles will be seen to by the crew themselves. If the value is too close to zero, it will continue to sink slowly (e.g. after serious injuries or bad damage, which lead to further consumption). If this value reaches zero, the unit is lost.

(3) (EX)PERIENCE

Displays the unit's experience. The highest possible experience level is 1000; the bar displays the unit's experience in a percentage of the highest value. Higher experience levels mean the unit is able to

shoot more accurately and suffers less damage through scattered fire and direct hits. Units with higher experience levels also make better use of the natural cover provided by the landscape.

(4) PRIMARY (A)MMO

Determines the amount of remaining ammunition for the unit's primary weapon.

(5) SECONDARY (A)MMO

Determines the amount of remaining ammunition for the unit's secondary weapon. The values for the two ammo types represent the exact number of shots that can be fired using this weapon. (However, anti-aircraft cannon or rocket launchers use up a lot of bullets in a very short space of time; see page 28 ff.)

NOTE: The amounts removed from the supply truck when reloading (see page 30) not only depends on the amount of ammunition that the unit being rearmed takes, but also on the weapon that is being recharged. As a supply truck may carry ammunition for various types of weapon, its cargo is measured in weight rather than shots.

2. SELECT MAP SECTION

The following opportunities exist for choosing the section of the map to be displayed in the main window:

A) LEFT-CLICKING THE MAP

Left-clicking a particular point on the MAP displays the area within the rectangle in the main window.

NOTE: Unlike left-clicking an area in the main window, left-clicking the MAP does not select any units. However, right-clicking has the same effect in both cases.

B) ALTERING THE VIEW WITH THE MOUSE

Moving the mouse to the edge of the screen or to one of the four corners will turn the cursor into an arrow pointing in the respective direction, and the section of the map that is displayed in the main window will move continuously in that direction (the speed with which the section changes is determined and can be altered in the control options menu under SPEED/MOUSE SCROLL SPEED).

C) ALTERING THE VIEW WITH THE ARROW KEYS

Through pressing the arrow keys (in combination), the section of the map that is visible in the main window will move continuously in the respective direction (the speed with which the section changes is determined and can be altered in the control options menu under SPEED/KEYBOARD SCROLL SPEED).

3. SELECTING UNITS

There are various ways of selecting a group of units. Selecting another group invalidates all previous selections. (Exception: Selecting units while pressing and holding the SHIFT key, see page 14).

A) LEFT-CLICK

Pressing the left mouse button selects the unit currently under the cursor.



B) LEFT-DRAG

Pressing and holding the left mouse button while moving the cursor across the screen draws a selection box. Release the mouse button to select all units within this rectangle.

C) LEFT DOUBLE CLICK

Double clicking a unit with the left mouse button selects this and all other units of the same type within the main window. Press and hold the SHIFT key when double clicking a unit to select all units of that type on the entire map.

D) NUMBER KEYS

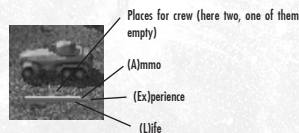
Existing selections can be saved to one of ten slots by pressing CTRL-0 to CTRL-9. Pressing the respective number key re-selects the units in these groups. Pressing the number key twice quickly re-selects the units and centres the view around them.

E) SELECTING WITH THE SHIFT KEY

Units can be added to existing groups by pressing and holding the SHIFT key while selecting them through clicking, drawing a rectangle, double clicking or pressing a number key. Units can be removed from the selection by pressing and holding the SHIFT key and then left-clicking the unit or units.

4. UNIT STATUS

Status bars are displayed on-screen for selected units.



All data from the information area are displayed again for every unit. From top to bottom: one or two bars for (a)mmo (depending on whether the unit possesses a secondary weapon), one for (ex)perience and one for (l)ife. For vehicles which are capable of transporting other units, the number of available places is displayed above the status bars as an empty or filled box.

Objects containing units (e.g. cannon controlled by crew, trucks towing cannon, etc.) display the status bars of those units when they are selected. Buildings, houses, watchtowers, bunkers, etc.) are the exception: If these contain units, the status bars are displayed even if the building has not been selected.

**5. MOVING UNITS,
HOLDING FORMATIONS,
GATHERING**

Having selected one or more units, right-click in the main window or the MAP to make them move to the respective location on the terrain (unless the units do not have MOVE as their standard command; see "Mouse cursor, right-click" on this page).

If the formation these units belong to is divided or varying due to the structure of the terrain, try to gather your troops again once they have reached their target. Press and hold the CTRL key when giving the order to MOVE. Your units will move to the specified location and then gather together as closely as possible in their respective groups.

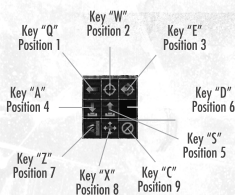
In any case, right-clicking displays concentric green circles indicating the position a unit will take up.

6. PERFORMING ACTIONS**A) MOUSE CURSOR, RIGHT-CLICK**

Actions can be performed by selecting units and right-clicking a location in the main window or the MAP. The first option available is the respective unit's standard command (usually MOVE; the cursor changes into a circular crosshair with a dot in the centre;

see "Moving units, holding formations, gathering" on this page). Move the mouse cursor across another unit or object that your selected unit (or units) to interact with, and the cursor will automatically change into the appropriate icon (e.g. if you have selected a truck and you move your mouse over a cannon, the cursor will change into the LOAD icon; if you have selected infantry units and move the cursor across a building or transport vehicle, it will change into the ENTER icon, etc.). If you have selected various units all at once, the cursor will change if at least one of those units is capable of interacting with the object under the cursor. If an order is selected from the menu ORDERS (see the following page), the cursor remains unaltered, regardless of which object it passes across, and the chosen action is carried out. If you have selected different types of units and not all of these are capable of performing the selected action, then only those capable of doing so will carry it out: You might e.g. order multiple trucks to UNLOAD; only those trucks will move to the specified location which actually have a cargo.





