SUDDEN STRIKE
Arms for Victory

Contents

SUDDEN STRIKE
Arms for Victory

INTRODUCTION

Sudden Strike III: Arms for Victory is a new addition to the Sudden Strike Series. This strategy game is based on the events of World War II in a few battle sites. Vehicles, armament and other objects in the game are designed to resemble their prototypes which participated in the real battles. You will have hundreds of tanks, numerous aircraft and ships, battalions of infantry and substantial artillery. Your enemy will have the advantage of numbers and/or operational benefits. You will have to deal with strategic and tactical tasks, sometimes fighting in a few distant locations at the same time, being able to control your army as a whole or a single unit with ease.

QUICK START

After installation, click on the Sudden Strike III icon on your desktop. You can also run the game from the Start menu by selecting the Fireglow Games group, and then clicking on Sudden Strike III in it.

We recommend completing the tutorial before undertaking a campaign. To run it, please open the SINGLE PLAYER menu, choose the CUSTOM SCENARIO option and click on Sudden Strike III Tutorial.

SYSTEM REQUIREMENTS

To avoid compatibility issues, we recommend updating your sound and video drivers to the latest version.

PC requirements	Minimal configuration	Recommended configuration
Operating system	Windows XP®	Windows XP® Windows Vista®
DirectX version	DirectX 9.0c	DirectX 9.0c or higher
CPU	Athlon 3200+ Pentium IV 2.8gHz	Athlon 3500+ Pentium IV 3.2gHz
Video card	Radeon 9800 GeForce 6600	Radeon X800 GeForce 6800
RAM	1Gb	2Gb
Hard disk	1Gb	1Gb
Sound card	OpenAL-compatible	OpenAL-compatible, 5.1

BEFORE THE GAME

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

If this is not the case, your DVD ROM 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 III DVD.

Follow the on-screen instructions. When the installation has been completed, Sudden Strike III can be started by clicking on the icon on your desktop or from the Windows® Start menu.

Installing DirectX

To run, Sudden Strike III requires Microsoft DirectX 9.0c or higher. During the set-up process, the version of DirectX will be checked and, if there is an older version installed on your PC, you will be asked to update your current version. Please select "Yes" when the installation program asks you to update DirectX or otherwise the game may not function properly.

Copy protection

To function properly, the original DVD of Sudden Strike III: Arms for Victory needs to be placed in your DVD ROM drive while you play.

MAIN MENU

SINGLE PLAYER

MULTIPLAYER

SETTINGS

HALL OF FAME

EXIT TO WINDOWS

When running the game for the first time, you will be asked to create a player profile. Please enter a name and click the CREATE button. Another menu will open:

SINGLE PLAYER

Select this menu if you would like to begin a campaign or custom scenario, choose another campaign or load a previously saved game.

MULTIPLAYER

Select this menu to begin a LAN game or play on the internet. You can create your own server or join a game. Please read the corresponding section below.

SETTINGS

Select this to adjust the game settings.

HALL OF FAME

This menu allows you to view the statistics of completed campaigns, custom scenarios and multiplayer games. You also can learn about the authors of the game here.

EXIT TO WINDOWS

By selecting this option you can leave the game. You can close the application at any time by pressing Alt+F4.

You will see the version of your game in the top left corner of the screen. This is necessary to provide you with support.

SINGLE PLAYER

NEW GAME

LOAD

SAVE

REPLAY

MAIN MENU

Select this menu if you would like to begin a campaign or custom scenario, choose another campaign or load a previously saved game.

There are five campaigns. Having chosen one of them, the player will be participating in the greatest battles of World War II. This menu consists of the following choices:

NEW GAME

Select this menu to begin a campaign or a custom scenario.

When you choose "**CAMPAIGN**" or "**CUSTOM SCENARIO**", a selection screen appears. To the left is a list of campaigns or custom scenarios, left-click on it to highlight an item. In the top right corner of the screen you will see the information about currently highlighted campaigns or custom scenarios. Below to the right is a "**START**" button. Click on it to start the first mission of the highlighted campaign or custom scenario.

The "**BACK**" button to the left will take you to the previous menu.

In Sudden Strike III you can take part in the following campaigns:

Allied campaign in Europe
Crimea
German Campaign
Battle of Iwo Jima
Defense of Iwo Jima

There is a tutorial mission which is one of the custom scenarios.

LOAD

Select this option in order to load a previously saved game. This will take you to the selection screen where you can select one of your saved games. Highlight a saved game then press the "**LOAD**" button in the lower right corner of the screen. In the top right corner of the screen you will see the information window regarding the selected saved game.

The game is saved automatically at the beginning of each mission.

