

GAME MANUAL

DECISIVE CAMPAIGNS



CASE BLUE



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Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

- Do not sit too close to the monitor.
- Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

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DEDICATION

In memory of
Raymond W. "Critter" Cheatham, Jr.,
from his friends at Matrix Games.

TABLE OF CONTENTS

1.	INTRODUCTION	9
1.1.	System Requirements	9
1.2.	Installation	9
1.3.	Uninstalling the game	9
1.4.	Product updates	9
1.5.	Game forums	10
1.6.	Need help?	11
1.7.	A Word from the Designer	11
1.8.	Changes from DC: Warsaw to Paris	12
1.9.	Honest appraisal of the AI	13
2.	GETTING STARTED	13
2.1.	Point of view	13
2.2.	Goal	13
2.3.	Board and Playing Pieces	14
2.4.	Actions	14
2.5.	Environment and Rules	14
2.6.	Scenario Types	14
3.	THE INTERFACE	15
3.1.	General Notes on the Interface	15
3.2.	The Splash Screen	15
3.3.	PBEM++ Screen	16
3.4.	The Scenario Setup Screen	18
3.5.	The Game Loop Screen	20
3.6.	The Main Screen	21
3.7.	Pop-up Screens	31
3.8.	Units	35
4.	MOVEMENT	37
4.1.	Landscape type movement cost in AP	38
4.2.	Road movement cost in AP	39
4.3.	River without bridge movement penalties in AP	39
4.4.	Enemy terrain and enemy ZOC	39
4.5.	Battle delay points	39
4.6.	Moving into an ambush	40
4.7.	Free Movement	40
4.8.	How to Move a Unit	40
4.9.	Airfields	40
4.10.	Ports	40
4.11.	Airlifts and Paradrops	41
5.	STRATEGIC TRANSFERS	41
5.1.	How to Do a Strategic Transfer	42
6.	COMBAT	42
6.1.	How to Initiate Combat	42
6.2.	General Troop Classifications	44
7.	HOW COMBAT WORKS	46
7.1.	Combat Modifiers	47

7.2.	Other Modifiers	50
8.	COMBAT WALKTHROUGH	53
9.	LEADERS AND HEADQUARTERS	68
9.1.	How HQ Power Works	68
9.2.	The Different Levels of Command	69
9.3.	The Officer Pool	69
9.4.	Officer Abilities	70
9.5.	Officer Statistics	71
9.6.	Low-Level Officer Cards	72
9.7.	High-Level Officer Cards	73
9.8.	Soviet "Out of Depth" Officer Rule	74
9.9.	High Command HQ units	75
10.	ZONES OF CONTROL	76
11.	MORALE	76
11.1.	Morale changes	76
11.2.	Morale recovery	76
12.	RECONNAISSANCE	76
12.1.	Air Recon	77
12.2.	How to do Air Recon	77
13.	EXPERIENCE	77
13.1.	Training	77
13.2.	Combat Experience	77
14.	BRIDGE BUILDING AND BLOWING	77
14.1.	Blowing a bridge	78
14.2.	How to Blow a Bridge	78
14.3.	Repairing a bridge	78
15.	LOADING AND UNLOADING UNITS FROM NAVAL TRANSPORT	79
16.	SUPPLY	79
16.1.	Supply Arrival	79
16.2.	Supply Flow	79
16.3.	Supply Requests	80
16.4.	Supply Delivery	80
16.5.	Supply Consumption	80
16.6.	Supply via Air	80
16.7.	How to do a Supply Overlay	80
16.8.	Anti-Supply Points	81
16.9.	Stockpiling	81
16.10.	Logistical Centers	81
17.	WEATHER AND SEASONS	82
17.1.	Snow	82
17.2.	Rasputitsa	82
17.3.	Heavy Precipitation	82
17.4.	Effects of a mud hex	82
17.5.	Effects of a snow hex	82

TABLE OF CONTENTS

18.	OIL	83
18.1.	Oil Reserves and off-map production.....	83
18.2.	On-map production.....	83
18.3.	Oil well demolition.....	83
19.	RAIL	83
20.	CAMPAIGN RULES	84
20.1.	Prestige.....	84
20.2.	High Command Rules.....	84
20.3.	Axis minor nations.....	87
20.4.	Guards units (Soviets only).....	88
20.5.	Command and Control.....	89
20.6.	Cossacks.....	89
20.7.	Partisans.....	90
20.8.	Militia.....	90
20.9.	Reinforcement Units.....	90
20.10.	Replacement Troops.....	90
20.11.	Notes on the Soviet Air Force.....	91
20.12.	Victory Conditions.....	91
20.13.	Special Rule: May 1942 Scenario Start.....	92
20.14.	Special Rule: June 1942 Scenario Start.....	92
20.15.	Special Rule: Soviet Sevastopol.....	92
21.	HISTORICAL BACKGROUND	92
22.	SCENARIOS AND CAMPAIGNS	93
22.1.	2nd Kharkov.....	93
22.2.	Voronezh.....	94
22.3.	The Trappenjagd Campaign.....	94
22.4.	Case Blue.....	95
22.5.	Operation Uranus.....	96
22.6.	Linked Campaign: 1st Panzer Army.....	97
23.	ABBREVIATIONS	97
24.	HOTKEYS	97
24.1.	Game-Wide.....	97
24.2.	Main Screen.....	98
24.3.	History Screen.....	98
25.	CREDITS	99
25.1.	VR Designs.....	99
25.2.	Matrix Games / Slitherine.....	99

FROM WARSAW TO PARIS... AND THEN ON TO LONDON!



The development team behind the award-winning game *Advanced Tactics: World War II* is back with a new and improved game engine that focuses on the decisive early days of World War II! *Decisive Campaigns: The Blitzkrieg from Warsaw to Paris* is the first in an innovative series of operational World War II wargames that also include a strategic element. *The Blitzkrieg from Warsaw to Paris* simulates Germany's military successes in Poland and France in 1939 and 1940 (including also a hypothetical "Sea Lion" invasion of Great Britain if you do well enough).

Well researched and packed with depth, including detailed unit data down to the squad and vehicle level and historically realistic combined arms gameplay, *The Blitzkrieg from Warsaw to Paris* also features an easy-to-learn interface and a ferocious AI. Before each campaign, players choose actions and options at a strategic level which can have far-reaching effects on how the actual battle unfolds, with many plausible hypothetical outcomes.

Once in the battle, players move regiments and divisions, coordinate attacks and manage logistics in what we feel is the definitive game on the campaigns of the early Blitzkrieg. There are also unique actions for individual historical generals to give a particular objective or front the extra needed push to victory. *Decisive Campaigns: The Blitzkrieg from Warsaw to Paris* also includes a unique multiplayer feature where players can split up Axis or Allied armies between several people to add an added level of realism and cooperation!



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1. INTRODUCTION

1.1. SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

OS: Windows XP, Windows Vista, Windows 7

CPU: 1.5 GHZ Processor or Equivalent (Running the game in higher resolution requires more processing power.)

RAM: 2 GB

Video/Graphics: 8MB video memory

Sound: Any soundcard

Hard disk space: 500 MB Free

DirectX version: Not required

RECOMMENDED SYSTEM REQUIREMENTS

OS: Windows XP, Windows Vista, Windows 7

CPU: 2 GHZ Processor or Equivalent RAM: 2 GB

Video/Graphics: 8MB video memory

Sound: Any soundcard

Hard disk space: 1 GB Free

DirectX version: Not required

1.2. INSTALLATION

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

1.3. UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the Windows Control Panel or the Uninstall shortcut in the games Windows START menu folder to uninstall the game. Uninstalling through any other method will not properly uninstall the game.

1.4. PRODUCT UPDATES

In order to maintain our product excellence, Matrix Games releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by

clicking on the Update link in your Game Menu or by using the Update Game shortcut in your Windows START menu folder for the game.

We also periodically make beta (preview) updates and other content available to registered owners. Keeping up with these special updates is made easy and is free by signing up for a Matrix Games Member account. When you are signed up, you can then register your Matrix Games products in order to receive access to these game-related materials. Doing so is a simple two-step process:

Sign Up for a Matrix Games Member account - THIS IS A ONE TIME PROCEDURE; once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.matrixgames.com and click the Members hyperlink at the top. In the new window, select Register NOW and follow the on-screen instructions. When you're finished, click the Please Create My New Account button, and a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase - Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix Games purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (<http://www.matrixgames.com/games/>), once there select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members, so it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix Games Member account, you do not have to sign up again at that point you are free to register for any Matrix Games product you purchase.

Thank you and enjoy your game!

1.5. GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to <http://www.matrixgames.com> and click on the Forums hyperlink.

1.6. NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to <http://www.matrixgames.com/helpdesk>

1.7. A WORD FROM THE DESIGNER

Congratulations! You have just bought an accessible historical operational simulation of the fighting in the Ukraine and Caucasus during May 1942 – April 1943.

The Decisive Campaign games, including this one, are, at their core, historical simulations. Yes, some compromises have been made for the sake of gameplay, but it is very important to me that these Decisive Campaigns games actually stay relatively close to historical reality and can be used to learn lessons about military history and get an idea of the experiences and dilemmas similar to those faced by the real commanding generals of the past.

By the use of lots of graphic elements, in-game texts and special rules (for a wargame) I attempt to provide historical context and also add atmosphere and immersion. I believe it is a key factor for a historical wargame to provide immersion into the actual campaign, its combatants, its leaders, the influence of high command decisions and the terrain being fought over.

Some words of thanks to all those players who provide feedback, advice, and forum support to other players. And another round of thanks to both the play testers and, of course, those who buy my games – you are much appreciated.

Furthermore I have been touched by the continuing praise for DC1: Warsaw to Paris even long after its release. And it helped me much through the process of completing DC2. It seems DC1 went a little bit under the radar for a lot of players, but I hope this will be corrected with the release of DC2.

A major change in DC policy is the addition of the editor to DC2: Case Blue. I will provide a separate editor walk-through and hope to give some further support on the forums. It would be great (though difficult) to see some players take on the role of designer with the DC engine. More about this in the separate editor walkthrough.

Case Blue was an enormous task and a very difficult and complicated project to finish. It is a very large game, and it forced me to design and redesign a lot of things by trial and error and in small steps. I consider this to be a true handcrafted computer wargame.

I hope the work was worth it for you, and that you enjoy the game!

Furthermore, I look forward to your feedback on the forums, especially on the large campaign scenarios that could require some further balancing.

» Victor Reijkersz, VR Games

1.8. CHANGES FROM DC: WARSAW TO PARIS

Well it's a completely new theatre of war, of course, which means new troop types, nations, and landscape types. Some other changes:

- » High Command Rules
- » Intermediary objectives dictated by High Command keep the game more interesting during long campaign scenarios.
- » Gives the German player a better historical simulation of the effect of overambitious orders of German High Command.
- » Includes 'no step back' order rules and dismissal rules.
- » Replacement troops can be sent to units in the field that don't have their ideal OOB complement.
- » Historical reinforcements arrive on schedule and become available through play of an action card.
- » Completely new AI written specifically for Case Blue.
- » New divisions or HQs can be created from scratch; lost regiments can be rebuilt; unit divisional types can also be changed.
- » Logistical Centers provide a big boost to the radius of your supply network.
- » Naval units and options for amphibious invasions.
- » Air Supply missions allow you to keep encircled troops in supply.
- » Artillery stockpiles.
- » Much larger variety of officer action cards: more than 25 different cards are present.
- » Axis Minor Rules.
- » Weather extended with mud and winter seasons; rivers can freeze over.
- » Officer pool allows player to change field commanders.
- » PBEM++ system allows easy in-game multiplayer through Slitherine's PBEM++ servers.
- » Editor has been made accessible.
- » Rail differences and repair time.
- » Airfield overcrowding rules and more realistic intercept rules.
- » Improved naval transport loading and unloading rules.
- » Oil reserves can run out and limit your panzer and air mobility and battle readiness.
- » Special rules for details like guards, partisans, worker militias and Cossacks.

INTRODUCTION

- » Enemy ZOCs can now affect your movement costs.
- » Supply is now handled as being delivered from High Command (Stavka, OKH, etc.); see Section 13 for more.
- » Rivers are not quite as formidable as they were in Warsaw to Paris in terms of hindering supply, and smaller rivers don't give the same large defensive bonus as their bigger brethren.

1.9. HONEST APPRAISAL OF THE AI

VR Designs coded a completely new AI for DC2; the new AI is simpler but more effective in large scenarios than the previous DC1 AI.

However to compensate for some innate shortcomings, it is recommended to give a small advantage to the AI so that player and AI are again on a level playing field. These small advantages are the default setup of the scenarios because the "normal AI difficulty mode" gives a few small modifiers to the AI. If you want to play without these modifiers, play the AI on the "Easy" difficulty setting.

Furthermore, the AI makes changes to officers for free, as well as it to its OOB (new unit/change HQ), but that's it. If you are annoyed with these small advantages, keep in mind that what matters is getting close to a level playing field. For instance it's very difficult for the AI to decide when the ideal time is to play an (officer) action card for maximum effect. Played at the right time on the right spot it can make a tremendous difference ... but it's very hard to teach the AI this. All in all, it's doing a good job. I advise playing it especially in the 1st Panzer Army campaign, which has been designed with the AI in mind.

2. GETTING STARTED

2.1. POINT OF VIEW

Who are you playing as? In this game you are playing a senior officer positioned somewhere between the supreme High Command and the full German or Soviet order of battle on the frontlines in the south or Russia during most of 1942 and part of 1943.

2.2. GOAL

Your goal when playing the Germans is to take a specified number of victory points or to take Stalingrad and/or Baku by early April 1943. When playing the Soviets you will work to prevent this or work to recapture Kiev and Odessa.

2.3. BOARD AND PLAYING PIECES

The board the playing pieces are moving on and fighting over is the map. The victory points mentioned are the major towns on the maps you will play on. As the Germans you will try to conquer them and attempt to attain this goal by executing actions with the playing pieces (the units) under your control. These playing pieces, referred to as units, represent mostly regimental sized troop formations. HQ units are special units. They basically function the same way as other units but they have additional capabilities that enhance the combat values of their subordinate units. Also each HQ unit has an officer attached. Your nation or "regime" can execute a number of actions as well.

2.4. ACTIONS

As mentioned above your playing pieces can perform certain actions at your command. Units can among others: move, attack, get strategically transferred, be assigned to HQs, and blow/repair bridges. Officers may have cards available that they can play on subordinate units to improve their statistics and capabilities. The nation or "regime" you are playing can also play regime cards to among other things receive extra troops and influence High Command.

2.5. ENVIRONMENT AND RULES

To attain the goals outlined at the outset of every scenario you must use your units to carry out the aforementioned actions. The actions available to you are limited and governed by the rules of the game, which are explained in this manual.