B) MENU ORDERS

When units are selected, only those orders are displayed in the menu ORDERS (3 x 3 boxes to the immediate right of the MAP), which these units are capable of fulfilling. Left-click on one of these orders to issue it (if it is an order that does not involve interaction with another object). Otherwise, the cursor will change into the appropriate icon and the order will be carried out as soon as you right-click an object in the main window or on a location on the MAP. If the desired action cannot be carried out with the object you clicked on, nothing will happen. The actions offered in the menu ORDERS can be chosen by clicking on them or by pressing the following keys, representing the 3 x 3 block of boxes: Q-W-E, A-S-D, Z-X-C).

C) STAND GROUND

This option can be toggled on or off using the R key or by clicking on the STAND GROUND order. When given this order (the movement arrow is crossed out in red), units will not move automatically to attack their opponents. This option makes sense when establishing a front line just outside enemy defences as it stops your units moving into the firing range of the enemy artillery. If

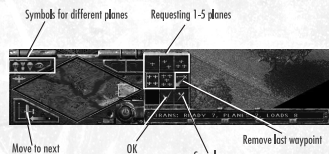
you have selected multiple units, some of which do and some of which do not have the STAND GROUND option active, the cross and movement arrow will be grey; if none of the units has the STAND GROUND option active, only a yellow movement arrow will appear. Giving a supply truck the order to STAND GROUND stops it automatically driving up to units in order to repair/reload them (see "HOLD FIRE", "Description of the various unit types", page 16/28).

D) HOLD FIRE

This option can be toggled on or off using the T key or by clicking on the HOLD FIRE order. When given this order (the target crosshair is crossed out in red), units will not automatically open fire on enemy units which come into their line of sight. This option makes sense if you want your units to move quickly across the terrain without attracting attention. If you have selected multiple units, some of which do and some of which do not have the HOLD FIRE option active, the cross and target crosshair will be grey; if all of the units have this option active, the cross will be red and the target crosshair will be grey; if none of the units has the HOLD FIRE option active, only a yellow target crosshair will appear.

Giving a supply truck the order to HOLD FIRE stops it automatically driving up to units in order to repair/reload them (see "STAND GROUND", "Description of the various unit types/Supply trucks", page 16/30).

E) AIR SUPPORT



In some missions, you will be supported by aircraft: i.e. transport planes dropping supplies and paratroopers, bombers or air scouts.

1) INFORMATION ON DIFFERENT TYPES OF AIRCRAFT

If you move the cursor across the respective planes icons, the information area will display the type of plane, the number of loaded (READY) planes and the number of aircraft currently at the airfield (PLANES) as well as the number of cargo loads (LOADS) including those already delivered. The cargo currently being transported by air is not represented.

Every aircraft you send for will have exactly one cargo load on board; you can never request more planes than there are cargo loads remaining at the airfield, even if there are more aircraft available. (In short: You cannot send for empty planes.) For air scouts, LOADS signifies the amount of flights that can be made with the available amount of fuel.

2) REQUESTING AIR SUPPORT

You can request air support by clicking on the respective planes icon. The air support menu will appear in the menu ORDERS. To begin with, this menu consists of one to five buttons (depending on how many aircraft you have at your disposal) for selecting the required number of planes and a CANCEL button. CANCEL allows you to break off your request at any time until the air support has been dispatched.

3) SETTING WAYPOINTS

When you click on an aircraft icon, the mouse cursor in the main window and the MAP changes into the WAYPOINT icon. You can now set waypoints by right-clicking on the desired location in the main window or the MAP, depending on the type of aircraft you have selected. Once you have set at least one waypoint, the buttons REMOVE LAST WAYPOINT and OK will be added to the menu ORDERS. Selecting REMOVE LAST WAYPOINT will delete the last navigation point which you placed from the flight path. Selecting OK completes your request for air support; the aircraft will be dispatched soon after.

4) MAXIMUM POSSIBLE AMOUNT OF WAYPOINTS PER TYPE OF AIRCRAFT

Planes transporting paratroopers and supplies cannot take more than one waypoint per flight to drop their cargo loads at.

Air scouts can patrol up to twelve waypoints in the order they are entered; at each waypoint, they will fly a bit lower (as shown by a yellow bar below the aircraft) and scout the area they are flying across. The lower they fly, the greater the danger that they will be hit by enemy air defences. Air scouts usually fly a few loops around each waypoint and then continue to the next one. However, clicking the button MOVE TO NEXT WAYPOINT (e.g. when under heavy anti-aircraft fire) will stop your aircraft scouting the area around a waypoint and send the air scout straight to the next waypoint. The MOVE TO NEXT WAYPOINT button is always available when a scout is circling a waypoint. If there is more than one scout in the air, the button will become available if at least one of them is scouting the area surrounding a waypoint. Clicking on the button now will make all air scouts currently circling a waypoint proceed to the next.

Bombers will drop their charges at up to three waypoints. These three locations can be identical (right-click the same place three times), but bombers can only drop a certain amount of bombs per attack flight (a third of their cargo). Therefore, they must fly a loop before repeating their attack on a waypoint.

NOTE: For safety reasons, left-over bombs are dropped before landing. So, should you order a bomber to attack less than three waypoints, the unused cargo is lost.

F) ORDER QUEUES

Order queues are very effective and easy to carry out. If you press and hold the SHIFT key while performing a click to start an action, the order will not be carried out immediately but added to a queue of orders. All further actions plotted while holding the SHIFT key will also be added to the end of this queue. The unit will proceed to perform its actions in the order in which they were added to the queue. This enables you to set a waypoint and tell a unit to patrol a route, or program more complex rows of orders in a simple and intuitive way.