Under the list of saved games you will find the "**DELETE**" button. These will delete the highlighted game.

The "**BACK**" button in the lower left corner of the screen will take you to the previous screen.

SAVE

This menu is available when a mission is in progress.

1. Type the name of the saved game into the input window at the top left corner of the screen.

2. In the lower right corner you will find a "**SAVE**" button. Click on it to save the game under its current name.

Under the list of saved games you will find the "**DELETE**" button. This will delete the highlighted game.

REPLAY

In Sudden Strike III you can replay a previously recorded game. Highlight a recorded game in the list then click on the "**LOAD**" button in the lower right corner of the screen.

Under the list of saved games you will find the "**DELETE**" button. This will delete the highlighted record.

The "**BACK**" button in the lower left corner of the screen will take you to the previous menu.

MAIN MENU

This option will return you to the main menu. If there's a game in progress, you will be asked whether you would like to stop playing or not.

MULTIPLAYER

In the multiplayer menu you can create a new game or join an already existing game. The following menu will appear:

CREATING A GAME

Select the **CREATE** option to host a game. A list of available maps will appear. Highlight a map to see its description and preview to the right. Double-click on the highlighted map or press the **CREATE** button in the bottom right corner of the screen to host the game. Others can now join you.

If you are hosting a game, you can get rid of unwanted players. When the teams are formed and everyone is ready, you will be able to start the game.

JOINING A GAME

Select **JOIN** to connect to a server.

Wait a few seconds to view the servers on your local network. The time depends on the performance of your LAN. Sudden Strike III will look for servers on your LAN and, if there are any, you will see the list of the games. Select a game from the list to read the information about it. If you would like to join the game, double-click on the highlighted game or press the **JOIN** button.

If you know the IP address of the server, enter it in the input field at the bottom of the screen and click on the **JOIN** button.

The IP address must have four number groups, separated by dots, for example 192.168.0.1

It can happen that settings of the Windows® built-in firewall or other software disable connections with a server located beyond the address space of your network. To solve such a problem, please ask your network administrator to help.

Sudden Strike III utilises the following network ports:

Protocol Port

UDP   14816

PLAYING VIA GAMESPY

You can also take advantage of the GameSpy matchmaking service to host a game and find other players. You will find more about GameSpy at *www.gamespyarcade.com*

SUDDEN STRIKE
Arms for Victory

THE MULTIPLAYER LOBBY

When you have hosted a game or joined a server, you will be taken to the multilayer lobby. Here you will   select a team and configure the colour and country to fight for.

All the players who have already joined the game (yourself included) are shown in this screen. Each player has to select a team (the possible choices are the blue Team and red Team), one of the eight colours, one of the five countries and then indicate they are ready.

SELECT A COUNTRY

In Sudden Strike III you can select one of the following countries:

> **The UK**
>
> **Germany**
>
> **The USA**
>
> **USSR**
>
> **Japan**

The reinforcements you will receive during the game depend on this choice. You also can select a random country.

CHOOSE YOUR COLOUR

In Sudden Strike III the colour of the player defines the initial location on the map and the place where reinforcements appear.

If you would like to be dropped at a random location, select a question mark instead of a colour.

CHOOSE A TEAM

In Sudden Strike III you can play for either the blue or red team. The colour of the player is not bound to the colour of the team, but it's logical to distribute the players in teams as follows:

BLUE TEAM	RED TEAM
BLUE	RED
CYAN	BROWNISH
WHITE	ORANGE
MAGENTA	YELLOW

THE CHAT WINDOW

In this window you can communicate with the other players waiting for start of the game. Type a message in the input line and hit Enter to send.

ARE YOU READY?

When you are ready, light a green indicator in the uppermost line (the one with your name). If you didn't select your colour & country, these will be assigned randomly.

If you would like to change your colour or country, we recommend you turn off the 'ready' indicator. The game will commence only if all participants are ready.

THE RULES OF THE GAME

The minimum number of players is 2, the maximum is 8. The players are split into two teams. The objective of each mission is described in the information window when joining or hosting a game, and in the 'Objectives' screen (hit F9 to examine your objectives). Usually the task is to capture all, or certain, flags on the map. A team is defeated when it loses all its flags.

The flags are marked with circles on the 3D map. They are shown as animated target icons on the mini-map and strategic map. In the 'Objectives' screen each is represented as a colour square.

To capture a flag, you must deploy your forces near it and keep at least one unit nearby. A timer will be shown and a countdown will start. When the countdown finishes, the flag is captured by your team and reinforcements should appear. Please note: when no friendly units occupy the flag, the timer resets.