2.6. SCENARIO TYPES

This game comes with campaign scenarios, small scenarios and a linked-scenario campaign. Campaign scenarios use all rules and stretch over the full map and take about 30 turns (in the short variants) to complete. These scenarios are Trappenjagd, Case Blue and Operation Uranus.

Small scenarios don't use many of the campaign rules and are played on a portion of the main map and are usually pretty short. These scenarios include Drive on Voronezh and 2nd Kharkov. These scenarios are ideal to start to learn the game.

The small scenarios differ from the big campaign scenarios in the fact that they are played on a cut-out of the map, over a very limited duration of time. In small scenarios there is no officer pool available, no options for dynamic OOB management, no High Command rules, no use for prestige and political points, no high command auto-restoration (on destruction), no hand cards for the regimes and no axis minor rules. This is all done because a lot of strategic options do not suit the small scenarios. It is important to realise that not mentioned rules like officer cards, weather, rail, guards, supply, fuel and C&C rules (among others) are still in effect.

THE INTERFACE

The linked-scenario campaign uses some campaign rules like replacements, dynamic OOB (new unit creation, etc.) and the officer pool, but is played on smaller maps that have a limited number of rounds to be played. When you win a scenario, your forces are automatically taken to the next scenario in the campaign. The linked scenario campaign is the 1st Panzer Army campaign.

3. THE INTERFACE

3.1. GENERAL NOTES ON THE INTERFACE

If you hold the mouse over a button or object and a question mark or a finger shows instead of the regular cursor it means you can right-click to get more information about that item. Furthermore, the hand indicates that you can click whatever it is you're hovering above.

An excellent way to get to understand some of the main functionality of the interface is to play the tutorial.

3.2. THE SPLASH SCREEN

This is the first screen you will see when you load the game.

Here you are presented with a number of buttons that bring you to the various scenarios. When starting your first game we suggest you begin with the tutorial and play a small scenario afterwards.



The "Import ZIP" button is to be used to easily import scenarios created by other players.

3.3. PBEM++ SCREEN

This screen allows you to play with other players using the Slitherine PBEM++ server. If it is the first time you have gone to the PBEM++ screen and have not yet provided the game with a username and password, it should prompt you to give them.

3.3.1. REGISTER

When your serial code is not registered yet you will be presented with the registration window. You will have to supply a valid username, password and an email address. The serial code is automatically read from your auto-generated serial file upon installation of the game.

3.3.2. LOGIN

After having registered you should be able to login with your username and password. The serial code is automatically read from your auto-generated serial file upon installation of the game. This process should go automatically but if it does not, you can manually do it using this login button.

3.3.3. REFRESH

This will be automated after you make challenges, but this button makes it possible to do manual refreshes as well.

3.3.4. CHALLENGE

When you click the challenge button you can chose a scenario to load. After doing so, you will be brought to the scenario setup screen and you will be allowed to set the settings and variants for the scenario as well as the human and AI players. A scenario used for PBEM++ can at the moment have max 12 variants and 8 regimes. Of course only 2 player scenarios are possible since the PBEM++ does not allow more players to play a single game.

3.3.5. OTHER CHALLENGES

In this tab sheet, all the challenges made by other players are presented. For each challenge you can see if you have the scenario file with the same name that the challenger has used. The regime coding quickly shown in this list uses 2=player#1=the challenger, 3=player#2=the other player, 0=ai/sleeping regime.

3.3.6. OTHER CHALLENGES – ACCEPT CHALLENGE

If you click "Accept Challenge," the game will be started and moved to the list of running games. The first player can then make his move.

3.3.7. OTHER CHALLENGES – PREVIEW SCENARIO

Before accepting a challenge you can preview the challenge's scenario. If you do this you will load the local file on your computer with the same name as the file the challenger used to make the challenge. You'll be able to inspect the settings used for the scenario setup and read general information on the scenario and see the mini-map.

3.3.8. YOUR CHALLENGES – CANCEL CHALLENGE

Cancelling a challenge will remove it from the list.

3.3.9. RUNNING GAMES – PLAY TURN

If it is your turn for a running game you can press play turn and the turn will be downloaded. (it will be saved in savedgames/downloadedfile.dc2). It will be automatically opened and the player can make its move.

3.3.10. RUNNING GAMES – CLAIM GAME

If other player has not made a move for 30 days you should be able to claim the game. If you claim the game you will be declared victorious and the game will be ended.

3.3.11. END TURN – UPLOAD TURN

After having played a turn the player presses end turn and if the next regime is not AI/sleeping/same player then the game will be saved and uploaded to the server so the next player can make his move (the file is saved in savedgames/uploadedfile.dc2). If something goes wrong with uploading (it might happen) you should be able to load the file savedgames/uploadedfile.dc2 (using "Load Saved Game" from the splash screen) again to restart the upload process.

3.3.12. EXIT PBEM

Exits you from the PBEM++ window and brings you back to the main window.

3.3.13. SCENARIO DESIGN FOR PBEM++

It is important that you do not use events that change all human regimes from one PBEM player to sleeping or AI. Make sure each PBEM Player always has 1 non-sleeping regime left. Furthermore it is important that you specify the PBEM player number if more than 2 playable regimes have been created. See the editor walkthrough PDF for more information.

3.3.14. USING PBEM PROTECTION IN COMBINATION WITH PBEM++

I left open the option for PBEM protection in for PBEM++ games, but it now serves a slightly different function. When it is enabled, you cannot save the game during your turn. If it is not enabled, you can save (the turns can be long and ease of use will be preferred by many over anti-cheat protection). So if you don't want to allow your opponent to opportunity to cheat, please turn on the PBEM protection option when setting up a challenge.

3.3.15. CHALLENGE PASSWORD

When you specify a challenge you can optionally set a password. The challenge can then only be accepted by a player who knows this password. This is ideal if you only want a specific player to accept.

3.4. THE SCENARIO SETUP SCREEN

In this screen, you can customize the scenario to your liking. On the upper left part of the screen, you can customize AI settings: whether or not, or to what degree, the AI should receive help, and the speed of the AI. Next to this, you can select what type of a game you would like to play by specifying options like: fog of war, hiding AI moves, hotseat using passwords, or multiplayer via e-mail.

Fog of War

Selecting this option hides all enemy units not currently visible to your units based on recon level. For serious game play you are advised to select this option.

PBEM Protection

Selecting this option makes cheating in PBEM game more difficult. It will be impossible to save a PBEM game in the middle of a turn; it can only be saved after the turn has ended and players will be notified if you access your turn more than once (e.g., to replay a turn to revert an unlucky result). Reinstalling the game or playing a turn from a different PC will also active a message accusing you of possibly cheating. It is of course possible that there is a legitimate reason for a player to load their turn twice or reinstall the game. That is why the punishment for this is only a public notification message to the other players via the game.

Passwords

Select this option to require each player to enter a password on their first turn. This option is advised for any serious Play by Email (PBEM) game. Not only does it assure secrecy, but also it prevents accidental logins in your opponents turn. Keep track of your password. If you forget it, there is no way to recover it.

Hide AI Moves

By default, as the AI is taking its turn, you will be able to watch what is happening within view of your units. If you don't want to watch this, select this option. By selecting this option, you can also speed up the time it takes the AI to complete its turn. You can always play back the AI's turn using the History playback feature when it is your turn again.

THE INTERFACE



To the right, you can select the scenario variants or campaign difficulty level. A number of variants are explained here:

3.4.1. HIGH COMMAND RULES

Switch this off if you don't want to get high command orders.

3.4.2. DISMISSAL DEFEAT RULE

Switch this off if you don't want to get fired if you stay too long on 0 prestige points.

3.4.3. AXIS MINOR RULES

Switch this off if you don't want to be bothered with making sure axis minors are under their own Corps and Army commands.

3.4.4. C&C RULES

Switch this off if you don't want to get command-and-control penalties in the early months as the Soviet player.

3.4.5. ALLOW FLIEGER DIVISION

Turn this on if you want to have the option to buy Flieger Divisions.

3.4.6. UNLIMITED OIL

Turn this on if you don't want to watch and ration your fuel usage.

3.4.7. DISABLE WEATHER

Turn this on if you don't want to have any heavy precipitation (rain) turns.

3.4.8. FREE SETUP

Turn this on if you want to decide for yourself where your troops are going to be positioned at the start of the scenario.

3.5. THE GAME LOOP SCREEN

After you have started a scenario, loaded a game, or after you've ended a turn, you will see the Game Loop screen, which does a number of pre- and post-turn calculations. It also checks events and starts the AI's turns.



Eventually the game loop screen will complete and the game will require a human player to play, or if it is not your turn (in a play by e-mail game) to save and quit, or if in a PBEM++ game, to save and upload. If it is your first turn and the scenario uses passwords, you must first enter in a password to log in to the game. Make sure you pick a password you can remember, because if you lose it, there's no way to reset it or find out what it is.

When you have logged in, you will be updated on what has happened in the previous round. This is the screen where you will see your messages. Pressing any key will continue.

3.6. THE MAIN SCREEN

This is the screen you'll spend most of your time in. Here you can see your units and the field of battle among many other things.



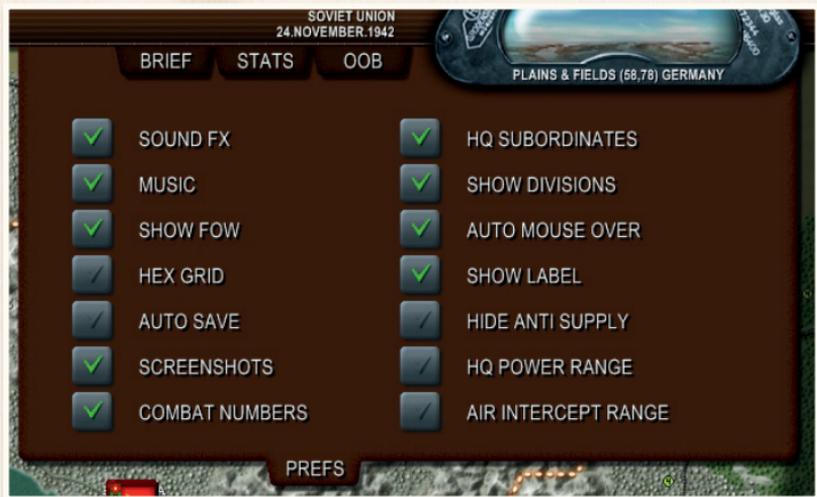
- » **The Top Bar** – This bar lists a variety of different pieces of information and tabs:
 - » Political points – The amount of Political Points you have
 - » Prestige Points – The amount of Prestige Points you have
 - » The nation and date (right click for which round it is)
 - » The hex terrain type, location, and owner
 - » Detailed information about each hex including recon points, zone of control points, action point penalties, stack points, and victory points
 - » Minimize or close window buttons
 - » Various information and map tabs (detailed below).
 - » Fuel Points – The amount of Fuel Points you have
 - » Your regime's Command-and-Control level
- » **The Map** – This is where the magic happens!
- » **The Button Bar** – This bar lists the variety of orders you can issue to units in addition to a number of view and preference toggles (detailed below).
- » **The Information Bar** – This bar provides in depth details about every unit on the selected hex include the units makeup, its stats

(like supply stats, HQ power), and more. Additionally, the retreat percentage and supply percentage of every unit on that selected hex can be set. This is all covered in more detail below.

Each of these major components are detailed in the subsequent parts of the interface section.

3.6.1. THE TOP BAR TABS

- » In the upper left part of the screen, you can select “Prefs” to adjust your preferences, including whether you would like to turn on or off autosave, sound effects, music, fog of war, a hexagonal grid, or take screenshots.



Next to “Prefs,” you will find “Brief,” which, when clicked, will bring up a briefing on the campaign with useful information about the terrain, belligerents, victory conditions, variants, and rules.



THE INTERFACE

To the right of “Brief,” is the button “Stats,” where you can access statistics about troop quantities, casualties, and statistics which can be narrowed to troop type. You will find this section useful both for measuring victory and for planning.



To the right still of “stats” is “OOB,” where you can survey your order of battle.



- » In the exact center of the screen at the top is a description of the selected hex, its terrain, its owner, and what, if anything, is notable about it. Right clicking it will bring up a wealth of statistical information on the landscape type.

The “Reps” tab displays messages to you, such as the weather for the term pending, or the victory conditions which you must attain.



The “Cards” tab displays what action cards you can play at the present time, as well as the cost in points to play them.



THE INTERFACE

» “S. Map” brings up the strategic map screen.

The “Mini” tab will bring up a miniature, zoomed out map of the entire theatre of war, with a red box representing what is currently on screen. Moving this box, by clicking, will move what is visible.



3.6.2. THE MAP

Some general notes on the map:

- » If part of the map is black, then you cannot view it or enter it.
- » If you have fog of war on, you will not see the enemy's units unless you have units within close range of them.
- » You can distinguish between countries by their borders, and between units belonging to different countries by their colors.
- » Rivers are visible as blue lines.
- » Terrain can be distinguished by its appearance, both in color and texture.

3.6.3. THE BUTTON BAR

The buttons on the lower left half of the screen are for issuing orders to units. The group of buttons that appear on the left vary depending on whether a friendly or enemy unit is selected. The buttons on the lower right half of the screen deal primarily with different viewing options for the main screen. Most of these buttons will be covered in greater depth throughout the manual but they are briefly detailed here.

3.6.4. BUTTONS ON THE LEFT SIDE IF AN ENEMY-CONTROLLED HEX IS SELECTED



The first button is the Land Attack Button (hotkey = a). Click this button to begin the process of attacking an enemy unit/hex.



The second button is the Artillery Barrage Button (hotkey = b). Click this button to begin the process of launching an artillery barrage on an enemy unit/hex. You can also target enemy fleets in sea hexes.

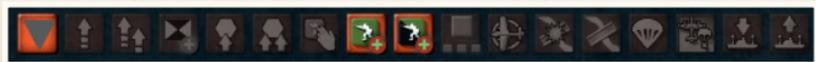


The third button is the Airstrike Button (hotkey = z). Click this button to begin the process of launching an airstrike against an enemy unit/hex.

The fourth button is the Sea Attack Button. Click this button to begin the process of launching an attack with naval units against an enemy fleet on a sea hex or in a port hex

The fifth button is the Shore Bombardment Button. Click this button to begin the process of launching a naval artillery barrage on an enemy-controlled land hex

3.6.5. BUTTONS ON THE LEFT SIDE IF A FRIENDLY HEX IS SELECTED



- » The first button on the left, with a single arrow, is for moving an individual unit (hotkey = m).
- » The next button, with two arrows, is for group movement of units (hotkey = g). All units in the same group (division, tank corps, etc.) will be moved to the same hex selected. Be careful, though, because sometimes multiple units are spread out over several hexes and using the group move order may concentrate them on a single hex and damage your frontline formation (or have other undesired effects).
- » The third button, with the black and white flag, will assign a new HQ to the selected unit. Changing HQ costs 25% of readiness of the unit being assigned a new HQ (also the new HQ will lose some command points; more points are lost when you change a HQ to a new HQ).
- » The fourth button, with an arrow pointing to a hex, will move the selected unit via strategic transfer (hotkey = s).