Examples:

(1)

Orders: Select a motorcycle, right-click a location, right-click more locations while holding down the SHIFT key.

Action: The motorcycle will drive from one location to another in the order in which they were entered.

(2)

Orders: Select a truck, right-click a cannon, select the UNLOAD action, right-click a location while holding down the SHIFT key, click on another cannon while holding down the SHIFT key.

Action: The truck will tow the first cannon, take it to the specified location, drive to the second cannon and tow it.

(3)

Orders: Select a soldier, right-click a location, left click COVER in the menu ORDERS while holding down the SHIFT key.

Action: The soldier will move to the specified location and take cover once he has arrived.



If a queue action cannot be performed, it will be skipped and the next order will be carried out. This enables further effective orders, especially when selecting multiple units:

(4)

Orders: Select a group of soldiers, right-click multiple bunkers and buildings while holding down the SHIFT key.

Action: The group of soldiers will move to the first building. As many soldiers as possible will enter the building. The remaining soldiers will continue this process from one building to another, until all soldiers have entered the buildings or there is no room left inside the buildings.

(5)

Orders: Select a few trucks, right-click multiple cannon while holding down the SHIFT key, select the UNLOAD order and right-click a location while holding down the SHIFT key.

Action: The trucks will drive up to the cannon and will each tow one of them to the specified location.

7. PAUSE MODE

Pressing the PAUSE key toggles the PAUSE mode on or off. Orders can still be issued in the PAUSE mode, i.e. you can still view information on your units, issue single commands and order queues or change your units' MOVE/ATTACK mode. These orders will be carried out when you leave the PAUSE mode.

This option allows you to coordinate the actions of large numbers of units, arrange for multiple actions to be performed simultaneously in the same place, e.g. in order to attack the enemy from two sides at once or distract pursuers by telling your troops to retreat in various different directions.

8. MENU

Clicking on MENU or pressing the ESC key pauses the game and takes you to the control options menu. The menu offers the following options:

A) SAVE

Saves the game. Left-click the text line in the top right and enter a name or select and edit a name from the list. Clicking the word SAVE will save the game under the name you specified. If the name you have selected is already in use for another saved game, the existing saved game will be overwritten without your being prompted to confirm the action. Should you no longer require a saved game, select it and click on the DELETE button. Confirming the ensuing prompt by clicking YES will remove the saved

game from your hard drive. If you do not wish to delete the game, answer the prompt by clicking on NO. Click on the CANCEL button to leave the SAVE menu without saving your game.

B) LOAD

This menu item allows you to continue games which have been saved previously. Select a game from the list and click on the LOAD button. The saved game will be loaded so you can continue playing.

Click on the CANCEL button to leave the LOAD menu without loading a game.

C) SOUND

The sliders MUSIC, SOUND and VOICE allow you to adjust the volume of the respective components. The LR-RL button switches the assignment of the left and right stereo channels.

The list to the right allows you to pick a CD title for background music; selecting RANDOM plays the titles back in random order. Exit the SOUND menu by clicking on OK.

D) GRAPHICS

This option enables players to alter the display options.

MAP GAMMA

Allows you to set the Gamma value (i.e. the brightness) of the main window and the game map.

INTERFACE GAMMA

Allows you to set the Gamma value (i.e. the brightness) of the control elements.

MESSAGE DELAY

Allows you to set the amount of time a message remains visible on-screen.

OK

Clicking the OK button exits the GRAPHICS menu.

E) SPEED

This option enables players to alter the speed options.

GAME SPEED

Sets the speed of the game itself.

MOUSE SCROLL SPEED

This option determines how quickly the map section displayed in the main window shifts when the mouse is moved to the edge of the screen.

KEYBOARD SCROLL SPEED

This option determines how quickly the map section displayed in the main window shifts when pressing the LEFT/RIGHT UP/DOWN arrow keys.

OK

Clicking the OK button exits the SPEED menu.

F) SHOW BRIEFING

This option displays a short summary of your mission objectives. Exit this summary by clicking on OK.

G) QUIT

This menu item offers the following options:

RESTART MISSION

Exits the current mission and starts it again from the beginning. A prompt will appear for you to confirm the desired action.

EXIT TO WINDOWS

Exits the current mission and the game. A prompt will appear for you to confirm the desired action.

QUIT TO MENU

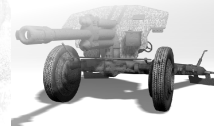
Exits the current mission and displays the RATINGS screen. A prompt will appear for you to confirm the desired action.

CANCEL

Exits the EXIT menu without performing any of the above actions.

H) RETURN TO GAME

Clicking this menu item exits the control options menu and returns you to the current mission.



9. KEY CONFIGURATION - SINGLE PLAYER MODE

Q		Menu ORDERS, Position 1
W		Menu ORDERS, Position 2
E		Menu ORDERS, Position 3
A		Menu ORDERS, Position 4
S		Menu ORDERS, Position 5
D		Menu ORDERS, Position 6
Z		Menu ORDERS, Position 7
X		Menu ORDERS, Position 8
C		Menu ORDERS, Position 9
R		STAND GROUND on/off
T		HOLD FIRE on/off
1 to 0	+ CTRL	Save unit selection with the respective number
1 to 0		Select saved unit selection with the respective number
TAB		entre view around selected units
SPACEBAR		Centre view around last event (red circle)
ESC		Control options menu
PAUSE		PAUSE mode on/off
F1 to F8	+ CTRL	Save position of main window section on the MAP
F1 to F8		Load position of main window section on the MAP
F9		Display mission objectives
F10		Exit game
F11		Go to SAVE menu
F12		Go to LOAD menu
Order	+ SHIFT	Add order to end of queue
MOVE order	+ CTRL	Gather at destination
Left-click selection map	+ CTRL	While entering a message: Determine recipient on MAP
Double click left on unit	+ CTRL	Select all unit sof same type on the entire map
;		Display number of reinforcement units on their way



KEY CONFIGURATION - ADDITION FOR MULTIPLAYER MODE

BACKSPACE		Pass command over units to a different player
ENTER		Message to team member
ENTER + SHIFT		Message to enemy
ENTER + CTRL		Message to everyone

10. END OF A MISSION

Once all objectives have been fulfilled or if the mission cannot be completed, the end of mission menu will appear. You can either choose EXIT, which exits the mission and displays the RATINGS screen, or click on CONTINUE to carry on with your mission. To finish the mission later, select EXIT/QUIT TO MENU from the menu.