To take an enemy flag, eliminate all enemy units nearby and leave a few units to guard the flag while the countdown is in progress.

Capturing a flag can give a team additional reinforcements, once or periodically, depending on the map. In some multiplayer levels varied reinforcements will be given for different combinations of flags, for example each single flag gives you a small squad of infantry but combined together they will give you a heavy tank platoon. Also, flags can provide a bonus like an artillery strike or air raid.

You can send your party an alarm. To do this in the game, open the chat by clicking on Enter then enter your message and click on the desired spot on the mini-map. The coordinates will be added to your message. Press Enter to confirm the message and your friends will see the mark on the same spot of the mini-map. To move the camera to that spot, press Space. You must wait at least 15 seconds to send another message.

SETTINGS

PLAYER PROFILE

You can select, add or remove a player's profile. All your settings are placed in it, including saved games, screenshots etc.

GAME SETTINGS

Save replay: when this option is on, the game will be recorded. Later you can replay it from the REPLAY menu.

Game speed: you can adjust the speed with this slider. *This option is not available when a replay is being recorded.*

Scrolling speed: speeds up or slows down the camera movement and zooming speed.

Difficulty level: *this switch doesn't affect any mission in progress and should be adjusted before you start.*

Keyboard shortcuts can be switched to **Classical RTS** or **Sudden Strike**. In the Sudden Strike mode, the "Q", "W", E"", "R" keys are

mapped to the first row of the order panel. In the Classical RTS mode, "A" is connected to Attack, M to Move and so on.

GRAPHICS SETTINGS

Gamma Correction changes the brightness of the picture. Adjust this setting if the screen seems too dark or too bright.

Graphics setting switches the level of detail to provide, depending on your choice, the fastest possible output or the most realistic picture. If you have time lags while playing, we recommend you switch this setting for best performance.

Screen resolution supports all resolutions from 800x600 to the maximum available on your PC. *We recommend you set the native resolution of your monitor for best results*.

SOUND SETTINGS

You can adjust the levels of music, sound effects and voices. The game supports 5.1 OpenAL-compatible devices.

INTERFACE

THE OBJECTIVES SCREEN

Before starting a mission, the Objectives screen will appear for a short briefing. It will introduce the mission objectives and strategic information provided by the High Command regarding the location of your troops and expected enemy forces.

The mission objectives are marked with numbers in squares. You can select an objective by clicking on it with the left mouse button and read the details in the window to the right.

To begin, click on the START button in the lower right corner of the screen. At any point during the game you can open the Objectives screen to check your tasks by pressing F9.

THE STRATEGIC MAP

To activate strategic mode, use the Tab key or the upper button found on the right side of the mini-map.

On the Strategic Map screen you can view the locations of your troops and visible enemy units, as well as strategic objects.

Some of the strategic objects can be controlled from the strategic map. Objects such as carriers, battleships, radars and airfields have special icons.

Select the desired object with the left mouse button. A menu will appear on the right side of the screen. Most of the objects have two commands: Attack Ground and Cancel. To shell a location, select the Attack Ground command and click on the desired point with the left mouse button. A mark will appear and the strategic object will begin to operate. Click on the Cancel button if you have to stop the strike.

If you choose a carrier or airfield, a list of available planes will appear above the menu. To add a plane to the flight operations plan, click on a plane with the left mouse button. To remove a plane from the plan, use the right mouse button. When you are prepared to launch an air strike, select the Take Off command and planes will begin to take off one by one. Use the Cancel button to stop them.

Double click on an object to view it. The screen will switch to the 3D map and the camera will show the object.

Attention! Do not attack your own forces. It takes time for a plane to take off or for a gun tower to take aim. Within this period of time, some of your units can approach the target location and come under friendly fire.

To switch back from the strategic map, you can use the tab or escape keys or click on the BACK button. You can also double click on a point on the map. The screen will switch to the 3D map and the camera will move to the location you have pinpointed.

The tab key switches the screen between the 3D map and the current strategic screen. The strategic screens are OBJECTIVES and STRATEGIC MAP. You can also use F9 and F10 to call up these screens.

THE TACTICAL MAP

The tactical map, or mini-map window, is located at the bottom of the screen to the left. This map helps you to navigate. To move the camera to a location, just click on the desired point with the left mouse button. You can also order your troops to move or fire at the location by clicking on the mini-map with the right mouse button.

The mini-map can operate in two modes. In the first mode, the projection of the camera moves over the static map. In the second the camera remains static while the map is rotated.

ORDERS

The Order panel is located at the bottom of the screen to the right. All the available orders are listed below. The keys mentioned in this section will work if the keyboard shortcuts in the Settings screen are set to Sudden Strike.