THE INTERFACE

- » The fifth button, with two arrows pointing to a hex, will move a whole group of units via strategic transfer.
- » The sixth button, with a hand over a unit, will allow you to assign a unit to your ally (if you have one).
- » The seventh button, with a plus sign over a green unit, allows you to create a new formation (like a division) from scratch.
- » The eighth button, with a plus sign over a black and green unit, allows you to recreate a new unit for a specific part of an existing multi-unit formation (for example recreating a lost regiment of a specific division).
- » The ninth button, with an org chart symbol, allows you to change the model of a formation (for example changing an infantry division to a motorized division).
- » The 10th button, with an airplane, will allow you to assign an air recon mission to a unit (air units only).
- » The 11th button will order a unit to attempt to destroy a bridge.
- » The 12th button of the group will order an engineering unit with enough points to attempt to repair a bridge. This can only be done when the hexes on both sides of the bridge are controlled by the player.
- » The 13th button, with a parachute icon, will be active if you select a unit with transport aircraft (like Ju-52s). It will allow you to initiate either an airlift or a paraprop operation.
- » The 14th button, with a transport plane and parachute, will also only be active if you select a unit with transport aircraft. It will allow you to initiate an air supply mission on a specific hex (make sure your transport plane unit is attached to your high command to have access to its supply points).
- » The 15th button, with the silhouette of a cargo ship, will be active if you have selected a naval unit with cargo ships or barges. It will allow you to load a land unit for further naval transport.
- » The 16th button, with the silhouette of a warship, will only be active if you have selected a naval unit that is ferrying land units AND if you have selected one of its passengers. If you click it, it will allow you to disembark the selected passenger unit.
- » The "zero" button is for collapsing or expanding the bottom window. This enables you to see more of the map. Keep in mind that in collapsed mode, some orders are not available.

3.6.6. BUTTONS ON THE RIGHT SIDE



- » The first button on the right, which has a hex with a unit on it, toggles how you view units and what information is displayed directly on the map.
- » The button next to this is the Extra Hex Info button; click this to show additional information about each hex. Additional information includes the “black blocks” that signify Battlestack and Battle AP Penalties.
- » The next buttons, which have hexes with magnifying glasses on them, zoom the screen in and out, respectively.
- » To the right of this button, you can toggle unit size.
- » The next button over from that brings up a view which displays the supply levels of all units, making it easier to see who needs supply and who does not.
- » The button with the silhouette of an officer is the Officer Pool button. When clicked, it opens up a window where you can get an overview of the officers in the officer pool or assign an officer to the HQ currently selected.
- » The button which has an open book on it brings up the history screen.
- » The button with a floppy disk saves the game. It is important to realise that this button is not available if you’re playing a PBEM game. If you are doing so you will get the option to save after you have ended your turn.
- » The button farthest to the right, displaying an arrow facing directly right, ends the turn.

3.6.7. THE INFORMATION BAR

When you click on one of your units, the bottom of the screen will display information about the unit, the terrain on which it stands, its supplies, its morale and odds of retreating, its numbers, and its leadership, all of which is useful in planning attacks.



THE INTERFACE

- » **The Unit Base Info Screen** – This shows a unit's name, HQ (click on the HQ to center the map on it), action points, supply consumption, integrity, readiness, experience, and entrenchment. Right-clicking on any of these boxes while in the game will briefly explain what the statistic means.
- » **The Unit Selection Box** – This box will list all of the units that are stacked on that hex. Click on the desired unit to have its information displayed on the various panels in the Information Bar.
- » **The Replacement Percentage Button** – Clicking this button will cycle the various replacement percentages a unit can be set to. Setting replacement to 100% means a unit will keep requesting replacements until it's back to full strength; 50% means it will only request replacements for reinforcement types that are below 50% of the units ideal OOB. This button can also be set to DISBAND, which means the unit will return its troops to high command. Keep in mind replacement and returning troops is a slow process.
- » **The Retreat Percentage Button** - Clicking this button will cycle the various loss tolerance percentages a unit can be set to before they retreat from battle. For example, setting this value to 100% means the unit will fight to the last man. At 50%, the unit will retreat when half of its forces are eliminated.
- » **The Supply Request Button** – Clicking this button will cycle through the various percentages of supply the unit will request. At 100% the unit will request all of the supply it needs to function at maximum efficiency. At 50% the unit will only request half of its needed supplies. Bear in mind that at 50% the unit will not recover readiness.
- » **The Officer Info Tab** – If the hex has a unit with an officer and this unit is selected from the General Unit Stat Screen, information about the officer will be displayed in this tab. This tab displays a picture of the officer, a biographical snapshot (left click it to read the full text), their combat modifier, their staff ratio, their staff to troops ratio, and the action cards they can play. You can select an action card by left clicking it and then click the "Play Card" button to use an action card. For more information on officer statistics and abilities, see Section 9.4.

Ernst Busch

At the age of 19 he joined the army and served in an infantry regiment. When the First World War broke out he served as both a Lieutenant and a Company Commande...

+73%

O:S = 1

S:T = 1.04

HOLD GROUND II

FREE

HOLD THE LINE
DELIVER A ROUSING
SPEECH TO THE
SELECTED UNIT WHICH
ENERGIZES THEM TO
TENACIOUSLY DEFEND
THEIR POSITION.

PLAY CARD

- » **The Unit Troops Tab** – This tab will list the makeup of the selected unit. By clicking on any of the various assets within this unit (like infantry, Opel trucks, SDKFZ 221s, etc.) a description of the unit will be provided. For more information on units, see sections 3.8 and 6.2.



- » **The Unit Details Tab** – This screen lists a variety of details about the unit including its detailed supply stats (stocks, requested supplies, etc.), it's overall stats like weight, stack points, HQ power, etc., what regime it belongs to and what branch of that regime it is from (Wehrmacht, Luftwaffe, Reservists) and movement details like its movement type (foot, tracked), weight, and carry points. For more information on units, see sections 3.8 and 6.2.

SUPPLY STATS	STATS	REGIME & PEOPLE
Supply Stock 0	Weight 36	Regime Germany
Supply In Req 858	Stack points 19	People Wehrmacht
Supply In 858	Div Subunits 1	
Supply Lost 0	Staff pts needed 626	
Supply Out Req 767	Staff points 650	
Supply Out 767		
		MOVEMENT DETAILS
		MOVETYPE WEIGHT CARRY PTS
		Foot 18 0
		Motorized 18 32

3.7. POP-UP SCREENS

The following screens pop up under certain situations.

3.7.1. THE HISTORY SCREEN

This is the screen in which players can follow the moves the AI is making as they come in. In essence this screen allows you to review the actions of your enemy at your leisure during your turn so you can analyze what they have done and (hopefully) you can find some clues as to what they are going to do.



Using the arrows, you can scroll between the other player's various moves. You can get directly to the battles by clicking "next battle," or skip a player altogether by clicking "next regime." You can watch other player's moves as a movie by clicking "play." By pressing "stop" you stop the movie again. To go back, select the button all the way to the right with the arrow facing the left.

3.7.2. NEW UNIT WINDOW

This window appears when you have clicked the new unit button in the order bar. It allows you to create a new, empty (devoid of troops) unit on a hex of choice.

There is a list bar to the left showing all the types of units you can create. For each type the political point cost of creating is given. Also shown is the number of units of this type already on map and how many, in total, you can have on the map at one time. If you have enough Political Points and can comply to all conditions, the column "can create" will read "OK". Keep in mind new units will arrive as empty shells. Reinforcements will hopefully arrive at the start of the next turn.

3.7.3. NEW SUBUNIT WINDOW

This window appears when you have clicked the new subunit button in the order bar. Some type of units like divisions actually have several units representing different subunits of the same unit (such as a rifle division, which consists of three subunits each representing a regiment). If one of the subunits has been destroyed, this order allows you to rebuild that subunit. In the list bar to the left, all units consisting of multiple subunits missing at least 1 of these subunits, are listed. You can click one of the units and then select the subunit you want to recreate.

Keep in mind new units will arrive as empty shells. Reinforcements will hopefully arrive at the start of the next turn.

3.7.4. CHANGE MODEL WINDOW

This window appears when you have clicked the unit model button. It allows you to change the unit model (how the unit is comprised) of some types of units. You can change a unit to a different model as long as the new model of unit has the same or more number of subunits. So you can change a rifle brigade to a rifle division, but not the other way around; it is advised you change to models with the same number of subunits to avoid hassle and further administration.

3.7.5. THE STRATEGIC TRANSFER WINDOW

This window appears when you are strategically transferring a unit. It gives information about how many rail transfer points are available and what a certain transfer would cost. Confirm you are making the strategic transfer by clicking the "Transfer" button.



- » **Combat Modifier** – The percentage the officer can increase the staff combat bonus.
- » **Staff Points** – The number of staff points the officer can handle.
- » **Morale Modifier** – The percentage amount the officer can increase the staff morale recovery bonus.
- » **Political Value** – If this number is negative, the officer is popular and it will cost PP to remove units under his command. If the value is positive it will cost PP to assign the officer and/or add units under his command.
- » **Officer Cards** – Divided into sections for Corps/
Army command and Army/Front command.

3.7.8. TROOP TYPE POPUP

This screen pops up when left clicking on a unit icon under the Under Troops tab in the Information Bar. When a particular troop type is clicked on its expanded information will appear in the Troop Type Popup. Information displayed on this screen includes:

- » Attack/combat values such as attack on soft or hard targets, number of attacks it carries out each round, and its defense value.
- » A brief description of the unit.
- » Detailed troop stats for the particular troops in the selected unit. The difference in this box versus the other two is that this box displays information that is specific to the troops you selected from that unit. For instance, selecting infantry in a battered unit will show values for Morale and Readiness differently from the troops in a fresh unit that has just been deployed.
- » A compare button is also available. When clicking on this button a popup box listing all other units in the game will appear. After selecting a unit to compare, the selected unit and the unit originally displayed in the pop up box will have their combat values displayed side by side.



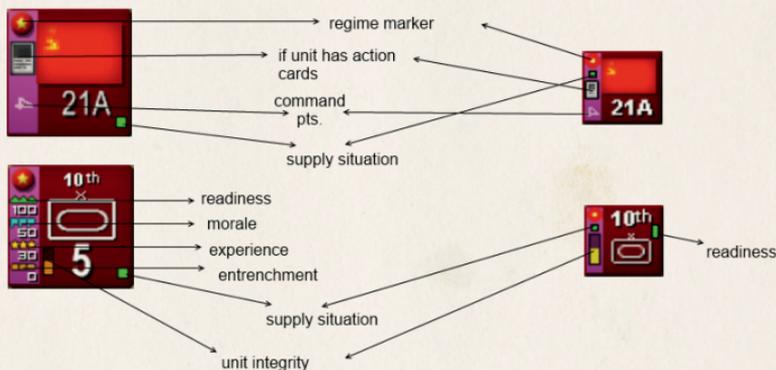
3.7.9. SELECT HEX/UNIT FOR CARD POPUP

This screen pops up when you have decided to play a card that requires the selection of a specific hex or unit. After clicking “Play Card” from the Cards Tab, a pop up screen will appear allowing you to select which major city the units will deploy to. The screen will display the following information:

- » The title bar of the screen will denote which unit is playing what card and instructions on the next step (For instance: “You need to select a hex to play card on.”).
- » The game map where you can make your selection.
- » A minimap to navigate to different areas of the game map.
- » A picture of the card so you can review it.
- » A picture of the hex you’ve selected. This box will also indicate whether the hex you have selected is eligible to receive the card’s effects.
- » A “Play Card” button (if the selected hex or unit is eligible) and a “Cancel.”



3.8. UNITS



The **command points** of a HQ tell you quickly at a glance if the commander has enough to play a card.

The **supply** situation tells you quickly what percentage of supply arrived at the unit as requested. Green means everything is OK; yellow indicates some problems but nothing severe. Blue signals major problems, and red indicates no or almost no supply has arrived. Keep in mind that even though no supply arrived this turn, the unit could still have had enough supply in store to keep its supply consumption level at 100%. You have only to start really worrying when supply consumption drops below 100% because this means the unit is going to get very significant penalties in combat.

Readiness state is always present on the counter since it plays a major role in offensive operations. It is unwise to attack with low readiness. In a defensive role, readiness is important as well, but not as much.

Unit integrity shows you how much of the troops in the unit's OOB are actually present within that unit. It does not influence combat, but it does influence the chance the unit will break in combat. Most units have a chance to break if they are below 50% integrity while SS units will never break until below 30% integrity. Right click "Integrity" in the unit's basic information window to get more info on that specific unit.

Morale is important since units with low morale are more likely to break or panic in the face of losses.

Entrenchment reflects how well your troops are dug in.

Experience is a major combat strength multiplier; simply put, the more experience a unit has the better it will fight.

Battlestack is kept separately for artillery attacks, air attacks and normal land attacks. Keep in mind that your attacks will be much less efficient (either with air, artillery or ground attacks) once the specific battlestack reaches 100 points while doing the combat.



PLAYING THE GAME

After successfully taking a hex, a long and heavy combat can cause delays for units that did not participate in that battle to enter the vacated hex. These are called battle delay points.



4. MOVEMENT

Moving units costs Action Points (AP). The cost of movement depends on the movement type of the unit and the landscape type that the unit is entering. The cost of moving can be increased by entering enemy terrain and enemy Zone of Control (ZOC) points, battle delay points, or rivers without bridges. The cost of moving can be diminished by travelling over roads.

When a unit moves, it does so with the range of the slowest troop type it contains. The range of the slowest troop type can be increased, however, if the unit contains troop types capable of carrying slower units (for example Opel Blitz trucks can carry infantry). The cost of entering a hex is a combination of movement type, landscape type, and possibly any AP penalties on a hex (caused by ZOC, by the hex not being pacified, or by effect of prolonged combat).

When fuel levels reach 0 or are close to 0, enough fuel may not be available for mechanized or motorized formations. If you are out of fuel, AP costs for moving are tripled. Offensive combat for these units is only at 1/3 normal strength and defensive combat only at 2/3 normal strength.