11. RATINGS SCREEN

Once a mission has been exited by the player or automatically, an evaluation will be displayed on the right. A list of rankings, containing the names of all players who completed the mission successfully, will be displayed to the left. Below these you will see a CONTINUE button which allows you to begin the next mission within the campaign. (This button will not be available if the previous mission was not completed successfully or if it was a single mission.) The REPLAY button allows you to retry the mission.

The button EXIT will take you back to the main menu.

NOTE: The game will not automatically be saved when a mission has been completed. If you wish to interrupt the game at this stage, start the next mission and save the game before quitting.

IV. THE
MULTIPLAYER-MODE

The MULTIPLAYER option in the title screen will take you to the connection type selection.

A. SELECTING A
CONNECTION TYPE

This screen allows you to select a connection type for the multiplayer mode. Clicking on one of the three buttons INTERNET (TCP/IP), LAN (IPX) or MODEM will take you to the main multiplayer menu.

Clicking on CANCEL will take you back to the main menu.

B. CREATING A
MULTIPLAYER GAME

In the multiplayer menu you have the option to enter a player name and decide whether to create a new game or join a current game.

If you decide not to play in multiplayer mode after all, click on the CANCEL button.



1. SELECTING A NAME

Left-click in the text line in the top left, enter a name and confirm it by pressing the ENTER key, or left-click a name in the list to select it.

2. CREATING A NEW GAME

Click on the CREATE GAME button to start a new game. To create an entirely new game, select a map from the list on the left and confirm your selection by clicking on OK. (Moving the cursor across the small-scale map on the right will display an enlarged view beside the list of names).

To continue a saved network game, click on SAVED GAMES, select a game and confirm your selection by clicking on OK. (Clicking on the MAPS button will take you back to the map selection screen for a new game.)

The next screen is the "Players" screen.

Should you decide not to create a game, click on the CANCEL button.

3. JOINING AN EXISTING GAME

If you would like to join an existing game, click on the button JOIN GAME. On the next screen, all the sessions which are still waiting for players are displayed in the list to the left. Choose one by left-clicking on the list and confirm with the button JOIN GAME.

The "Players" screen is displayed.

If you decide not to join a game, click on the button CANCEL.

C. THE "PLAYERS" SCREEN

This is the menu for the general player configuration. To leave the menu without starting a game in the multiplayer mode, press the button CANCEL.

1. CHOOSING PARTY, TEAM AND COLOUR

All the players who have already joined the game (yourself included) are displayed in the "Players" menu. The party chosen by the respective player (ALLIES, GERMANY, RUSSIA) and the team number (1-4) are indicated behind the player's name. Player units of the same team do not shoot at one another.

You are obliged to choose a party and a team (with the buttons at the top right of the screen). You can optionally change the colour that indicates you in the game (with the buttons at the top left of the screen). If a player has not yet decided on a party and/or a team, this is indicated through a question mark.

Players confirm their selection by clicking on the button READY. The word "Ready" and the ping rate, a measure for the quality of the network connection, are displayed (the smaller the value, the better) at the end of the line with the player's name.

The slider GAME SPEED serves the purpose of adjusting the speed of gameplay for the host. You cannot influence this value if you are only joining the game.

Click again on the button READY and wait for the start of the game.

As a host you will have to wait until all the other players have clicked on READY. Then the button START is activated and you can start the game by clicking on it.

2. LOCKING/UNLOCKING PLAYER SLOTS, EXCLUDING PLAYERS

In some of the lines which usually contain the names of joining players the word "CLOSED" is displayed as the maximum number of players depends on the chosen map. As a host, you can change the number of players by locking or unlocking slots with the buttons to the left. However, changes are only possible within the scope of the given number of players.

As a host, you can exclude an unwanted player from the game. In order to do this you have to use the button to the right of the respective player's name (the column above the word "BAN").

D. THE MULTIPLAYER GAME

1. THE AIM OF THE GAME

The aim of the game in the multiplayer mode is to destroy all the opponents' units. The last player to own any units is the winner (that does not necessarily have to be the player with the most points).

2. REINFORCEMENTS

Most important for winning a game in the multiplayer mode is the superiority in numbers. This is achieved through as many reinforcements as possible.

ZEPPELIN GROUPS

You can get reinforcements through taking a zeppelin group. Such a group consists of several zeppelins of the same colour, which are displayed as dots of the colour of their group on the MAP. If you move the mouse cursor over a zeppelin on the MAP, all the zeppelins of the same colour are displayed with a white rectangle around them.

TAKING ZEPPELIN GROUPS

A zeppelin group is taken as long as units of whatever kinds are next to each zeppelin of the group (with more than one player in the same team, they can share this task). If this condition is fulfilled, all the zeppelins of the respective group are displayed in grey in the main window as well as on the MAP. The player or team gains the first reinforcements after a short time.

Those additional units arrive at the point where the original units appeared at the start of the game.

The zeppelins of that group keep their colour for the other players, which means that they can still get reinforcements by taking that zeppelin group.