MOVE TO POINT

This order sends troops to the designated location.

Having selected one or more units, right-click on the desired location on the 3D or mini-map to make them move to the respective location on the terrain.

The artillery can be commanded to move only a very short distance.

The order of troops at the target location copies their starting arrangement. To move the troops closer, hold down the Ctrl key while clicking on the right mouse button.

The keyboard shortcut for this command is Q.

ATTACK

This command makes your troops attack a certain enemy unit.

Having selected one or more units, place the cursor over an enemy. The cursor should turn into a target icon. Right-click on the enemy to confirm the attack.

In some cases the cursor can turn into a target with yellow strokes. The outer strokes mean the range is too big for any of the selected units to shoot. The inner strokes indicate the target is in the dead zone.

The keyboard shortcut for this command is W.

ASSAULT

This command is similar to MOVE TO POINT. The difference is that your troops cease to move once they see an enemy unit within reach and attack it until it's destroyed. The troops will then continue advancing towards the target position.

The keyboard shortcut for this command is E.

ROTATE

This command turns the selected units in the desired direction. This helps to save extra time for attack.

The keyboard shortcut for this command is R.

UNLOAD PASSENGERS / UNLOAD CARGO / DETACH THE GUN

This command is only available for transportation like trucks or APCs. If there are passengers inside the transportation and a gun is attached to it, the first UNLOAD command will detach the gun and the second will unload the passengers. To unload a certain crew or passenger, click on his portrait which is shown just above the status line.

To unload passengers, the gun must be detached first. The crew

16

cannot be unloaded while passengers remain in the vehicle.

The command also unloads the garrison from houses.

The keyboard shortcut for this command is A.

Please note this command takes effect immediately and cannot be delayed.

ATTACK GROUND

This command comes in useful when shelling numerous enemy units and entrenched infantry in particular.

Having selected one or more units, place the cursor over an enemy and double-right click on it.

This is the default command for howitzers, mortars and field cannons.

The keyboard shortcut for this command is S.

SCATTER

This command disbands a tight formation of infantry. We recommend you use this command when hiding an infantry squad in the woods or in a village. At least two soldiers must be within the selected units.

The keyboard shortcut for this command is D.

Please note this command takes effect immediately and cannot be delayed.

SUPPLY / REFUEL

This command designates a certain vehicle which should be resupplied or refueled. In most cases supply vehicles and tankers successfully act on their own.

The keyboard shortcut for this command is F.

USE BINOCULARS OR TELESCOPE

Some infantry units in Sudden Strike III, such as officers and snipers, have binoculars or telescopes. By using binoculars or a telescope, you can extend the field of view in the desired direction.

The keyboard shortcut for this command is Z.

LAY A MINE

Use this command when setting up mine fields. The fuse charge can be activated by any unit.

The keyboard shortcut for this command is also Z.

SEARCH FOR MINES / DISCHARGE MINES

Use this command once to search for mines. To discharge the mines, if any, use this command again.

The keyboard shortcut for this command is X.

HEAL

Use this command to heal the wounded manually. Injuries to the most valuable units, such as officers or specialists, must be attended to as a priority.

The keyboard shortcut for this command is C.

REPAIR A VEHICLE

Use this command to repair damaged vehicles manually.

The keyboard shortcut for this command is also C.

STOP / CANCEL

The keyboard shortcut for this command is V.

18

FIX A BRIDGE / FIX RAILS

Having selected a sapper, place the cursor over a destroyed bridge or broken rails. The cursor will turn into a hammer. Right-click to confirm the command.

The keyboard shortcut for this command is also C.

THE VEHICLE STATUS DIAGRAM

This diagram appears just above the command panel. To show it, place the cursor over any vehicle or cannon. The diagram shows the level of damage to all parts of a vehicle or cannon, crew or gun squad and armament.

BONUSES

In some missions you are given bonuses. These are the vertically stacked icons in the upper left corner of the screen. Place the cursor over such a bonus and examine the status line to see what it is. You will see a short description of the bonus. To use it, left-click on the icon then right-click on the target location. To cancel, left-click on the bonus again.

Artillery strike

This bonus calls an artillery strike to a certain point. In a few seconds, 10 shells will hit the target. This is useful against a tight formation of units.

Planes

Planes can be scout aircraft, attack planes or bombers. Before sending the planes, make sure they are not within reach of air defence units.

19

Designate a target for the Navy

When you have big ships under your command, you can use this bonus to shell a location. A white animated cross and the message "TARGET DESIGNATED" should appear at the target location. Ships should shell the point for 1 minute.

Message

Click on the envelope icon. A message box will open. Read it and click on OK.