4.1. LANDSCAPE TYPE MOVEMENT COST IN AP

	Foot	Cavalry	Motorized and tracked	Supply
Plains/light urban	25	20	15	15
Forest	30	25	30	25
Urban	25	20	30	1
Low mountains	30	25	50	40
High mountains	NA	NA	NA	NA
Marsh	35	30	50	35
Forested mountains	30	25	50	40
Mud/plains	30	25	30	20
Mud/forest	40	35	40	45
Mud/marsh	45	40	60	50
Mud/low mountains	40	35	60	60
Mud/forested mountains	45	35	60	60
Mud/light urban	30	25	30	20
Mud/urban	25	20	15	1
Snow/plains	25	20	15	15
Snow/forest	30	25	30	30
Snow/marsh	25	20	15	15
Snow/low mountains	30	25	50	40
Snow/light urban	25	20	15	15
Snow/urban	25	20	15	1

Trains can only travel by rail for 10 AP per hex. Aircraft can travel freely, most fighters paying 2 AP per hex and most bombers 3 AP per hex.

PLAYING THE GAME

4.2. ROAD MOVEMENT COST IN AP

	Foot	Cavalry	Motorized and tracked	Supply
Road	25	20	10	3
Rail	25	20	10	1

If a road is leading into the hex to which you're moving, calculate using road AP cost rather than landscape type AP cost.

4.3. RIVER WITHOUT BRIDGE MOVEMENT PENALTIES IN AP

	Foot	Cavalry	Motorized and tracked	Supply
Minor River	+10	+10	+15	+25
Medium River	+20	+20	+30	+50
Major River	+30	+30	+45	+75
The Volga	+40	+40	+60	+100
Any frozen river	+0	+0	+0	+0

4.4. ENEMY TERRAIN AND ENEMY ZOC

Moving into a hex that was occupied by the enemy at the start of turn costs you 5 extra AP

Moving into a hex adjacent to an enemy unit costs 10 extra AP. If doing so while crossing a river, it costs 20 extra AP instead of 10.

ZOC points of units you do not see do not give extra movement cost. This is done to not give their presence away.

Units that are out of supply exert no ZOC.

4.5. BATTLE DELAY POINTS

After a battle has been won a battle delay penalty may be incurred for any units trying to move into or through the newly opened hex. This penalty takes place if a battle took more AP to win than it took the units that participated in the battle to move into the hex. Battle delay points simulate the delaying effects of an effective defence.

Imagine that all the units are moving at once instead of taking turns. If a unit used all its action points to do something, it took the entire round to do it. This means that if, for example, at the

end of a round a roadblock was cleared, that the other units had to wait until that point in the round to move. Consequently, they should have fewer action points left for movement.

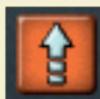
4.6. MOVING INTO AN AMBUSH

It is possible that due to Fog of War, you might move into an enemy-occupied hex without your knowing it. In this case, your unit will be ambushed, and surprise combat initiated.

4.7. FREE MOVEMENT

If you have won a battle, your units will be able to freely move into the hex in which you battled without spending any additional action points. This is because the AP to move in was already spent in battle.

4.8. HOW TO MOVE A UNIT



To move a unit, click on it, then click the button all the way to the left, which has an arrow on it. Then, those hexes nearby to which you can move will change color. Left-click on the desired eligible hex to complete the unit's move. For keyboard shortcuts to ease this process, see Section 22.



The button next to the move button has multiple arrows and is the Group Move button. This will move all units of the selected division, but only so far as the unit with the least range can move. Be careful, however, because units that are positioned on different hexes but are still part of the same group will all travel to the same selected hex. This may damage your frontline formation or have other undesired effects.

4.9. AIRFIELDS

All towns function as airfields. All cities (minor, medium and major) do not. Aircraft can only operate from airfields and can only move to airfields.

If a town is damaged the aircraft on its airfields will suffer readiness penalties.

Also keep in mind airfields have a maximum number of aircraft they can efficiently service. Above 100 air stack points, penalties will be given to aircraft operating on an overcrowded airfield.

4.10. PORTS

Ports are the only land hexes that can be entered by ships. All cities have port facilities if on the coastline, but only towns that have a harbor symbol on the map have port facilities as well.

If the port is damaged the ships in its harbor will suffer readiness penalties.

Ports are the only hexes where naval units can resupply (they cannot do so out on the open sea).

Ports provide ships defending the hex with double their attack power.

It's a smart idea to also put some coastal artillery in a port if you are afraid of enemy naval raids.

4.11. AIRLIFTS AND PARADROPS

After clicking the paradrop/airlift button you will be asked to select a land unit to take on board of an eligible aircraft unit such as a Ju-52. You do this by clicking on it on the map and then pressing the select button (or space).

If you select a unit that cannot be paradropped, it will be assumed that you are attempting an airlift. If the selected unit can be paradropped, the game will ask you if you want to so, or airlift the unit instead. Either way, the last step is to choose a destination hex for the operation. If an airlift is attempted all airfields within range will be selectable. If a paradrop is attempted, all hexes within range will be selectable. With this operation it is possible that paratroopers/airlifted troops can be destroyed by enemy fighters or flak while still on board their transport airplanes. Keep in mind that when doing an airlift, the range is doubled compared to paradrop, but the aircraft unit will move to the target hex as well.

5. STRATEGIC TRANSFERS

All scenarios have trains available on all sides, not to mention a great rail network. The trains available in your high command unit provide you with RAILCAP points.

Transferred units always lose all their Action Points and Engineer Points and half of their Readiness.

You can only transfer a unit from a hex that has been in your control from the start of the turn to a peaceful hex (no AP penalty on hex is allowed), and the unit must not have been participating in an attack the same round.

You can transport a whole division at once using the "group strategic transfer" order, and, when doing so, the same rules apply.

Each train gives you 300 RAILCAP points. With these points you transfer units over rail-connected hexes. The source hex and the target hex must both be in reach of the HQ providing the RAILCAP.

The cost in RAILCAP points for transporting a unit is: weight times (distance + 20). Transporting over smaller distances is more expensive because the same logistical effort is required irrespective of the distance to actually be traversed.

Note, however, that German and Soviet rail systems run on different rail widths; after an enemy rail hex has been taken by either side it takes four consecutive turns to be converted to the proper width before it can be used. This can have consequences in fast-moving offensives. Note that this conversion period is also shown visually on the map hexes in question.

5.1. HOW TO DO A STRATEGIC TRANSFER



The button next to the HQ button is the strategic transfer button, and next to it is the “strategic transfer all” button. Select a unit and click this button. Hexes to which you can transfer the unit will then change color; select the destination for the unit, and click “transfer” at the bottom of the screen. This will complete a strategic transfer.

6. COMBAT

In combat, all units are split up for combat calculations. For information on combat calculations, go into the detail screen after a combat result has been attained.

6.1. HOW TO INITIATE COMBAT

To attack an enemy unit, first select it and then click one of the three buttons on the left side of the Buttons Bar. These three buttons denote the different types of attack that can be carried out on the enemy. They are:

- » **Land Attack** – By far the most common attack type to be carried out, a land attack is exactly what it sounds like: the selected player-controlled units will initiate contact with the selected enemy unit(s) and attempt to destroy or push back the enemy.
- » **Artillery Barrage** – The player can select any artillery units in range to order a barrage on the hex of the enemy unit that was selected.
- » **Airstrike** – The player can select any air units in range to order an airstrike on the hex of the enemy unit that was selected.
- » **Naval Attack** – The player can select any naval units in range to order to attack the selected enemy sea hex or port hex.
- » **Shore Bombardment** – The player can select any naval unit in range to artillery bombard the land hex in question.

6.1.1. ADDING UNITS TO AN ATTACK



After selecting the type of attack you wish to carry out, you must then select the units you want to participate in the attack. This can be done in three ways:

- » **Select individual units** – This method allows you to select every unit you want to participate in the attack or barrage individually. To do this, first click the Land Attack or Barrage button. You will then be prompted to select the units you wish to use. Then click on the hex containing the unit or units you want to use in this attack or barrage. After clicking in the hex, the contents of the hex will appear on the bottom left side of the Information Bar. [A] From this list of units you can select the unit or units you want to attack with by clicking the desired unit from the list in the Information Bar and then clicking the green “check box” [B] next to the big red “attack” button. Each unit you wish to use must be individually selected and then added to the attack or barrage with the green “check box.” Note that if the green “check box” is greyed out and can’t be clicked this is because the unit is either ineligible for the attack or barrage or they lack sufficient AP.
- » **Use all available units** – This method allows you to simply select every eligible unit to carry out the attack or barrage. To do this, click the “ALL” button [C] just the right of the “None” and “Attack” buttons.
- » **The “List” feature** - Adding units to the attack can be done using the “List” feature, which will list all of the available units that can participate in the ground attack, artillery barrage, or air strike. This function makes it easy to select the desired units to participate in the attack.

6.1.2. REMOVING UNITS FROM AN ATTACK

Removing a unit from an attack works the same with all three attack types. To deselect an individual unit, select the unit from the attackers list on the bottom right corner of the Information Bar. [D] Then click the green “check box” [B] just like you added the unit. This will remove the unit from the attackers list. If you want to remove every unit

you've selected from the attackers list, click the "None" button [E] and you can start over with selecting attackers.

When you have finished selecting the participants for an attack, click the "Attack" button [F] to initiate combat.

6.2. GENERAL TROOP CLASSIFICATIONS

Generally, troops and their equipment perform how you would historically assume them to perform.

6.2.1. INFANTRY

Infantry is the core of most units. Regular infantry is equipped with small arms like rifles and hand grenades as well as support weapons like machineguns and mortars (this is a change from DC 1, where mortars and machineguns were separately modelled). Infantry is not as powerful as armor on the offense, and should mainly be used defensively to hold ground, especially when entrenched in favorable terrain. In offensive roles, infantry should be used to protect the flanks of mechanized thrusts, provide support to armor on the attack; or used for an attack in superior numbers after a heavy bombardment.

6.2.2. ENGINEERS

Infantry with an education and some non-combat skill; they can blow and repair bridges for you. Their focus is not on combat and they lack the combat value of regular infantry. In emergencies they can be used to plug holes in your defences.

6.2.3. STAFF

They are present in HQ units and will give the troops under command of a HQ a bonus based on their experience level, which is higher for Germany than for any other nation. Staff does not have the combat value of regular infantry, but staffs with high experience are an incredibly valuable asset.

OFFICER INFO	UNIT TROOPS
	<p>Ivan Vasilevich Galanin</p>
<p>+59%</p>	<p>Total combat bonus for units under direct command of this officer. Base bonus for full staff complement: 25%. Staff bonus (based on staff XP) is: 34%. Staff bonus is increased with 0% for officer skill.</p>
<p>POI = 0</p>	

6.2.4. ARTILLERY

Artillery can attack over longer distances and avoid direct combat, while reducing enemy readiness and causing casualties. Artillery is usually grouped separately in independent artillery units or subunits like artillery regiments.

Artillery is most effective if the enemy is in terrain with little cover and with low entrenchment. It loses effectiveness if the enemy can take cover easily. In defensive situations, however, it gets only half such penalties in dense landscapes. Artillery should be used to chip away at enemy defensive positions and to soften them up for follow-up attack by infantry or armor.

6.2.5. ROCKET ARTILLERY

Rocket artillery is a new breed of artillery all to its own. The Soviets have Katushyas and the Germans have Nebelwerfers. These rocket artillery troops are not used as regular artillery, and cannot participate in an artillery attack. However, they can be used to augment a regular land attack. In the first combat round they will completely deplete themselves (firing all rockets) and then be removed. The impact of this first combat round barrage can however make the difference for the other land troops assaulting the hex because of the great deal of damage they can do. Rocket artillery has the same negative penalties as normal artillery when attacking terrain that provides good cover.

6.2.6. ARMOR

Armored units are excellent on offense, but should beware dense landscapes like heavy forest, mountains, or urban terrain. Also, they perform dismally in marshes. Well-entrenched defenders with some AT capabilities will do well in such terrain. Panzers are better on offense than on defense: attack them before they attack you. Most panzers are best against infantry, but panzers with heavier calibre guns and armor will try to focus on taking out any enemy tanks first. Armor and armored cars do not entrench. Armor should be used to thrust deep behind enemy lines and encircle the enemy. Armor is very vulnerable to dive bombers when on the open plains.

6.2.7. TRUCKS AND HALFTRACKS

Trucks enable infantry to move at mechanized speed and thus keep up with armor. Speed does not translate in direct combat advantages, but the mobility the trucks give to the troops should make concentric attacks and encircling enemy troops easier. Trucks do not entrench. Halftracks function the same way, but they also can fight and provide cover for infantry (usually taking losses for them).

6.2.8. ANTI-TANK GUNS

Gives some protection against armored attacks, however they are usually not available in the numbers required. These guns also are easy targets for enemy armor, and are their prime targets. Since they are unarmored compared to their adversaries, make sure that they are well entrenched by the time enemy tanks attack.

6.2.9. FIGHTERS

Fighters are best used for reconnaissance, attacking enemy airfields and escorting bombers and dive bombers

Air units that are attacked on their airfield hexes fight with a penalty on defending in the first combat rounds: 100% in Round 1, 66% in Round 2, 33% in Round 3 for the Germans; and 100%, 75%, 50%, 25% for the Soviets. When you have fighters set to intercept enemy aircraft, it is never 100% certain that they will succeed in the interception. The chance of interception is directly proportional to the distance the fighter must fly to intercept. The closer the enemy, the more likely that interception will succeed, so station your fighters as close to the front as possible.

6.2.10. DIVE BOMBERS

Dive bombers are precision instruments best used against enemy artillery and tank concentrations. Dive bombers perform less well against troops with cover. Do not underestimate the value of the dive bomber; especially the Stuka (Ju87) in the hands of an experienced pilot, is a true killer of Soviet armor.

6.2.11. LEVEL BOMBERS

These are most effective against infantry and soft targets. They usually attack at higher altitudes than dive bombers. They only perform less effectively against landscapes with solid cover like mountains and urban hexes. The protection that forests give to units under attack from fighters and dive bombers is not effective against level bombers. Level bombers should be used as a form of extremely mobile artillery that can crack a well-entrenched enemy line right open.

6.2.12. LIGHT FLAK

Light flak is most effective against fighters and dive bombers since the level bombers usually fly too high. Flak also provides air cover for units in neighboring hexes.

6.2.13. HEAVY FLAK

Heavy flak is effective against all enemy aircraft and also against enemy tanks, especially while defending. For example, the German 88 Flak can be formidable. Flak also provides air cover for units in neighboring hexes.

7. HOW COMBAT WORKS

The moment battle commences, all troops are split up as individuals (about 100-man units or 5 tanks or 5 aircraft per individual).

These individuals then battle it out for several rounds, each round costing 10 AP. The moment an attacking unit is out of AP, it ceases combat.