As long as your team has not taken all zeppelins of one group, the taken zeppelins (also visible for the other players) are displayed with the number of the respective team in the main window. They are surrounded by a green rectangle on the MAP. Airships taken by an opponent team are framed in red. If there are units of different teams in range of taking a zeppelin it is defined as not taken.

COUNTDOWN

There is another way of losing a game apart from the destruction of all the units: If there is no zeppelin controlled for more than five minutes. As soon as no zeppelin is taken, a five minute countdown starts, which is displayed in the top left-hand corner of the screen. Your team loses when the countdown is down to zero.

3. SPECIAL FEATURES OF THE MULTIPLAYER MODE

In the multiplayer mode, you can send messages to your team members using the ENTER key. A text line appears where you can enter the message.

While you are in the entering mode, you can highlight a point on the MAP by holding the CTRL key and clicking with the left mouse button. The highlighted point is briefly displayed with concentric green circles for your team members when they get the message.

Press the ENTER key once more to send the message.

Press the ENTER key and hold down SHIFT at the same time to enter a message to everybody (including your opponents). You can send this message through pressing the ENTER key as well.

You can also send a message only to your opponents by pressing the ENTER key.

You can delegate the control over some of your units to a team partner. To do this, just highlight the respective units and press BACKSPACE. The mouse cursor changes to a yellow arrow as soon as it is above a team member's unit. Right-click to delegate the command over the highlighted units to the player whose unit the mouse cursor is next to.

Pressing the key ; displays information on the number of reinforcement units which are on their way to your base. This feature is also available in the single player mode.

E. COMPLETING A MULTI-PLAYER GAME

After the end of the played mission you will receive an evaluation. At first you get an overview over the distribution of points. You can get a more detailed listing of the destroyed units by clicking the button DETAILS.

Here you can find a list stating in categories how many enemy units of a type every player has destroyed and how

many units of the same type they have lost. Clicking the BALANCE button in the top right-hand corner displays the amount of enemy units destroyed minus the amount of own units lost. With the button DESTROYED/LOST, you can change this display to the previous one.

Clicking on the button TOTAL SCORE takes you back to the screen with the point distribution.

The EXIT button takes you back to the game's main menu.



V. DESCRIPTION OF THE VARIOUS UNIT TYPES

NOTE: Commands which are not available via the Menu ORDERS but only as standard commands together with other objects are indicated by square brackets: [COMMAND]

Range always refers to the shooting range.

A. ARTILLERY



A cannon is neutral as long as it is not taken by an infantry unit. If it is taken it is owned by the corresponding player from that time on. A cannon cannot be taken by two soldiers of different parties. At least one soldier is necessary to fire a cannon. If the crew consists of two soldiers, the firing rate increases. In order to draw a cannon by hand, a crew of two members is necessary, but you can only advance very slowly in this constellation.

Artillery can be divided into anti-tank cannon and howitzers.

1. ANTI-TANK CANNON

Anti-tank cannon do not fire ballistically but directly (a clear target line to the object is absolutely necessary!) and use armour breaking ammunition. The range of these weapons varies from type to type but the average range is higher than that of tanks.

If a group of anti-tank cannon is highlighted, all the anti-tank cannon shoot at the highlighted target object (cannon which are not ready to fire will reload first and then fire). Several target objects have to be indicated again by activating ATTACK and SHIFT plus right mouse click. The cannon all shoot one after the other at each of the given target objects (as opposed to LONG RANGE FIRE by howitzers and missile launchers, see page 29/34).

Anti-tank cannon can be connected to trucks for faster transport (see "Trucks", page 29).

Orders:



MOVE	ATTACK	Empty
ROTATE	UNLOAD	Empty
Empty	Empty	STOP

Notes:

MOVE: Only with a crew of two and very slowly.

UNLOAD: Crew leaves cannon.

Standard orders:

ATTACK (over enemy units)
NONE (anywhere else)

2. HOWITZERS

Howitzers fire ballistically (there does not have to be a clear line to the target object), they have a wide range and fire grenades (high explosive damage). Howitzers explode very easily when attacked.

The commands for howitzers are the same as for anti-tank cannon with the exception that ATTACK is substituted by LONG RANGE FIRE. In order to avoid mistakes, the menu item has a different position in the Menu ORDERS and a different key configuration. Thus, the orders ATTACK and LONG RANGE FIRE can be used separately in one group where there are anti-tank cannon as well as howitzers.

Several target objects can be selected and fired at one after the other without activating LONG RANGE FIRE and without holding down the SHIFT key. If a group of howitzers is selected, the targets are split up among them, i.e. each target object is only fired at by one howitzer. A gun can only shoot again when all the other howitzers of the group have fired.

Howitzers can be connected to trucks for faster transport (see "Trucks").



MOVE	Empty	Empty
ROTATE	UNLOAD	Long Range Fire
Empty	Empty	STOP

Notes:

MOVE: Only with a crew of two and very slowly.

UNLOAD: Crew leaves cannon.

Standard orders:

LONG RANGE FIRE (over enemy units)

NONE (anywhere else)

B. TRUCKS



A truck is a transporter which can carry a certain number of soldiers, stationary heavy machine guns and grenade launchers. Heavy machine guns and grenade launchers take two places each: one for the gun itself and one for the marksman.

The ambulance is a special truck which gradually increases the life value of the soldiers within to the maximum.

Orders:



MOVE	Empty	Empty
Empty	UNLOAD	Empty
Empty	Empty	STOP

Not in the Menu ORDERS:

[LOAD]: loads soldiers/grenade launchers/heavy machine guns.

Notes:

UNLOAD unloads the truck in the following order: If there are any cannon, they are uncoupled at first and brought together with their crew. The next click makes all soldiers not belonging to the gun crew disembark. If there are any heavy machine guns and/or grenade launchers, they are unloaded last by clicking the mouse again.