THE GAME CONTROLS

KEYBOARD SHORTCUTS

To get help on keyboard shortcuts when playing, hit F1. The table below contains the default shortcuts. You can always turn them on by selecting Sudden Strike mode in the SETTINGS screen.

KEY	ACTION	KEY	ACTION
F1	Help	Space	Camera to place of attack
F2	Quick save	Alt	Show unit icons
F3	Quick load	CapsLock	Turn on unit icons
Ctrl+F5 - Ctrl+F8	Save camera location	Enter	Open chat / /confirm msg
F5 - F8	Restore camera location	BackSpace	Transfer troops to an ally
F9	Objectives screen	Tab	Toggle strategic screen
F10	Strategic map	Hold \	Show score
Ctrl+0 - Ctrl+9	Assign units to a group	+/ -	Game speed
0 - 9	Recall a group	Shift	Queue order

KEY	ACTION	KEY	ACTION
0 - 9, double hit	Move camera to a group	Q, W, E, R A, S, D, F Z, X, C, V	Keys are mapped to the respective slots on the Command panel
Comma	Hold move	Y, U, I, O, P	Select specialists
Dot	Hold fire	Pause, Print Screen	Pause, make screen shot
/	Cycle behaviour		
Apostrophe	Mini-map mode		

CAMERA MOVEMENT

You can move the camera by one of the following means:

- driving the cursor to the edge of the screen
- hitting cursor keys (arrows)
- double-left clicking on the desired spot of the mini-map
- holding down the Ctrl key together with the left mouse button and dragging the screen
- calling one of the saved camera locations connected to one of the F5, F6, F7 or F8 keys

To zoom, roll the mouse wheel. To change the angle of view, press the mouse wheel and move the mouse to incline the camera.

To move the camera to the place where your units were attacked for the last time, hit the Space key.

To save the current camera view in one of the four slots, use Ctrl+F5 - Ctrl+F8.

21

COMMANDING THE TROOPS

To issue a command, you always do the three following steps:

1. Select the troops.
2. Give a command.
3. Confirm your command with a right-click*

* *Some orders, like SCATTER or CANCEL, take effect immediately and do not need to be confirmed.*

Step 1. Select the troops

The selected troops have a selection bar above them (which is also called "health bar"). To select the troops, do one of the following:

1. Hold down the left mouse button and drag the cursor.
2. Place the cursor over a unit (tank, soldier etc.) and left-click. (Hold down shift to add units to the current selection).
3. Recall a previously assigned group by hitting a digit key.
4. Double-left click to select all units of the same type (i.e. double-click a rifleman and all riflemen will be selected).
5. Hold down the Ctrl key and double-left click to select all units of the same class (i.e. double-click a rifleman and all soldiers will be selected).

To assign troops to a group, hold down the Ctrl key and hit a digit key. A small digit will appear near each unit in the group. You can recall the group later by pressing this digit. To view the group on the 3D map, double-click on the digit.

Step 2. Issue an command

You can give a context command by selecting the troops and placing the cursor over an object or location. If the cursor changes, it means the context command is available. To issue a context command, confirm it with a right-click on the 3D map or mini-map.

If you would like to issue a certain command, you can select it by clicking on its icon on the Commands panel or pressing the matching key (see ORDERS section). You should confirm the command with a right-click.

Step 3. Confirm your command

To confirm your command, you should right-click on the desired object or location.

When the command is confirmed and accepted, you can see a small a small animated circle on the 3D map and mini-map.

If you would like to issue a sequence of commands, hold down the Shift key while confirming the commands. While holding the Shift key, you can see the queue of commands on the 3D map.

THE HEALTH BAR

The health bar indicator consists of 5 colour stripes, shown above the selected troops. The stripes indicate the following parameters:

The bottom stripe is showing the percentage of health. The stripe is **green** if the percentage of health is between 50% and 100%, **yellow** if between 33% and 50% and **red** if less than 33%.

The **orange** stripe represents the percentage of fuel. Vehicles can't move without fuel. When a unit is low on fuel, it gives a warning. When the fuel tank is empty, the unit cannot move and its icon flashes.

The **magenta** stripe shows the experience points. Read more about this parameter in the GAME SYSTEM chapter.

The upper **yellow** stripe represents the primary ammunition This ammunition is used for the main gun or weapon. When a unit is out of primary ammunition, its icon flashes.

The lower **yellow** stripe represents the secondary ammunition (such as grenades for soldiers and machine gun ammunition for tanks).

You also can view the status of a unit without selection by placing the cursor over it. All of the 5 parameters are also presented in form of numbers in the status line.