COMBAT & GAMEPLAY

If you want to know exactly who attacked whom, you may check combat detail screen. The attacker puts his attack score versus the hit point score of the defending individual. If they are equal, there is a 50% chance of a hit. If the attacker has twice the points, there is 75% chance of a hit; if the defender has twice the score, there is a 25% chance of a hit, and so on. The attack score depends on which troop type is attacking with which other troop type. For example, tanks have different attack scores for soft and hard targets, and dive bombers have different attack scores for small or dispersible targets and clunky equipment.

A unit will retreat because it has more losses than its standing order tolerates or because a unit has had so many losses that it panics.

When all attacking units have retreated, the battle is over and the attack has failed.

When all defending units have retreated, the battle is over and the attacker wins. If it is an artillery attack or air strike, the attack continues until the attacker is out of AP.

7.1. COMBAT MODIFIERS

This table below shows the effects of combat modifiers. The modifiers that affect attack points and hit points have the strongest influence because they have two effects rather than one. Some modifiers only affect the troops attacking the hex (ATT) or defending the hex (DEF).

Modifier	Attack (ATT)	Attack (DEF)	Hitpoints (ATT)	Hitpoints (DEF)	TYPE
Normal Stacking exceeded	Yes (less than it affects Hit Points)	Yes (less than it affects Hit Points)	Yes	Yes	All troops of attacker or defender
Readiness	Yes	Yes (half less than it affects attackers attack score)	Yes (half less than it affects attackers attack score)	Yes (half less than it affects attackers attack score)	Specific Individual
Supply Consumption	Yes	Yes	Yes	Yes	Specific Unit
Divisional bonus att/def	Yes	Yes	Yes	Yes	Specific Unit
Experience	Yes	Yes	Yes	Yes	Specific Individual

GAME MANUAL

Modifier	Attack (ATT)	Attack (DEF)	Hitpoints (ATT)	Hitpoints (DEF)	TYPE
AI Combat Bonus	Yes	Yes	Yes	Yes	All troops of attacker or defender
Landscape (not for attacking air)	Yes	Yes			Specific Individual
HQ/Staff mod (for land to land)	Yes	Yes			All troops of attacker or defender
Troop Bonus Mod (red or blue) (caused by action cards or events)	Yes	Yes			Specific Individual
People mod	Yes	Yes			Specific Individual
Concentric Bonus	Yes				All troops of attacker or defender
Artillery Stacking exceeded	Yes (less)				All troops of attacker or defender
Air Stacking exceeded (versus land troops)	Yes (less)				All troops of attacker or defender
Attack startup	Yes				Specific Individual
Land surprise combat		Yes			All troops of attacker or defender
Airbase surprise				Yes	Specific Individual
Entrench				Yes	Specific Individual

COMBAT & GAMEPLAY

Modifier	Attack (ATT)	Attack (DEF)	Hitpoints (ATT)	Hitpoints (DEF)	TYPE
River penalty			Yes		Specific Individual
Stockpile depleted	Yes	Yes			
Airfield overstack	Yes	Yes			
Out of fuel	Yes	Yes			

This table shows the percentage remaining of attack points for different types of troops when attacking or defending in the different landscapes and rivers.

LANDSCAPE	ARTILLERY	ARMOR	FIGHTER/ DIVE BOMBER	LEVEL BOMBER
Plains	100%	100%	100%	100%
Forest	30/60%	50/50%	25%	100%
Marsh	60/80%	50/50%	100%	100%
Low Mountains	30/60%	50/75%	50%	50%
High Mountains	N/A	N/A	N/A	N/A
Urban	20/60%	50/75%	25%	25%
Light Urban	40/70%	50/75%	50%	50%
Forested Mountains	20/50%	30/60%	25%	50%
Major River	N/A	35%	N/A	N/A
Minor River	N/A	65%	N/A	N/A
Medium River	N/A	50%	N/A	N/A
Volga River	N/A	20%	N/A	N/A

This table shows the auto entrench and max entrench values for each landscape type. Remember that armor, armored cars and trucks don't entrench at all except in fortified hexes. Most infantry and artillery entrenches 40 entrench points per turn at the start of turn. If you move or attack, you fall back to the auto-entrench value of the hex. Entrenchment continues until max-entrench value is reached.

LANDSCAPE	AUTO-ENTRENCH	MAX-ENTRENCH
Fields	40	100
Forest	70	150
Marsh	40	100
Low Mountains	85	175
High Mountains	N/A	N/A
Urban	100	200
Fortification	+60*	+100*
Light Urban	70	150
Forested Mountains	100	200
Any snow variant	+20	

*=*and even +30 auto-entrench and +60 max-entrench for armor*

7.2. OTHER MODIFIERS

7.2.1. STAFF AND GENERALS

The higher the XP of your staff and general in the HQs of the units involved in the battle, the higher your bonus will be. Bonus effects are diminished if HQ is out of range (HQ Power %) or if the staff and/or officer have more troops under command than they can handle. The Officer: Staff (O:S) ratio and the Staff : Troops (S:T) ratio signify this. If above or equal to 1 you have enough staff and an officer with enough command points.

Staff with 0 XP give a +25% to their troops. Each additional XP point gives an extra percentage point bonus. The maximum staff bonus is thus 125% at 100 XP points.

Normal generals don't give a combat bonus, but 1-star and 2-star generals do. The staff bonus is then increased by either 20% or 40%. For example, a German HQ with 40 XP Staff and a 2-star general get a 65% bonus by staff, but that figure is increased by 40% due to the excellent general commanding them, resulting in a total combat bonus of 91%.

This means that generals are limited by the quality of their staff. You can have an excellent general, but if he lacks the means to adequately command his forces it will not matter. However, an experienced staff combined with a good general gives outstanding results!

Officers in Army/Front command do not give combat bonuses to their staff when supporting battles of front-line units.

7.2.2. TERRAIN AND RIVER MODIFIERS

Terrain and rivers affect combat—for example, rivers penalize attackers and give bonuses to defenders.

7.2.3. EFFECTS OF READINESS & SUPPLY SITUATION

Having suboptimal supply consumption causes heavy battle penalties, and low readiness will have affect attackers more than defenders.

7.2.4. CONCENTRIC ATTACKS

Attacking from multiple sides yields bonuses; concentric attack is recalculated every time an attacking unit retreats or breaks off from combat.

To do a concentric attack, select units which surround the enemy unit when attacking. Units must belong to the same HQ (Corps/Army) to enjoy the full benefit of the concentric bonus.

7.2.5. DIVISIONAL COOPERATION

You receive bonuses for attacking with multiple assets from the same division or for having other divisional assets in the same hex or a hex directly next to the hex battled on.

7.2.6. RETREATING, PANICKING, SURRENDERING

If unit has low morale, it is possible that a unit will panic in combat; this will cause the unit to suffer potentially heavy losses while retreating. The morale percentage is equal to what a unit can take in losses before being prone to panic. If morale and readiness are both very low, part of the troops will surrender while retreating and/or panicking.

7.2.7. BREAKING

Units that have lost more than a certain percentage of their initial strength (integrity) will be prone to breaking. If a unit breaks, all its troops surrender. Breaking tests are performed only if a unit is attempting to retreat or is panicking.

7.2.8. EFFECTS OF EXPERIENCE

A unit with 100% experience will fight 4 times as well in battle as unit with 0% experience.

7.2.9. EFFECTS OF ENTRENCHMENT

The defender will get its entrenchment percentage as a bonus in combat.

7.2.10. STACKS AND STACKING

If you overstack, your troops will be more vulnerable and fight less well. You can overstack in defense as well as in attack. Overstacking makes attacks and defense stronger, at the cost of higher casualty rates. Stack points spent in a failed attack are saved for the next attack on the same hex.

Imagine all attacks in a round taking place at the same time. Stacking penalties are caused by overcrowding. If you attack a hex for a second time, you must imagine the attack went in nearly simultaneous to the previous one, and they are thus in each other's way.

Battlestack is the remembered points of your last attack. So if your first attack with 100 stack points and lose and decide to attack again with say 75 stack points it will count for stacking calculations as 175 stack points. You can try this in game and see a black box with white letters signifying the battlestack points on a hex.

- » The stack limit for air battle for attacker is 100 stack points. Attacking above this limit yields penalties.
- » The stack limit for artillery attack is 100. Attacking above this limit yields penalties.

The stack limit for defense is 100; for an attacker it is 100 for 2 sides of attack or less; for 3 sides of attack, 150; for 4 sides 200; for 5 sides of attack, 300; and for 6 sides of attack, 500.

Penalties due to overstacking are only imposed when a land troop type is attacked (and notably not when air attacks air), and the penalty is exponential rather than linear.

7.2.11. SURPRISE COMBAT

This occurs when you move a unit onto a hex containing an unseen enemy unit.

Surprise combat is limited to 2 rounds and gives the defender a bonus.

7.2.12. ARTILLERY ATTACK

If you initiated combat with a bombardment attack, it allows you to strike with your artillery units without fear of having to engage in hand-to-hand combat, although counter-battery fire might still cause some casualties. Artillery is only half as powerful when used as part of a direct land attack instead of in a bombardment attack.

7.2.13. AIRSTRIKE

This form of attack allows you to strike with aircraft only. It will do damage to fortifications, bridges and troops all in the same attack. Defending fighters that can intercept and are within range (half normal range) will do so if their readiness and standing order allow them to.

Shown here is the area near the northern Polish border and the city of Bromberg. It's worth 1 VP and I want to have II and XIX Corps of 4th Army try to capture it with minimal losses to my troops.

I could do an all-out assault and attack every Polish unit I see, but instead I'm going to save my men for later battles by trying to punch a hole through the Polish lines.

First I want to see what I'm up against.

This Polish unit is in a hex with a high recon value (>400) so I can see all the info about it.



For the next one, the recon value is only 199 so I don't have complete info on it.



COMBAT & GAMEPLAY

This last hex has a very low recon value, 14, so I can only see that something is here but not what it is.



I'll use my recon air unit to raise the recon value of the area around Bromberg.



After selecting the unit and clicking the recon button, small plane symbol, I get this view. All the grayed-out hexes are hexes this unit can reach. Since I'm zoomed all the way in, you can't see its full range. The small plane symbol you see are hexes that this unit can reach to try to intercept enemy air units in your opponent's turn.



Select a hex you want to know more about.



COMBAT & GAMEPLAY

Then click the check mark button to execute. Since there were no enemy air units to intercept or flak nearby, the flight went without incident.



Now I have full info on this unit and more info on nearby hexes. Also some more units have appeared. This is because the recon flight affects the recon value of more hexes than just the target hex.



Since the air unit still has some action points left, I'll fly some more recon missions to different hexes around Bromberg to see what else is around.



This is the result after I exhaust the APs of that recon unit. It's just a thin line of Polish troops between me and Bromberg where the local Polish group HQ is located.



I think I'll try to blast a hole in their line at this point. First I want to soften up this unit before I attack it with my infantry, using some nearby artillery, which has a range of 2 hexes. I think I'll use the 32nd Infantry Division's artillery regiment and a unit of 4th Army's artillery for this bombardment.

COMBAT & GAMEPLAY



To make the bombardment, select the target unit, click the bombard icon, small canon icon, then assign artillery units to the attack.

Notice the "Stack Points" in the yellow circle. This is a measure of the amount of ordinance targeting the hex. If you assign more than 100 points worth of artillery to any one attack, you will get diminishing returns and means that you've wasted some artillery better used elsewhere. This helps avoid huge stacks of artillery destroying whole divisions by themselves.



Click the Attack button to execute. You'll see this display as the attack takes place. Each attack has 10 rounds and the number at the top is the current round. Rounds proceed automatically until round 10 is complete or one side retreats.

The symbols in the center are still fighting, while those near the outside edge have withdrawn from this battle. The white dots are counts of each troop type. Red dots mean kills.



You'll see this at the end of an attack.



COMBAT & GAMEPLAY

If you select “Detail” you’ll get very detailed stats on how each troop performed in each round of this battle.



Now looking at the Polish unit you can see its effectiveness has dropped substantially, from 100 to 19, and its entrenchment has dropped from 23 to 0.



Now I'll attack the unit with some air power. It's very similar to an artillery attack. Select the target unit, then click the Air Strike icon, the small diving plane. To make it easy to select air units that might be quite some distance from your target, click the list button to select from a list of units in range of the target.

I'll select this unit, as it's proficient at destroying armor and I'd rather my infantry took on as few of those as possible.



This is the result of the attack. Not as good as I'd hoped but it did kill some more troops. This attack was less than it could have been because it's raining this turn (you get a message about the weather at the start of every turn) which reduces the effectiveness of all air attacks.



COMBAT & GAMEPLAY

OK, now for the infantry assault. I'll use this unit, the 1st Regiment of 32nd Inf. Div. Since it doesn't have to move, it will get all its APs to use during the attack.



But first I want to see if any of the HQ units of this formation have any way to help out with action cards. Looking at the counter for its direct command, II Corps HQ, it has no cards available. Same for the next level up, the 4th Army HQ. But Army Group North has this card, which could help raise the experience of all the 32nd Inf. Div. by 10 points. Experience increases the effectiveness of units, and is also gained from combat.



Clicking “Play Card” brings up this screen where you select the unit you want to affect. You can only play cards on units in the same chain of command. Selecting any part of 32nd Inf. Div. will affect the whole division.



Now we see the unit's effectiveness has increased.



To make the attack, select the target unit again, click the Land Attack button and then select all the adjacent units you want to attack with. Again, stack points limit the amount of effective fighting forces in this attack. If you have more than the number on the right, you will still do more damage but you will take many more casualties yourself. The maximum stack value increases for each hexside above 2 that you attack

COMBAT & GAMEPLAY

across. So for 1 or 2 hexsides, it's 100; 3 hexsides it's 150; 4 is 200; 5 is 250 and 6 is 300. This simulates the congestion on the battlefield. Also notice the Concentric Bonus for attacking from more than 1 hexside and the Division Bonus for having more than 1 part of a division adjacent to the target hex - it doesn't have to be involved in the combat just next to the target.



Click the attack button to see the results. You can see here that I caused the Polish unit to retreat, and also available are the losses that we both suffered. Note that instead of dots, there are now numbers under each icon. You can change back and forth by going to the Prefs tab at the top of the main screen and selecting "Combat Numbers."



Here you can see that the Polish unit has retreated directly away from my attack. Use this to predict retreat paths! I can now select my attacking unit and advance into the vacated hex. This costs no APs since the cost was paid to make the attack. The small red arrows show hexes that the selected unit has enough APs left to move and attack. The gray hexes show possible moves based on available APs.

You can also see in the unit info area that its integrity and readiness have dropped a little since it took some losses in battle and its moral and experience went up a little since it won the battle. All of these affect how it will fight in later combats. If allowed to rest (not move or fight), it will recover its readiness.