Standard orders:

[LOAD] (over own artillery, soldiers/grenade launchers/heavy machine guns)
MOVE (anywhere else)

Towing cannon

Cannon can be connected to and towed by a truck. In order to do this, the cannon has to be manned with at least one infantryman. The crew of the cannon helps connect it to the truck and then gets into the truck. After uncoupling the cannon, its original crew mans it again. If there are not enough free seats for the crew when connecting the cannon, some of the soldiers who are already in the truck must disembark in order to make some space for the crew.

**C. SUPPLY TRUCKS**

The following actions can be carried out:

- 1) Reloading ammunition, repairing units
- 2) Building barbed wire entanglements and tank blockades
- 3) Repairing bridges
- 4) Building pontoon bridges

Supply trucks transport ammunition and construction parts. If a supply truck does not carry out an action, ammunition and construction parts are reproduced at a constant speed until they reach the maximum. Ammunition is used for recharging units and is universal (suited for every weapon). Construction parts are used to build barbed wire entanglements and tank blockades.

NOTE: Tank blockades cannot be destroyed through bombardment.

Building and repairing bridges does not involve any raw materials apart from the time used. In spite of the fact that the mouse cursor does not change to the REPAIR/RELOAD icon when hovering over damaged enemy units, these can be repaired and reloaded through an explicit order. Cannon cannot be connected to supply trucks.

Supply trucks work independently: If a damaged unit or a unit without ammunition is close to it, the supply truck repairs or reloads this unit automatically, i.e. it approaches the unit, repairs or reloads it and returns to its previous position.

HOLD FIRE and STAND GROUND can also be used for supply trucks; the commands then prevent the truck from going to a damaged unit as well as from the automatic repairing or reloading (see "HOLD FIRE" and "STAND GROUND", page 16).

Supply trucks are highly explosive.

Orders:

MOVE	REPAIR/ RELOAD	Empty
BUILD WIRE ENTANGLEMENT	BUILT TANK BLOCKADES	BUILT POTOON BRIDGE
REPAIR BRIDGE	Empty	STOP

Notes:

REPAIR BRIDGE is only available while standing on a bridge.

Standard orders:

REPAIR/RELOAD (over damaged units/units without ammunition)
MOVE (anywhere else)

D. INFANTRY

There are the following types of infantry:

- 1) Soldiers: Equipped with submachine guns, average range, high firing rate.
- 2) Marksmen: Equipped with guns, wide line of sight, wide range, low firing rate.
- 3) Snipers: Equipped with sniper guns, extremely wide line of sight, very wide range, low firing rate.
- 4) Flamethrower infantry: Equipped with flamethrower, extremely high rate of damage, very small range.

- 5) Officers: Equipped with pistols, extremely wide line of sight, small range, low firing rate, low rate of damage.

- 6) Machine gun infantry: Equipped with machine gun, extremely high firing rate, extremely high rate of damage.

- 7) Tank marksmen: Equipped with tank rifles, low firing rate, armour breaking, also high rate of damage to tanks.

- 8) Bazooka infantry: Equipped with bazookas, low firing rate, little ammunition, armour breaking and explosive, fatal for tanks.

Infantry units can enter buildings (bunkers, towers, etc.) and shoot from there. Buildings reduce the damage for the units in them when they are hit but do not prevent damage completely.

NOTE: Buildings have effects on the line of sight of the units in them. Watchtowers e.g. increase the line of sight immensely.

Infantry units can enter and use trucks/jeeps/tank vehicles/cannon by right-clicking.

NOTE: As long as infantrymen are in trucks, tanks or jeeps, their range is confined to that of the corresponding vehicle they are in. When using cannon, the line of sight of the soldiers remains intact.

Marksmen can lay anti-tank mines. Mines are laid exactly where the soldiers are at the time of clicking on the button in the Menu ORDERS (action without an interaction with another object).

Infantrymen can find and sweep mines.

NOTE: Right-clicking in the main window or the MAP following the command LAY MINES/SWEEP MINES carries out the re-activated standard command MOVE and has no effects on laying/sweeping the mines.

Orders:



MOVE	ATTACK	ASSAULT
LAY MINES	SWEEP MINES	Empty
COVER	SCATTER	STOP

Not included in the Menu ORDERS: [ENTER]

[MOVE2]: The selected units move to the target position; enemy units which come into reach are attacked. Afterwards units proceed; the direct way to the target position is never left.

Notes:

MOVE: The selected units move to the target position without attacking enemy units which could come into their range.

ASSAULT: The selected units advance towards the target position. If there is an enemy unit within reach the units change to the ATTACK mode and chase the enemy.

The order LAY MINES can only be carried out by marksmen.

Standard orders:

ATTACK (over enemy units)
[ENTER] (over trucks/jeeps/tank vehicles/buildings etc.)
[MOVE2] (anywhere else)

E. JEEPS

Jeeps are light and fast vehicles, which have the same properties as trucks except that soldiers can fire from a jeep, and that cannon/grenade launchers/heavy machine guns cannot be connected to them.

The same orders as for trucks are available, as well as ATTACK and ASSAULT when there are any infantrymen in the jeep.

Orders:



MOVE	ATTACK	ASSAULT
Empty	UNLOAD	Empty
Empty	Empty	STOP

Not included in the Menu ORDERS:

[LOAD]: Loads soldiers.

Notes:

ATTACK: Only if there are any soldiers in the jeep.

ASSAULT: Only if there are any soldiers in the jeep.

UNLOAD: All soldiers leave the jeep.

Standard orders:

[LOAD]: (over own soldiers)
ATTACK: (over enemy units, there must be soldiers in the jeep)
MOVE: (anywhere else)

F. Tanks



Tanks are vehicles with a revolving turret (tanks with non-revolving turrets are part of tank destroyers, see page 36). Movement and firing of missiles are independent from one another.