ICONS

To help the player, each type of unit in the game has its own icon. To view the icons, hold down the Alt key. To turn them on permanently, hit the CapsLock key. Soldiers have square icons. Vehicles have coloured triangles instead. Their colours mean the following:
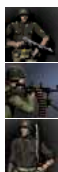
- Red indicates artillery, be it a regular field gun, howitzer, air defence or self-propelled gun.

- Orange indicates supply vehicles and tankers.

- Cyan indicates transport ships, trucks and APCs.

- Green indicates tanks and armoured vehicles.

TROOPS AND ARMAMENT

INFANTRY

This is the basic fighting unit in the game. Soldiers can occupy houses and trenches, carry out reconnaissance, drive various vehicles, repair objects and form gun squads.

RIFLEMEN, SUBMACHINE AND MACHINE GUNNERS

These soldiers are equipped with firearms and grenades. They can eliminate the enemy infantry and light armoured vehicles. Sometimes these soldiers can destroy enemy tanks within reach of their grenades. Riflemen and snipers have a longer range than machine gunners. Submachine gunners have the shortest range, but good moving speed and rate of fire.

OFFICER

Officers are equipped with binoculars. It helps them to observe the surroundings. When attacking, be sure to send a surveillance patrol, consisting of an officer and a few soldiers. The officer will use binoculars, while the rest of the squad are keep a lookout.

MEDIC

Medics can administer first aid to the wounded. Unfortunately, unlike a mobile hospital, a single medic cannot help a large number of wounded soldiers.

CREW

Only crew and mechanics can drive vehicles.

MECHANIC

Mechanics can drive or repair any vehicle. They are also awarded experience points for that.

AT UNIT

Equipped with an anti-tank rifle or a rocket launcher, these soldiers are very useful against armoured vehicles. Rocket launchers cause more damage but reveal the personnel with a thick white smoke. AT rifles are good against light and medium tanks. Heavy armament reduces the agility of these soldiers.

SAPPER

Sappers, also referred to as engineers, can set mine fields or disarm mines, repair bridges and railroads.

MARINES

Marines are tougher and more agile than other soldiers.

FLAMETHROWER

Flamethrowers cause considerable damage to the enemy, but have a very short range of fire.

ARTILLERY

Various types of artillery in the game carry out different tasks. Anti-tank artillery is good when fighting against armoured troops, long-range artillery is good for softening up, self-propelled guns support assaulting tanks, air defence artillery protects the ground forces from enemy aircrafts.

AIR DEFENSE

Anti-aircraft gun mounts and mobile AA guns. In the first instance they protect the ground against aircraft. They can be guided by a radar to speed up aiming. These powerful and rapid firing guns are also very good when it comes to engaging in a battle with tanks. The disadvantage of big AA guns is their weight which does not allow the gun squad to move the gun without the help of a truck.

FIELD GUNS

These guns can shoot using either a direct or ballistic path to stop a tank, or to get rid of entrenched infantry.

HOWITZERS

Howitzers fire shells only along a ballistic path. A massive bombardment can make the enemy panic, eliminating a pack of units in a few seconds. On the other hand, they use so much ammunition that you have to set up an ammunition depot nearby. The howitzers cannot defend themselves against the enemy in their dead zone.

MORTARS

Mortars are useful for attacking the enemy within medium range on rugged terrain.

ROCKET LAUNCHERS

This is a very effective weapon. By the intensity of fire a single rocket launcher can overcome a battery of howitzers. The problem here is that a rocket launcher uses even more ammunition.

SELF-PROPELLED GUNS

SPGs are more agile than tanks and have better firepower. SPGs also usually have an open fighting compartment and are equipped with thinner armour than tanks of the same class. Please take into account that an SPG with a broken thread is a helpless target.

NAVAL AND COASTAL ARTILLERY

These are paired or triple guns of large calibre, mounted under the thickest armour. Their firepower is amazing. They are very tough but the disadvantage here is that coastal turrets are static, and the ships themselves represent very good targets.

TRANSPORTATION TRUCKS AND APCS

To increase the mobility of your infantry, it is recommended you use trucks and APCs when transferring infantry squads. Trucks and some APCs can also tow a gun. To attach a gun, make sure there is enough space for the gun squad in the truck.

ARMORED CARS, JEEPS AND MOTORCYCLES

Use these vehicles to carry out reconnaissance. When the enemy is located, fall back at once. Jeeps and armoured cars are useful for destroying the ammunition depots and supply vehicles to the enemy's rear and carrying out raids.