So I occupy the hex. Notice on the very top line is some info about the hex. Most interesting right now is the AP penalty for this hex. Because it started the turn in enemy hands it cost 5 extra APs to move into and because a battle was fought here, there is an additional penalty of 6 APs. The larger the battle, the larger the penalty.



COMBAT & GAMEPLAY

Now I can exploit the hole with my armor. Panzer Lehr moves first.



Next, 3rd Panzer Div. will spread out through the gap. You can see that I gain control of some hexes that I haven't entered. This is because each unit exerts a ZoC, Zone of Control, and if my ZoC value on a hex is 4x the enemy's value, I get control. Enemy ZoCs also make it more expensive, in APs, to enter hexes.



Then I move my motorized units to help keep the gap open. This is only one way to conduct an attack. There are many more. Good luck, and have fun discovering your own system!



9. LEADERS AND HEADQUARTERS

Every HQ, regardless of size, should have a commanding officer. These officers, depending on their skill and experience, do not always have a beneficial effect on the troops under their command, but most officers always add at least a few extra options to the player.



9.1. HOW HQ POWER WORKS

When you select a unit, you can see the HQ Power percentage its HQ has over it. Ideally it should be 100%, but if the distance between the subordinate unit and HQ becomes too far, the percentage will drop, eventually to 0. The HQ Power influences the effect

the commander and staff bonuses have on the unit. If the unit has, for example, only 20% HQ Power over it, then it means you will only get 20% of the staff and commander bonus. Always make sure your frontline units have as high a HQ Power % as possible. Furthermore, HQ Power modifies the result of almost all Corps/Army (Sov) level officer action cards and all Army/Front (Sov) level action cards that have impact on front-line units of a Corps HQ.

9.2. THE DIFFERENT LEVELS OF COMMAND

Except for High Command (OKH/Stavka/Tiblisi HQ) there are two levels of command: Army and Corps command for the Germans and Front and Army command for the Soviets; the German terminology is referred to in this section. Corps level command is concerned with supporting and leading frontline units and Army level command is concerned with organizational issues.

Try to put officers in Army level command that have high organizational skills and officers in Corps level that are good on offense or defense. This is because the action cards available to officers at Army level always factor in organizational skill. Furthermore, the combat and morale bonus of an officer is only effective when the officer is in a Corps command – this is because the officer himself is not considered to be managing combat operations, but to be busy with liaison work and leadership of corps-level HQs subordinate to the Army. The staff bonus of any HQ, however, always stays in effect. So there is nothing wrong with having a few units under Army command at the front line now and then.

9.3. THE OFFICER POOL

The officer pool allows you to replace an officer in any of your HQs, although you cannot change the general in command of a High Command HQ like OKH or Stavka.

You can only appoint officers that are of the same originating country as the HQ units you want to appoint them to; for example, only Romanian generals can be set to command a Romanian Army HQ.

Some officers have a political cost associated with them to remove them from their current command. Friederich Paulus, for example, is very popular and cannot be easily removed; despite his mediocre command qualities, political realities give him a lot of clout, thus make removing him costly.

Some officers have a political cost associated with appointing them (as opposed to removing them) because they are either not very popular, have low political clout or support or because they are in high esteem by high command and are employed elsewhere. For example, Erwin Rommel might become available to the Axis player, but at a very high cost in political points to get him actually appointed since it would mean getting him out of Africa.

9.4. OFFICER ABILITIES

Command: Determines the amount of command points the officer gains each round. Command points are necessary to play officer cards. This is the most vital statistic you should keep an eye on. A high value means you can let the officer play a card often, a low value means the officer will almost never be able to make a difference.

Audacity: Determines the effect of offensive action cards.

Determination: Determines effect of defensive action cards.

Charisma: Determines effect of morale action cards.

Intuition: Determines the effect of recon action cards.

Organization: Determines the effect of action cards played by officers in army or high command HQs. Officers with high organization skills can best be appointed to higher HQs.

9.5. OFFICER STATISTICS

Political points: Determines cost of removing them from, or appointing them to, command positions in HQs. Keep in mind a Political Point value of an officer can also make you pay PP to remove (when negative PP stat) or add units (when positive PP rate) to his command.

Georgi Konstantinovich Zhukov



COM = +20%

STAFF = 2000

MOR = +20%

POL = -9999

Tactical deck cards:









Strategic deck cards:




						
18	3	82	76	62	60	75

As a poor boy was conscripted into the army of the Tsar. He fought well and got promoted to NCO before he switched allegiance to the Red Army. During the civil war he also fought under Budenny and got to meet and befriend Stalin early on. His star slowly rose during the interbellum but got a big boost when under his leadership the Japanese were defeated in the battle of Khalkin Gol. After this victory he commanded a large number of fronts. When Operation Barbarossa was unleashed Zhukov acted as a fire brigade taking over front commands at the most crucial times. From 1942 onwards he served mostly as a Stavka representative, but sometimes till took over front command when the situation demanded it. Zhukov was a very strong leader, skilled general in defense and offense, excellent organizer and very ambitious man who enjoyed a healthy dose of good luck and the full support of Stalin.

Staff points: Determines the amount of staff points to which they can provide leadership. Keep in mind that this is not that relevant for Army HQs unless that HQ has been assigned to directly command many frontline units.

Morale Modifier: Determines the bonus the officer gives to the staff's morale restoration bonus.

Combat Modifier: Determines the bonus the officer gives to the staff's combat modifier for troops fighting under their command.

9.6. LOW-LEVEL OFFICER CARDS

The following action cards are always available to officers commanding German or Axis minor corps or a Soviet Armies.

Attack [select unit]

Gives a unit an offensive-combat bonus dependent on Audacity score of the commander. Modified with HQ power % on unit.

Hold [select unit]

Gives a unit a defensive-combat bonus dependent on the Determination score of the commander.

Speed [select unit]

Gives a unit an action-point bonus dependent on the Audacity score of the commander.

Entrench [select unit]

Gives a unit extra entrenchment points, based on the Determination score of the commander.

Courage [select unit]

Gives a unit extra morale points based on the Charisma score of the commander.

Recon [select unit]

Gives each unit under command extra recon points based on the Intuition score of the commander.

Cavalry [select unit] (s)

Officer prepares a cavalry charge; gives all cavalry an offensive bonus dependent on the Audacity score of the commander.

Initiative [select unit]

Officer makes sure a unit takes the initiative. Gives the unit an offensive-combat bonus and a speed improvement in extra action points based on the Initiative score of the officer.

Care for Troops [select unit]

Gives a unit extra morale points and readiness points, based on the Charisma score of the officer.

Emergency Supplies [select unit] (s)

Gives a unit extra supply points which will be divided if the unit consists of multiple subunits; the amount of supply points depends on the Charisma score of the officer.

Forced March [select unit]

Gives artillery, horse and foot movement types extra action points at the cost of losing 75% offensive and 50% defensive power; the amount of extra points is based on the Determination score of the officer.

Exercising [select unit]

Improves experience of a normal non-HQ unit (as opposed to the personnel card that army HQ officers possess). Unit will get a defensive penalty due to the training exercises.

Bombardment [select unit]

The offensive value of all guns in this unit is increased; the increase is based on the Intuition score of the officer.

Fortify [select hex] (s)

You can select a hex within a certain range (dependent on the Organization score of the officer) and build a fortification there. Keep in mind fortifications can only be built on Plains, not on other type of hex. A fortification improves auto and maximum entrenchment of any of your troops in the hex and thus makes it harder to capture by the enemy. Fortifications can be destroyed.

Discipline [select unit]

Restore order and morale by instilling fear. In practice this means a loss of experience points but an increase in morale points.

Tank Drive [select unit]

Improve the offensive capabilities of selected mechanized or armored troops, based on the Audacity score of the officer.

Field Promotions [select unit] (g)

A card that's very similar to Exercising but it does not give a defensive penalty. You are awarded experience points based on the Intuition score of the officer.

Hedgehogs [select unit] (g)

Gives you a defensive bonus in exchange for a loss in offensive power and readiness. Keep in mind that this action works better if the unit has plenty of action points available – ideally all 100 action points.

9.7. HIGH-LEVEL OFFICER CARDS

The following action cards are always available to officers commanding German/Axis minor armies, Soviet fronts, or higher HQs. Keep in mind that the effect on that HQ's units is still dependent on its HQ Power score; see Section 8.1 for more.

Personnel [select hq]

Gives an HQ extra experience points based on the Organization ability of the commander. Getting the experience of your staff up is a big boost in combat!

Visit Front [select hq]

Gives morale points based on the Charisma and Organization scores of the commander. This affects all the subordinate units of the selected HQ.

Lead From the Front [select hq]

Gives an offensive bonus based on the Audacity and Organization scores of the commander. This affects all the subordinate units of the selected HQ.

Gamble [select hq]

You have chance to give a large offensive bonus to all the subordinate units of the HQ you have visited. However if the chance does not materialize it will result in negative modifiers for all these subordinate units. The Intuition and Organization scores influence the amount of bonus/penalty and the chance of a successful gamble.

Emergency Unit

You will recruit emergency unit(s) based on your Organization ability. Any recruited units will appear at your HQ's hex.

Stavka [select hq] (s)

All troops of the visited HQ will receive special Stavka attention, resulting in the addition of morale points and readiness points for all.

Freedom of Action [select hq] (g)

All troops of the visited HQ will receive an offensive and defensive bonus as well as extra AP, depending on the Organization ability of the commander.

Total Commitment [select hq] (g)

Makes sure all troops are led by committed officers. Increases morale (loyalty) at the cost of losing some experience.

9.8. SOVIET "OUT OF DEPTH" OFFICER RULE

Every turn there is a chance that a Soviet general with an organisation skill of 40 or lower leading a front, or a Soviet general with an organisation skill of 30 or lower leading an army will be "out of his depth," or in over his head. When an officer is out of his depth, it results in all troops under his command receiving a 25% penalty to offensive and defensive operations to reflect the poor state of the HQ and its leadership.

9.9. HIGH COMMAND HQ UNITS

There are two special high command units (OKH and Stavka) in each scenario and a third (Tiblisi) can be created by a Soviet action card.



- » The High Command Units cannot move.
- » The High Command Units will be destroyed upon a forced retreat.
- » When German OKH is destroyed, a new one will be created in Kiev; if Kiev is occupied by Soviets it will be created in Odessa; if Odessa is also occupied by the Soviets Germany will immediately lose the game.
- » When Stavka is destroyed, a new Stavka will be created in Saratov; if Saratov is occupied by the Germans, it will be created in Uralsk; if Uralsk is occupied as well, the Soviets will immediately lose the game.
- » If the Tiblisi High Command HQ is destroyed, no new one will be generated.
- » If the Tiblisi High Command unit is subordinated to Stavka it means the extra supply will arrive at Stavka instead of Tiblisi. The advantage of subordinating is that replacements can flow into the chain of command of the Tiblisi command unit, the disadvantage is that no supplies will be stocked up since they will arrive at Stavka.
- » The amount of Supply given at Tiblisi is always 10% of the supply given at Stavka.

10. ZONES OF CONTROL

ZOC is short for zone of control. It simulates the fact that elements of units also can operate outside the hex where they are located. Each unit has ZOC points proportional to its size. If you have more than 4 times as many ZOC points on an enemy hex as your enemy, and the enemy has no units in said hex, the hex will become yours.

11. MORALE

Troop morale determines what losses the unit can take before retreating. As a rule of thumb, the morale percentage is equal to the percentage of losses a unit can take. Panic is never certain, and even low morale troops can sometimes hold out while taking severe losses.

11.1. MORALE CHANGES

Troops lose morale if they retreat or panic. If they retreat in an orderly fashion, they lose half their retreat percentage. If they panic, they lose at least half their morale. Troops gain 10-20% morale by successfully taking an enemy hex. They gain more if combat takes longer. Troops lose 5-10% morale for taking a hit in damage.

11.2. MORALE RECOVERY

Staff and Generals in the HQ of the unit will attempt to raise morale if it is below normal. Normal morale is the soldiers' morale multiplied by your regime's base morale. If it is below that, the morale will increase by 5% of normal morale per turn, with possible bonuses for staff XP and generals with stars. This bonus can be negatively modified if the unit is not in full range of HQ, or if the unit's readiness is not 100%. Soviet Guards units recover morale at a faster rate than their counterparts; see Section 19.4 for more.

12. RECONNAISSANCE

All your units exert reconnaissance points up to 4 hexes away. If your recon is high enough, you can see enemy units. There are 3 levels of recon: if you have up to 100 points of recon on a hex, you only get the information that a unit is there, but no information on its composition; if you have up to 250 points of recon, you get information about its composition but will not be sure about the exact troop quantities. If you have 750 points of recon, you will know exactly what is in the hex.

Unit recon points are based on their troop types and quantities.

12.1. AIR RECON

Air recon can only be done 1 unit at a time (in contrast to airstrike in which you can attack with multiple units) to emphasise the fact you need air superiority to do proper air recon.

Air recon missions place their recon points on the reconned hex in question just like a normal land unit exerts its recon on a land hex. Air recon exerted can be limited in effect by enemy aircraft intercepting or flak guns.

12.2. HOW TO DO AIR RECON



Select a friendly air unit and click the air recon button. You now see all hexes within range highlighted (also you see all hexes that are within intercept range with a symbol on them). Click on a target of choice and the recon mission will begin. Forests and urban landscapes provide cover, and therefore require you to have more recon points to get the same recon level.

13. EXPERIENCE

Experience is an important combat factor and can be built up automatically by (relatively) green troops and earned by all troops in combat.

13.1. TRAINING

Free experience can be earned by green troops that have less than 30 (Soviet) or 40 (German or Axis minor) experience points. They will get max 1 free experience points per turn. This should be considered the result of basic training and emerging unit cohesion.

13.2. COMBAT EXPERIENCE

By engaging in combat, a unit's experience will grow, and the staff commanding these troops will earn experience as well. Keep in mind that having experienced staff in an HQ is even more important than having a good general in command. Keep in mind the higher the unit's experience, the slower it will grow; in other words, greener troops gain experience quicker than veterans.

14. BRIDGE BUILDING AND BLOWING

Bridges are vital because they make it possible for units to quickly cross a river and for supply to flow freely. A river without bridges is a major handicap for any supply

network. See movement costs for supply-movement costs for crossing rivers; these costs are not counted if a bridge is present.

14.1. BLOWING A BRIDGE

Any unit can attempt to blow a bridge. Such an attempt costs 50 AP and a fully fit unit can try 2 times. Normal units score a random number usually between 0 and 500 detonation points, and engineers score somewhere between 0 and 1,500. A bridge over a minor river has random number between 0 and 500 defense points; over a medium river, a random number between 0 and 1,000 defense points; over a major river, between 0 and 1,500 defense points, and over the Volga, a random number between 0 and 2,000 defense points. If the detonation points in a blow bridge attempt are higher than the defense points of the bridge, then the attempt was successful and the bridge is blown.