Tanks are better armoured at the front than at the back and sides.

ATTACK can also be carried out against targeted points in the area. If the area point is in reach, the crosshair flashes in red/yellow. If the tank has to move in order to get into range, the crosshair constantly remains red. This only takes into account the distance, not any obstacles in the way! When a group of tanks is

highlighted, the crosshair flashes in red/yellow as long as the target position is in reach of any of the members of the group. When given the order to fire, those tanks which are close enough to the target will fire immediately. The others will advance until they are within firing range.

NOTE: If the crosshair is over an object it is constantly red in any case.

Orders:



MOVE	ATTACK	ASSAULT
ROTATE	Empty	Empty
Empty	Empty	STOP

Notes:

MOVE: The tank moves towards the target point and shoots at enemy units if necessary without stopping.

ASSAULT: The tank moves towards the target point; if any enemy units get into line of sight, it stops, changes to the ATTACK mode and chases the enemy.

Standard orders:

ATTACK (over enemy units)
MOVE (anywhere else)

G. TANK VEHICLES



Tank vehicles have the same properties as tanks except that they can also take infantry. The commands are the same as for tanks and trucks in addition.

Orders:



MOVE	ATTACK	ASSAULT
ROTATE	UNLOAD	Empty
Empty	Empty	STOP

Not included in the Menu ORDERS:
[LOAD]: Loads soldiers.

Standard orders:

[LOAD] (over other soldiers)
ATTACK (over enemy units)
MOVE (anywhere else)

H. MOBILE MISSILE LAUNCHERS



Fire only longer volleys; long distance fire and extremely high rate of explosive damage. Low target accuracy is compensated by several missiles per volley. If the target of the LONG RANGE FIRE is not in range, the missile launcher will advance towards it. If the target is in reach the LONG RANGE FIRE icon is constantly red, otherwise its interior becomes green and

the edge flashes in red/green. If a group of mobile missile launchers is highlighted, the crosshair is constantly red as long as the target point is in reach of any member of the group.

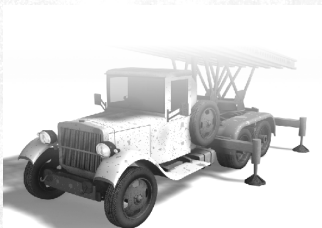
LONG RANGE FIRE works the same way as the howitzers (several target points can be indicated and are shared among the members of a group, see "Howitzers", page 29).

If there are several target objects indicated, the members of the group which are nearest to the respective target object will fire first. Once all of them have fired, one of the missile launchers which is still out of range will move close enough to the target object to hit it and will open fire.

Orders:



MOVE	Empty	Empty
Empty	Empty	LONG RANGE FIRE
Empty	Empty	STOP



Notes:

LONG RANGE FIRE: The missile launcher moves towards the target object if its range is not sufficient; the mouse cursor indicates whether movement is necessary.

Standard orders:

LONG RANGE FIRE (over enemy units)
MOVE (anywhere else)

NOTE: The fog cannon is not part of the category of missile launchers but of the tank category.

I. STATIONARY ANTI-AIRCRAFT CANNON



Anti-aircraft cannon have the same properties as anti-tank cannon but rotate much more quickly (the cannon can revolve and is fixed on a stationary basis) and they can target aircraft.

Orders:



MOVE	ATTACK	Empty
ROTATE	UNLOAD	Empty
Empty	Empty	STOP

Notes:

Move: with a crew of two, slowly.

Standard orders:

ATTACK (over enemy units)
NONE (anywhere else)

J. MOBILE ANTI-AIRCRAFT CANNON



They have the same properties as tanks (armed with heavy machine guns) and can fire at aircraft.

Orders:



MOVE	ATTACK	ASSAULT
ROTATE	Empty	Empty
Empty	Empty	STOP

Standard orders:

ATTACK (over enemy units)
MOVE (anywhere else)

K. TANK DESTROYERS

They have the same properties as tanks except that they do not have a rotating turret and can thus only fire forward.

Orders:

MOVE	ATTACK	ASSAULT
Empty	Empty	Empty
Empty	Empty	STOP

Standard orders:

ATTACK (over enemy units)

MOVE (anywhere else)

VI. DESCRIPTION OF FURTHER OBJECTS

A. BOXES OF AMMUNITION AND CONSTRUCTION PARTS

Ammunition and construction parts are supplied in boxes. These boxes can be dropped by transport planes (also on request, see "Air support", page 17) or they are already existent on the map. Only supply trucks can tow the boxes, which contain either ammunition or construction parts. The supply truck takes as much of the contents out of the box until it is empty or the truck cannot carry any more. Any left-overs can be taken at a later time.

B. WATCHTOWERS

Watchtowers can be entered by infantrymen in the same manner as buildings. Thereby the line of sight of the respective unit is increased.

C. BUILDINGS

Buildings help to reduce the damage to the units within them when they are hit, but they do not reduce it to zero (see "Infantry", page 31).

**D. BUNKERS**

For units inside, bunkers reduce the damage caused by hits to a greater degree than other buildings, but they do not prevent all damage.

E. BRIDGES

Bridges can be damaged and destroyed. When the damage to a bridge is beyond a certain level, it cannot be crossed any more. Damaged bridges can be repaired by supply trucks. To do this, the truck must be positioned directly on the bridge (see "Supply trucks", page 30).

F. OIL TANKS

Oil tanks are highly explosive and quick to burst into flames, even if they are only slightly damaged. Units in the affected area are damaged as well.