SUPPLY VEHICLES

Use supply vehicles to provide ammunition when it is needed. Take precautionary measures to keep the supply trucks and tankers out of enemy reach because they can destroy troops nearby if they explode. Supply vehicles can unload the ammunition to provide a depot near a gun. In this case the gun will be able to load the ammunition directly from the depot. Likewise, the tankers can unload the fuel for depots.

TANKS

Combination of mobility, armour and firepower make tanks irreplaceable in assault. Try not to loose just one of these benefits in the battle. Repair your vehicles promptly. Do not forget the wounded crew. Place experienced crew in tanks as this will give you better rate and accuracy of fire.

- Light tanks are best for reconnaissance, because they are mobile but vulnerable to grenades and AT rifles.

- Medium tanks are all-purpose

- Heavy tanks are slow. Use them in ambushes.

SHIPS

The naval operations play an important role in Sudden Strike III. Most of the campaigns begin from a landing. The reinforcements are provided by sea. The big ships are controlled from the strategic map.

BOATS

The boats are used to land the troops at the coast.

TRANSPORT SHIPS

Reinforcements also can be brought by the transport ships. Some ships can dock in ports. Some ships can land to unload the cargo directly at the coast.

BATTLESHIPS

Support of a battleship and moreover, a naval squadron, can affect the outcome of a ground operation. Such vessels can be destroyed but only with a massive bombardment or several air raids.

CARRIERS

The carriers can be controlled from the strategic map. Besides the planes on the flight deck, there are more aircrafts in the hangar. Select the desired number of planes and send them wherever necessary. When the flight plan is fulfilled, the planes will return to land on the carrier.

TRAINS

Trains bring the reinforcements. If the railway is damaged, it is necessary to bring in the sappers to carry out repairs.

PLANES

In Sudden Strike III there are three types of the planes. These are scouts, attack planes and bombers. The planes can take off from an airfield or carrier. They also can be sent from outside the map. When sending a plane, make sure it will not be hit by the enemy air defences.

OTHER OBJECTS

BUILDINGS, PILLBOXES, BLINDAGES

- Any building can be occupied by commanding infantry to enter. Select your soldiers, place the cursor over the building (the cursor will change) and right-click on it.

- If a building is taken by the enemy, your soldiers can try storming it. Any building can be occupied by commanding infantry to enter. Select your soldiers, place the cursor over the building (the cursor will change) and right-click on it. Wait a moment while the building is being captured. If your side wins, the building belongs to you; otherwise your soldiers are dead.

RADAR POST

Radar posts warn you of enemy aircraft or vessels. The radar is a concrete fortification with an aerial on top of it. Command your soldiers to occupy it and the radar will begin working. Look at the strategic map. An orange sector should appear. It indicates the working zone of the radar post. If aircraft or vessels appear in the zone, you will be warned by a voice and a loud siren.

AIRFIELD

The planes can be based on an airfield. For the plane to take off, go to the strategic map and select the airfield (please see the STRATEGIC MAP section).

AMMUNITION DEPOTS

Use the ammunition boxes and depots to supply your troops. If your troops units are out of ammunition but located near the depots, you can supply your units directly. To do so, select the units, place the cursor over a depot and right-click on it. Troops will approach the box and begin reloading. If the troops are located too far away from the depots, you have to use the supply truck to transfer the ammunition boxes and supply your units.

The ammunition boxes can be unloaded using the UNLOAD CARGO command.

Defensive behaviour is a compromise between aggressive and cautious.

When there is nothing to do for some time, your units begin to undertake some tasks. Soldiers try to cover in trenches, occupy the buildings, take abandoned vehicles and guns. Soldiers do not try to occupy trenches in aggressive mode. Special soldiers, like mechanics, snipers, medics and officers, do not try to occupy guns without a direct command.

If a mechanic has occupied a building and a broken tank appears nearby, the mechanic will leave the building to fix the vehicle if there are no enemies in the range of sight.

By changing the behaviour of a vehicle, you change the behaviour of its crew and passengers.

Supply vehicles in aggressive mode supply troops at the maximum distance. Switching behaviour to cautious makes them work at a smaller range.

ARMOR AND STRUCTURE

The amount of damage received by a vehicle per hit depends on its armour. The rule for causing greater damage is very simple: shoot with the biggest possible calibre to the weakest spot. When firing along a direct path, try to get as close to the enemy as possible. The shorter the shooting distance, the more damage will be caused to the target. Note: no damaged is caused by shooting with a small calibre weapon against very thick armour.

Each vehicle or gun consists of a few parts. When these parts are hit, a certain penalty is applied. The damages are shown in the damage diagram. Damaged parts gradually change colour from green to red. A broken part means a respective penalty which can be fixed by a mechanic or automatically for extra time.