14.2. HOW TO BLOW A BRIDGE



To blow a bridge, click on a unit next to a bridge, then the “blow bridge” button. You will then have to select the bridge’s hex on the map and the bridge will be blown.

14.3. REPAIRING A BRIDGE

Only engineers can attempt to repair a blown bridge. It is only possible to repair an existing bridge, not to make a new one. To repair a bridge over a minor river engineers need at least 50 Engineering Points (EP); for a bridge over a medium river, 100 EP; for a bridge over a major river like the Don, at least 150 EP; for a bridge over the Volga, 200 EP. An engineer unit loses all its EP if it moves. This ensures that engineers cannot repair a bridge in the same turn as they arrive there.

Imagine EP to be a model of the work that engineers could have accomplished on or around a hex. If they move out of their old hex and onto a new hex they have to start their work from scratch again.



Damaged engineer units may have to wait 1 or more rounds in order to collect enough EP to repair a bridge. To repair a bridge, click on an engineer next to a blown bridge, and, if the engineer has enough engineer points, click the “repair” button, and then the appropriate hex on the map.

15. LOADING AND UNLOADING UNITS FROM NAVAL TRANSPORT

When a unit is loaded on board of a transport, it still has all its action points; the same is true when the unit starts its turn already out at sea. However, when the naval unit moves, all its passengers lose their action points. Having no action points means the passenger cannot disembark except inside a friendly port hex. The consequence of this rule is that when attempting amphibious operations you'll have to end the turn with your transport units on the enemy coastline, let your enemy play its turn, and then unload the transports. This is quite hazardous because if the enemy notices your transports, he will attempt of course to take them out using airstrikes and/or naval action. Naval operations will, on both sides, probably be limited in Case Blue, just as was the case historically. Furthermore, loading a unit from outside a port hex (as will happen in some evacuation circumstances) reduces the AP of the transport ship to zero. This gives the same hazardous effect as discussed above with making amphibious invasions.

Tip: Keep some capital ships with your transports since they have flak, and thus can provide some protection against enemy airstrikes.

16. SUPPLY

Supplies must flow to the units on the front or else those units will run out of fighting power and be easily destroyed.

16.1. SUPPLY ARRIVAL

Supplies arrive at specific hexes that differ in each scenario. For example, Soviet supplies arrive at Saratov; supplies are actually taken in by the highest HQ in supply range of the arrival hex. For all practical purposes, in most cases your supply should arrive at either OKH or Stavka.

16.2. SUPPLY FLOW

Supply flows from Supreme HQs (OKH, Stavka, etc.) to lower HQs and normal units. Supply can only flow from its source HQ to a final destination unit within 250 action points of the original source. This is different from DC 1, where supply was routed through all HQs in the chain of command. In DC2 supply flows directly from High Command to all units. This was done to improve the speed of supply-system calculations and keep the supply system the same as the replacement troops system.

See the Section 4.1 for supply movement costs through different terrain and across rivers.

If the distance from the original source to the target unit is more than 100 AP, only a part of the requested supplies can be delivered. If more than 100, only 75% will arrive; if more than 150, only 50% will arrive; if more than 200 only 25% will arrive.

16.3. SUPPLY REQUESTS

Any unit will always try to have its maximum amount of supplies in store. To accomplish this, a unit will request the amount of supplies it is missing and what it will need to spend to keep or restore readiness. It is possible to diminish the supply request of a HQ or a unit from 100% to 50%.

16.4. SUPPLY DELIVERY

HQs will attempt to deliver all the supplies requested. But if there are fewer supplies present than requested, they will only deliver what they can. While being delivered, supplies can be lost to enemy anti-supply.

16.5. SUPPLY CONSUMPTION

After supplies have been delivered over the supply network, all units consume supply in order to keep or raise readiness. Troops consume 50% their supply requirements to not lose readiness. Troops consume up to 100% supply requirements to gain the first 10 points of readiness. Troops consume up to 150% their supply requirements to gain the maximum of 30 points.

16.6. SUPPLY VIA AIR

When you have clicked the Air Supply button you will attempt to do an air supply mission. You will be asked to select a target hex for the supply. Once you have done so, the operation will begin. Keep in mind the transport aircraft have to be attached to a HQ that has enough excess supply points available. It's best to attach (set as HQ) your transport aircraft to your High Command unit (OKH or Stavka). Just as with airlifts, and paradrops, air supply can be intercepted by enemy fighters and flak.

16.7. HOW TO DO A SUPPLY OVERLAY

Select an HQ unit. The supply overlay order button will now become clickable. After clicking it you see a colored layer rendered over the map indicating the reach of supply flowing from the selected HQ. Click a hex to see how many AP it will cost the supply to travel from its source to the selected hex. The hex with the HQ might have higher AP than 0 because the supply already used a certain amount of AP to get from its source to the selected HQ.

16.8. ANTI-SUPPLY POINTS



Armed ships, subs and aircraft exert anti-supply points on sea hexes in a certain radius of their location. These points can damage enemy supply flowing through that sea hex and replacement troops being transported through that hex as well. Air only exerts anti-supply points when its readiness is equal or above its intercept setting.

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16.9. STOCKPILING

To better simulate the effect of the need to prepare for offensives, stockpiling has been introduced in DC 2. Only artillery and ships (with shore bombardment) use this rule. Basically it means you'll need a number of rounds after firing your artillery before it can be used at full effect again; this simulates the logistical effort to create new ammo dumps for the artillery.

After firing a 10-combat-round barrage, artillery units are usually depleted. Having no stockpile or an inadequate stockpile (of ammo) means that they are much less effective.

Artillery stocks, when full, allow for maximum effect of artillery. When stocks are depleted, artillery effectiveness is only 25% of what it would otherwise be. Make sure that you spend your ammo stockpile at the crucial moment! Also, if its stockpile is depleted, artillery does not do structural damage.

Since clusters of units in poor supply (like in a pocket) need every supply point available for immediate consumption and do not want to them to go to replenish stockpiles, you can manually prevent this from happening by setting a unit's supply request to 50%. When you do so, stockpiles will not be increased.

16.10. LOGISTICAL CENTERS

Big urban centers act as organisational hubs in this game. Bigger towns are presumed to have the infrastructure, rail hubs, storage facilities, housing, communication lines and nodes, and educated civilian population to give a huge boost to the logistical efforts of your side.

16.10.1. LOGISTICAL BONUS

Minor towns give a 10 supply movement AP bonus, medium towns give a 20 supply movement AP bonus and a major town gives a 50 supply movement AP bonus.

16.10.2. LOSS OF LOGISTICAL CENTERS

When a town changes hand its structural points (and thus its ability to give the logistical bonus explained above) are reduced to 0. It will need 5 – 10 turns to recuperate and be fully effective again as a logistical center.

17. WEATHER AND SEASONS

Rain, snow and mud influence your movement speeds, combat capabilities and logistical network. Aircraft never suffer penalties from any weather or seasonal state because the 2-day turns allow enough space to find clear periods to perform combat missions.

17.1. SNOW

Temperatures can drop below zero and snow can start falling as early as late October. It transforms the landscape to the advantage of the defender as snow gives more cover opportunities.

17.2. RASPUTITSA

A rasputitsa occurs when the temperatures rise again around end of March, melting the snow and frozen ground and causing a muddy quagmire. It is possible to have small rasputitsas at the start of winter as well, but not very likely. It can take up to 3 weeks for the mud to clear after the winter months.

17.3. HEAVY PRECIPITATION

There is a 25% chance every round a major rain or snow event; the effect of this on regular summer landscape is that it will turn the landscape to mud. Rain causes air units to suffer an AP loss and decreased combat efficiency.

17.4. EFFECTS OF A MUD HEX

Mud hexes slow down motorized and mechanized movement as well as the movement type used for supply. Units that are in low supply in a non-mud turn, might well be out of supply in mud turn. See the Landscape Movement Costs table (Section 4.1) to compare the differences.

17.5. EFFECTS OF A SNOW HEX

Snow hexes increase auto and maximum entrenchment, which benefits defending artillery and infantry units most.

18. OIL

Oil is expended when your vehicles, tanks, ships or aircraft move or do battle.

Oil is expended by tanks and aircraft at a rate of 0.4 oil points per 10 AP moved per tank; 0.4 oil per combat round if attacking and 0.2 oil per combat round if defending. Halftracks expend half that. Exception are trucks that do not use any fuel at all in combat rounds and use 0.04 oil per 10 AP moved. Ships depending on size use 1 – 16 oil per 10 AP moved and for each combat round.

18.1. OIL RESERVES AND OFF-MAP PRODUCTION

At the start of all scenarios, each side has some oil reserves. Newly produced oil is added to these reserves at the start of every turn.

Germany gets oil points every round from off-map production from mainly Germany and Romania; the Soviets get no off-map production.

18.2. ON-MAP PRODUCTION

There are 11 oil wells on the map; most are near Baku. Each oil well produces oil points. These points are delivered only if the oil well is in a green supply zone (100 AP or fewer from OKH or Stavka to the oil-well hex).



18.3. OIL WELL DEMOLITION

If an oil well changes ownership it will be considered to have been destroyed by the other side before being given up. It takes anywhere from 8-18 turns for an oil well to return to operation again.

19. RAIL

The German 'bahn' uses a different rail width than the Soviet rail. So after enemy rail has been conquered by either side the rail needs to be adjusted by rail work crews. This process takes time. After conquering a rail hex, it has to be held by a respective side for 4 turns before it can be used by rail of that side. This can have consequences on the supply situation in fast-moving offensives.

In general, keep in mind that rail is more efficient than roads for your supply network, and long stretches of road can cause problems – especially when there is mud or rain.

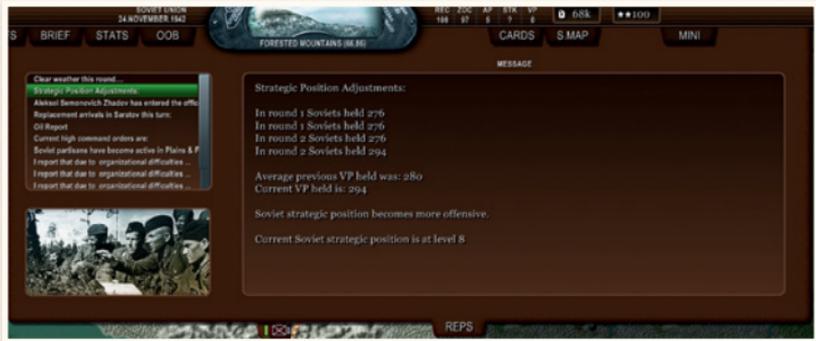
20. CAMPAIGN RULES

20.1. PRESTIGE

The prestige score value determines the number of Political Points the player gets at the start of each round. Political Points allow you to request extra replacements and influence High Command decisions. Furthermore, you can lose the game if your prestige drops to 0 points (if the Dismissal variant is active).

20.1.1. STRATEGIC POSITION

The strategic position can vary between a score of 1 and 10. If the strategic position of a side is 5 or higher it means that side is on the offensive. If the score is 4 or lower it means that side is on the defensive. At the start of every round the number of VP held at



that moment is compared with the number of VPs held at the start of the previous 5 rounds. If current VP held is 3 or more points higher than the average the strategic position has a chance to be increased by 1. If current VP held is 3 or more points lower than the average then the strategic position has a chance to be decreased by 1.

20.2. HIGH COMMAND RULES

The High Command rules are crucial to adequately model the fighting in southern Russia in 1942 since for a large part it was the German high commands constant meddling, high ambitions and the ordering of a double drive on Stalingrad and the Caucasus that caused the German offensive to overextend itself.

Unreasonable High Command orders can also be extremely frustrating (as von Manstein and many German generals would have attested at the time) so the rules can be disabled in scenario setup.

20.2.1. DISMISSAL

When your prestige score drops to 0 due to continued failure in executing the orders of the High Command, and you stick to that level for longer than 3 rounds you will be dismissed. Dismissal means you lose the game and your opponent wins.

The Dismissal rule can be disabled in scenario setup; when disabled, prestige can stay at 0 points without consequences.

20.2.2. MINOR ORDERS

High command can issue a maximum of 1 new minor order at the start of every turn as long as the total number of minor orders is less than 4. Chance that a new minor order is given is about 25%. Minor orders come in two varieties. Defensive orders are issued when the strategic position is defensive and offensive orders are issued when the strategic position is offensive.

Each order will ask you to take or hold a town. Each order comes with a deadline. In the case of a defensive order you must hold the town until that date, in the case of an offensive order you must have conquered the town by that date. The prestige value of each order varies between 1-3 prestige points.

20.2.3. GERMAN MAJOR ORDERS

Major orders issued by the high command are scripted. This is opposed to minor orders that are issued differently in every scenario. Also major orders are worth more prestige and usually allow you for more time to execute them.

On June 5th orders will be issued to take Voronezh, Millerovo and Rostov. When you start the game in end of June 1942 you will start with these major orders (the initial Case Blue orders) as well.

- » Upon capture of Millerovo or Rostov, orders will be issued to capture Stalingrad, unless the avoid Stalingrad card has been played.
- » Upon capture of Rostov, orders will be issued to capture Krasnodar
- » Upon capturing Krasnodar, orders will be issued to take Grozny and Poti, unless the avoid Poti card has been played.
- » Upon capture of Grozny, orders will be issued to take Baku and Astrakhan, unless the avoid Astrakhan card has been played.
- » Upon capture of Stalingrad, orders will be issued to take Astrakhan unless the avoid Astrakhan card has been played.
- » If you failed to take Stalingrad, or lost it, and as long as OKH considers itself to be on the offensive and holds either Millerovo or Rostov, and the avoid Stalingrad card has not been played, it will re-issue orders to take Stalingrad.

- » If you failed to take Poti, or lost it, and as long as the German high command considers itself to be on the offensive and holds Krasnodar, and the avoid Poti card has not been played, OKH will re-issue orders to take Poti.
- » If you failed to take Astrakhan, or lost it, and as long as the German high command considers itself to be on the offensive and holds either Stalingrad or Grozny, and the avoid Stalingrad card has not been played, OKH will re-issue orders to take Stalingrad.
- » Once Stalingrad, Poti or Astrakhan have been taken and their respective avoid action cards have not been played, High Command will order you to hold them indefinitely.
- » When you start the game in May 1942 you will start with a major order to take Kerch and Sevastopol.

20.2.4. SPECIAL RULE: GERMAN OVEROPTIMISM

OKH will ignore the actual strategic situation until the end of August 1942 and always consider itself to be on the offensive until then. This is because the immense amount of optimism (or underestimation of the Soviets, if you like) that went into the planning of Case Blue.