VII. HINTS

A. Scout, scout and - scout!

One of the most effective ways of inflicting losses to the enemy without being affected is to fire at them before they are able to do so. The dilemma is that the line of sight is limited for units with strong weapons, which have a wide range, while units with a wide line of sight are not equipped with the best weapons.

The solution to this problem is to combine both possibilities when advancing to unknown territory or to the enemy lines.

Tanks, for example, are able to shoot at far-away target objects and cause heavy damage, but the marksman has only a small lookout, and his line of sight is heavily decreased.

However, if you add an officer to a tank unit, what you get is a powerful unit, which can attack enemies heavily from a great distance.

Fixed front lines make it appropriate to position a number of anti-tank cannon as offensive weapons, and to order one or several of the officers to take command. Since officers are very vulnerable, they should be positioned directly behind the armoured anti-tank cannon, and there should be further officers available in case of losses.

If you have artillery with LONG RANGE FIRE available, you will be able to employ an air scout and thus seek out and destroy large groups of enemy units or even a supply base (see "Air support", page 17), before the enemy is able to attack. Instead of artillery, you can also employ bombers. These will shoot more accurately and cause heavy damage in confined areas (see "Air support", page 17), but the number of bombers at your disposal can by no means be compared to the amount of artillery ammunition. Besides, bombers can easily be destroyed by enemy anti-aircraft cannon.

In order to reconnoitre enemy territory, quick units can be used as scouts. A motorcycle e.g. can cross unknown territory quickly and return without being hit by slow weapons like cannon or tank guns. It is then possible to attack sighted target objects with wide range weapons. Another possibility is to drop paratroopers in the rear of valuable enemy equipment (e.g. howitzers) in order to capture them.

Fast scouting units should only be at one place for as short a time as possible in order not to make a target for slow weapons.

This is why you should keep in mind the following instructions:

1. SET SUFFICIENT WAYPOINTS

You should take care that your units do not come to a halt just because there are no waypoints to be followed any more. In order to achieve this, enter the course in the PAUSE mode with the SHIFT key (see "Order queues", page 18) or always follow the scout unit in the main window (first having allocated your scout a group number!) and set a new waypoint in good time before the unit reaches the last one. Following the unit by sight gives you the advantage of you getting an idea about the position of enemy units.

2. DO NOT ATTACK

Activate the HOLD FIRE mode so that the unit does not leave its course in order to attack enemy troops.

3. USE AS FEW CHANGES OF COURSE AS POSSIBLE

Rather design a round stretch instead of ordering the unit to turn by 180 degrees, since that takes up much more time.

B. WHY DON'T MY UNITS OBEY MY COMMANDS?

Sometimes units do not react to commands given to them. This is by no means a refusal to obey orders but it is simply not possible for the units to obey the command. Here are some items listed which need to be checked if units do not react to commands:

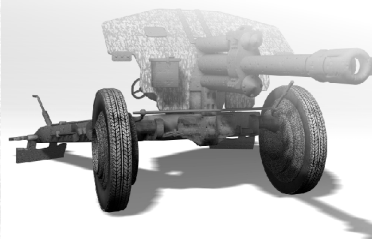
UNITS DO NOT FIRE AT A CERTAIN TARGET OBJECT ALTHOUGH IT IS WITHIN THEIR RANGE.

Is the line of fire to the target object clear? Anti-tank cannon e.g. fire in a straight line as opposed to howitzers and missile launchers (see "Artillery", page 28). If there are any obstacles in the way, objects cannot be hit. Of course it is possible to clear those obstacles. Mobile

anti-aircraft cannon e.g. are very useful for clearing whole forests, but only with sufficient ammunition.

UNITS DO NOT OBEY COMMANDS WHEN THEY HAVE TO MOVE TO ANOTHER POSITION IN ORDER TO DO SO.

Are there any obstacles in the way to the target position? Big units like tanks cannot go through dense forests, or narrow positions like bridges could be blocked by units positioned on them. Units go as far as possible in the direction of the target position and only stop when the way is blocked. If the way is cleared within a certain period of time, the previously blocked units will go on automatically and obey the command.



C. FOR ADVANCED PLAYERS

1. DAMAGE HAS A DIRECTION

The amount of damage depends on the point where the object is hit. There are three different hit zones: the front, the back, and the sides. The armour of these zones is different; The units are usually armoured in a better way at the front than at the back and sides.

When using directional weapons (=firearms) you have to keep in mind that units nearby can also be damaged through scattering. The scattering decreases in relation to the distance to the target position.

Explosive weapons on the other hand have a round area of impact, i.e. the impact spreads from the centre of the explosion in a circular way and ebbs away more and more.

If a unit is directly hit, nearby units can be damaged as well. If there is no direct hit, all units are only affected by scattering effects.

Imagine a tank surrounded by 4 infantrymen (to the front, back, left, and right). All units have the same line of vision. The tank is attacked by a flamethrower (firearm) and a grenade (explosive weapon). Both cases have in common that the tank is hit directly and the surrounding units are hit indirectly since they are in the area of impact. The

difference lies in the damage zone in respect to the infantrymen. Attacked with firearms they are all wounded the same way. Attacked with explosive weapons, the front soldier is hit from behind, the left one from the right etc.

2. Damage has a type

The kind of weapon influences the kind of damage inflicted upon the directly and indirectly hit units. The impact radius is indicated in length units (For orientation: There are about ten length units between two infantrymen which are next to each other.)

The following types of damage exist:

Type	Impact Radius in LU	Direction of damage	Special features
Sniper gun	8	Directional	Only a direct hit unit is damaged
Submachine gun	10	Directional	
Explosive 32		Circular	
Armour breaking	32	Directional	A directly hit unit is damaged twice as much
Flamethrower	40	Directional	
Mine	64	Directional	
Anti-aircraft fire	75	Directional	Only aircraft are damaged



Notes:

[illegible]

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