- Broken threads or chassis immobilize the vehicle for a minute.
- A damaged engine bursts into flames and costs the vehicle one hit point per second.
- If a gun is hit from rear, the gun squad can be killed or severely wounded.
- Hitting the cabin of a truck will wound the driver.

CREW AND GUN SQUADS

It is necessary to have enough crew for vehicles and guns to operate. Having less crew than necessary slows down the shooting speed and sometimes makes it impossible. The number of crew members in a vehicle or gun is shown in the damage diagram in the form of small stars. The armament of the vehicle is also shown there.

- If a weapon's colour is green, this means it has enough crew to shoot at maximum speed.
- Yellow means a slower speed.
- Red means there is not enough crew to shoot, or no more ammunition for this weapon is available.

FIELD OF VIEW

In most cases the outcome of a fight depends on the field of view. Officers and snipers have the best field of view when using binoculars. The rest of the infantry has a smaller field of view. The lighter the vehicle, the better field of view it has. Heavy tanks and SPGs have the worst field of view and are always to be accompanied by infantry.

SPEED OF MOVEMENT

The speed of your troops depends on the type of terrain they are passing over. The best possible choice for any unit is a road. Tracked vehicles move with good speed on grass and sand, while dirt or swampy ground slows down wheeled vehicles substantially. In Sudden Strike III you will see amphibious vehicles which can either travel on the ground or swim.

When moving over a short distance, the type of terrain doesn't count and your troops select the shortest path. Travelling over a longer distance will make them select the fastest path, where the type of terrain is taken into account. .

EXPERIENCE

Experience is a very important parameter. It has an effect on the field of vision, damage caused to the target, speed of reloading and shooting accuracy.

Experience comes into play in the following cases:

- when firing
- when sustaining damage
- when supplying, attending to injuries or repairing
- when destroying the enemy

When a vehicle is hit, the experience for this damage is divided between its crew.

USEFUL HINTS

EXPLORE, RECONNOITRE AND DON'T FORGET TO CARRY OUT RECONNAISSANCE

- Reconnoitre before you start anything. This is the basic rule of Sudden Strike. Reconnoitre before you transfer troops or shell a location.
- Use light armour, jeeps and single soldiers and snipers to explore the surroundings.
- Leave the posts in the buildings. The higher a building is, the better field of view is secured.
- Try to cover your infantry in the woods or behind objects. It will make it harder to kill your scouts.

TANKS AND INFANTRY

Always use tanks together with infantry. If all the soldiers are killed, command a crew member to leave the tank.

FIGHTING ENTRENCHED INFANTRY

Command tanks and guns to ATTACK GROUND when fighting entrenched infantry.

USE ABANDONED VEHICLES

- If you see an abandoned vehicle, command a crew member to occupy it and drive it away from the front line for repairs. Refuel it and reload the ammunition for the new crew.

- If an abandoned vehicle is not of any interest for you, destroy it to get extra experience points for your troops. When leaving a broken tank on the battlefield, unload the crew and destroy the vehicle. The enemy must not be able to reuse it.

MOVE OR CARRY OUT ASSAULT?

There are two commands which resemble one another. MOVE TO POINT makes troops move faster, while ASSAULT mode causes them to stop each time they see the enemy. Never use MOVE TO POINT if you expect to be ambushed.

WHY DO MY TROOPS NOT CARRY OUT MY COMMANDS?

Give your units more time. The bigger and heavier the tank is, the more time it requires to make a manoeuvre. You should get a voice message if your forces couldn't fulfil a command.

FOR HARDCORE PLAYERS

To switch behaviour, use the button which is located to the left of the command panel.

1. Left-click to change behaviour from cautious through aggressive to defensive.
2. Right-click to cycle behaviour from cautious through defensive to aggressive.
3. If the button indicates a mixed mode, left-click to turn the selected troops to cautious mode or right-click to make them aggressive.

LET THE TROOPS ACT ON THEIR OWN

If you do not want some units to act on their own, use the HOLD FIRE and HOLD MOVE buttons. However, troops with held fire and movement are totally helpless. Use behaviour instead.

BOXES AND BARRELS

When an ammunition box or fuel barrel is hit, they explode with a shock wave. Use this when enemy units are spotted near ammunition or fuel depots.

HELP AND SUPPORT

THE SUDDEN STRIKE WEB SITE

If you have any problems installing or running the game, you should check the SYSTEM REQUIREMENTS chart. If the hardware complies, please view the FAQ section of the Sudden Strike Web Site at

http://www.suddenstrike.com/

E-MAIL SUPPORT

If the FAQ section does not help, please send an e-mail to:

ss3support@suddenstrike.com.