20.2.5. SOVIET INITIAL MAJOR ORDERS

When you start the game in May 1942 you will start with a major order to take Kharkov. When you start the game in November 1942 as the Soviets, you will always begin with a major order to retake Stalingrad.

20.2.6. 'NO STEP BACK' ORDER

When a side reaches strategic level 1 then that side's high command will issue a 'no step back' order. The No Step Back order causes losses of 1 prestige if, at start of a turn, a side has 1-4 less VP points fewer than in the previous turn. It will cause a 2 Prestige-Point loss if side has 5-9 VP points less, 3 Prestige-Point loss if side has 10-14 VP points less, etc.

20.2.7. ORDER COMPLETION

When the deadline of an order is reached (or in case of an offensive order a town has been taken before the deadline) and the order has been completed, your prestige will then be increased.

When you lose a town that a defensive order instructed you to hold, or when the deadline expires for an offensive order that you failed to execute, you will have disappointed the high command and your prestige will be decreased.

20.2.8. REGIME CARDS RELATED TO HIGH COMMAND

There are a number of cards you play to influence High Command and/or use your prestige and political points. The cards are well described within the game, and you can find them in the cards tab in the High command category.

20.3. AXIS MINOR NATIONS



The German order of battle contains significant amount of allied non-German troops. Not all are modelled in this game but the major ones are: Romanians, Hungarians and Italians. Though these troops are usually weaker than regular German forces you'll need them if you want to keep your whole frontline occupied.

20.3.1. AXIS MINOR SPIRITS

Each Axis Minor country (Romania, Hungary and Italy) has its own spirits level. The spirits score can be anywhere between 0% and 100%.

The morale of the Axis minor troops is equal to $25 + (\text{respective spirits score}/4)$.

The amount of replacements sent from each Axis minor country is depended on spirit score.

Initial spirit scores for all Axis minor countries in May 1942 is 50%.

20.3.2. CHANGES TO AXIS MINOR SPIRITS

Every round that Germany's strategic position is on the offensive, all Axis minor spirits increase with 2%.

Every percentage point of casualties that a specific Axis minor country suffers on the front causes an equal percentage to be deducted from its spirits.

20.3.3. AXIS MINOR COLLAPSE

When the spirit level of a specific Axis minor country reaches 0, it will collapse. Upon collapse, all its troops will be removed from the map and no further replacements or reinforcements will arrive.

20.3.4. AXIS MINOR DEMANDS

The higher the spirit level of an Axis minor country, the more it overestimates its abilities. If spirit level is 60% or higher an Axis minor country demands it has 66% of its troops under its own direct command. If spirit level is 80% or higher, an Axis minor country will also demand it has 66% of its troops under own army HQ's direct command. Failure to comply with these demands will result in political damage; the high command will not be pleased with that and diminish your prestige accordingly.

20.4. GUARDS UNITS (SOVIETS ONLY)



Guard status can be assigned to Soviet units. Guard status is mostly an honorific that inspires greater enthusiasm in the troops of the unit. Small changes in OOBs are historical, but have not been modelled due to the fact that they are mostly very minor in nature.

20.4.1. PROMOTION TO GUARD UNIT

If a Soviet unit has more than 45 experience points it will automatically be promoted to Guards status.

Not all Soviet formation models can get promoted to Guard status. The following will never be promoted: Separate Tank Bat, Separate Tank Bat (b), Assault Gun Regiment, Tank Destroyer Brigade, Fortified Region, Anti-Tank Group, AA Group, Mortar Group, Artillery Group, Partisan Group, Militia Group, Engineer Group, Motorized Engineer Group, Marine Rifle Brigade, all HQs, all air formations and all naval formations.

As the history buff will note, some type of formations that historically received Guards upgrades have not been included because of gameplay and simplicity of design.

20.4.2. GUARD STATUS ADVANTAGE

The advantage of Guards status is that morale will increase at 1 extra point per round on top of the normal rules, up to 90 morale points.

20.5. COMMAND AND CONTROL

Command and control is a score that ranges between 0 and 100, and illustrates the effectiveness of a headquarters unit to control and advise the units under it through the chain of command.

Due to exceptional training and doctrine, Germany always has 100% command and control.

The Soviet Union has only 70% command and control at the start of the game in May 1942; this reflects a combination of factors including poor equipment, lack of officer training, experience, and overall Red Army operational doctrine. This number will gradually rise during the course of the campaign (the Red Army will add 1% to its command and control score every turn until it also reaches 100%) to reflect newfound levels of experience and an overall sharpening of doctrine within the Soviet command hierarchy.

20.5.1. COMMAND AND CONTROL EFFECTS

If command and control is below 100%, each Soviet HQ has a percentage chance (100 minus that HQ's C&C score) that it will suffer command and control problems. If it suffers such problems all its units (except any HQs) will lose 20-70% of their action points.

Soviet Air HQs and their units each have a chance to suffer command and control problems as well. When they do they suffer 20-70% loss of action points as well as readiness points.

Soviet naval units never suffer command and control problems.

20.6. COSSACKS

Krasnodar, Armavir, Pyatigorsk, Mozdok, Ordzhonikidze, Grozny, Makhach-Kala, and Astrakhan are considered local Cossack and Caucasus-people centers. All these towns give the Germans a 5% chance per round to receive a Cossack reinforcement unit (other ethnicities have been abstracted into "cossacks" as well).

20.7. PARTISANS

Partisan activity in the Ukraine at the time of this game was never very heavy, especially when compared to the central and northern Russian Front areas. However, there is a 20% chance per round that the Soviets will receive a partisan unit on a random German hex.



20.8. MILITIA

In emergencies, the Soviet authorities sometimes managed to effectively recruit and organize the local industrial workforce into militia units. Any major, minor or medium city that has the German aggressor within 2 hexes has a 15% chance of raising a militia unit. A maximum of 2 militia units can be raised by any town (except for Rostov, which starts with an existing militia unit due to the extensive fighting there in the period before our game).

20.9. REINFORCEMENT UNITS

New reinforcement units will become available during scenarios. The Soviets will get more than the Germans, but still: both get quite a few fresh new units over time. When reinforcements are ready to arrive, an action card will be given to the player that can be used to place the unit on any major town.

See the Reinforcements and Replacements PDFs in your install directory for exact arrival dates.

20.10. REPLACEMENT TROOPS

Replacements are troops and equipment that arrive in a constant trickle and that are used to get existing formations back to their ordered model strength. They are not to be confused with reinforcement units which are full new formations that arrive at the front.

Keep in mind that the replacements that arrive every round are the base replacements; players can get extra replacements by playing action cards.

Observe that in the build-up for Case Blue, Germany has a particularly high replacement rate. After this initial build up, however, OKH cannot spare as many troops. In 1943, the number of replacements slowly rises again.

For the Soviets, the replacement rate is quite low (though still on par with the initial German replacement rate) in the initial months, but starts ramping up beginning in September 1942 before slowing down eventually a bit again in 1943.

Note that Romanian, Italian and Hungarian replacements only arrive if their national spirits score is 75% or more.

See the Reinforcements and Replacements PDF in your install directory for exact numbers.

20.11. NOTES ON THE SOVIET AIR FORCE

Not only do Soviet air units begin most scenarios severely underequipped in terms of available aircraft, their experience is lacking due to inadequate training as well.

Furthermore, the Soviet Air Force has structural, technical, and command issues that further hinder its ability to fight: it is more vulnerable to airfield attacks and has a seriously diminished chance to intercept enemy air attacks.

However, when you can build up the experience of your air units and pick your battles, the Soviet Air Force can eventually beat the Luftwaffe ... there is nothing wrong with the aircraft the Soviets are flying!

20.12. VICTORY CONDITIONS

The aim of every scenario or campaign is, of course, to win; how to win depends on the scenario you are playing.

If you play the complete campaign, at a very basic level the Germans will win if they take a rather limited amount of territory and manage to keep it until the following spring (April 1943); the Soviets will win by preventing this.

However the Germans can also force an instant win by taking both Baku and Stalingrad, or by taking the supply source and backup supply source of the Soviets, Saratov and Uralsk, respectively.

The Soviets can earn an instant win by taking the German supply source (Kiev) and backup supply source (Odessa).

If you play the Germans in the short version of Case Blue campaign scenario, you will have to drive deep into the Caucasus all the way to the Volga to win.

In small scenarios and the linked-campaign scenarios, the winner is computed when the end date of the scenario is reached, based upon scenario-specific targets. Victory depends on holding more Victory Points (VP) than your enemy at that point in time.

Especially when playing the whole campaign, both the High Command and Dismissal variants should be active since they provide an integral part of the historical nature of the simulation and they force the German player to drive (recklessly) forward.

Keep in mind that Prestige Points are a means to an end, not a victory condition in and of themselves; Prestige Points allow you to stay in the game and improve your chances to capture and hold territory, but they do not provide VPs.

20.13. SPECIAL RULE: MAY 1942 SCENARIO START

When you start any scenario that begins in May 1942, any German troops outside the Crimea are frozen for the first turn. This is done to reflect the surprise the Soviets attained with launching their attack on Kharkov.

20.14. SPECIAL RULE: JUNE 1942 SCENARIO START

When you start any scenario that begins in June 1942, the Soviet 5th Tank Army will be immobilized the first turn. This is done to reflect the surprise the Germans attained with starting Case Blue.

20.15. SPECIAL RULE: SOVIET SEVASTOPOL

Sevastopol is special. When in Soviet hands, it gets 250 extra structural repair points to help it keep the troops there in supply even if the harbor is destroyed. This models the special logistical attention the troops there were getting. After losing Sevastopol, this rule is cancelled for the remainder of the game.

21. HISTORICAL BACKGROUND

After the harsh winter of 1941-1942 and the Soviet counteroffensive that accompanied it, the Wehrmacht has managed to consolidate its gains on the Eastern Front and has started bringing in reinforcements and new equipment. However the blows that the Wehrmacht received from the Red Army and the severe winter were so harsh that not enough manpower and equipment is available to bring all battered units up to strength again.

Despite this reality, the German High Command, OKH, desires a new offensive: The Soviet Union must be defeated! Although the early optimism from the previous summer is gone, the Red Army is still being underestimated. Senior generals and politicians back in Berlin believe that the Red Army is on the brink of defeat and must have exhausted itself in its winter counteroffensives. All that is needed now, according to them, is a last big blow to scatter the Red Army to the wind.

They could not have been more wrong.

Since the Wehrmacht does not have enough replacements to restore offensive capabilities to all German armies in the east, it is decided that only Army Group South will be restored to full power. After having been brought up to full strength it will be able to go on the offensive and strike deep into the Caucasus with the goal of capturing the vital oil fields of Grozny and Baku.

German high command rightly reasoned that if the Soviets could be deprived of more than 80% of their oil supply, their ability to wage war would be severely hampered, and a follow-up offensive in 1943 would finish the job.

22. SCENARIOS AND CAMPAIGNS

22.1. 2ND KHARKOV

May 12-May 26, 1942

In May 1942, the Germans were already massing Panzer divisions behind the lines of 6th Army and 1st Panzer Army in preparation for their upcoming summer offensive, Case Blue. The Soviets were unaware of this. To make matters worse, the Soviets thought the Germans were weak near Kharkov and had decided to mount a major offensive to recapture the town. This offensive was later known as the 2nd Kharkov offensive.

The Soviets massed a large amount of infantry, tank and cavalry forces in the Iziurm Salient. From there the Soviet 6th Army was to drive towards Kharkov from the south while 28th Army (supported by 21st and 38th Army) would drive towards Kharkov from the north. The armies were supposed to meet just behind or in Kharkov.

German 3rd Panzer, 23rd Panzer, 60th Motorized and 14th Panzer quickly put an end to this optimistic Soviet plan. In the end the whole Soviet operation turned into the "Disaster on the Donets," with the majority of the Soviet 6th Army getting trapped and destroyed in the Iziurm salient.

The historical odds are against the Soviets, which is why they will be able to claim victory by taking just a few VP. Furthermore, the Soviets have some extra air units and emergency troops available; on May 18th the 22nd Tank Corps arrives and on May 22th the 255th Rifle Division will reinforce the Soviets.

For the sake of a challenging game, the AI player when playing the Axis will fight with the 16th Panzer Division as well.

During the first turn, the German 13th and 23rd Panzer divisions and 60th Motorized Division will be frozen in place to represent the surprise attained by the Soviets.

22.2. VORONEZH

June 28-July 12, 1942

On June 28, the Germans launched their summer offensive, Case Blue. The first forces to advance were 2nd Army and 4th Panzer Army, which were ordered to take Voronezh quickly and then swing south.

The weak frontline troops of Briansk Front were no match for this German drive, but just north of the battle the Soviets had kept 5th Tank Army in reserve. Upon realizing the Germans were mounting a major operation, Stavka quickly released this force to the Briansk Front, enabling it to mount a counterattack.

The historical odds were against the Soviets, but in this scenario the Soviet 5th Tank Army is slightly larger than it historically and should, when properly used, be able to smash through the flank of the German advance. Furthermore, Southwestern Front has detached two rifle divisions in support of operations near Voronezh.

The German forces are very strong, but they will have to hurry to both capture Voronezh and deflect 5th Tank Army's counterstroke, and will have to take some risks in the process.

22.3. THE TRAPPENJAGD CAMPAIGN

The planned offensive into the Caucasus, Case Blue, is planned to jump off in late June after a number of smaller offensives to shore up the lines have been completed.

But of course, while the Wehrmacht has been building up its power in the Ukraine, the Soviets have been doing exactly the same thing. Both sides were battered by the winter fighting and both sides are reinforcing and planning to go on the offensive as soon as possible in an effort to finish off a believed-to-be weakened opponent.

In May and June, the Germans are planning to destroy the Soviet armies in the Crimea: one large army in Sevastopol and a massive group of three armies in the Kerch peninsula. The German High Command wants to eliminate these Soviet areas of resistance (and potential springboards for offensives) before Case Blue starts. Although the Soviets massively reinforced the Kerch peninsula and the fortress of Sevastopol, General von Manstein believes superior German command and control as well as Luftwaffe air superiority will be able to destroy the Soviets. Von Manstein plans to first destroy the Crimean Front in the Kerch peninsula in Operation Trappenjagd and then shift attention to the fortress of Sevastopol.

Although Soviet forces in the Kerch peninsula outnumber German forces by almost 3:1, von Manstein plans to actually turn this to an advantage because this overcrowding on an extremely narrow front is making the Soviets very vulnerable to artillery and airpower. Furthermore, the small distances involved means a determined panzer drive

towards the northern coastline of the peninsula could cut off the brunt of the Soviet forces.

The Soviet Crimean Front is not prepared for any attacks, and Operation Trappenjagd will come as a surprise that General Kozlov, commander of the front, is badly prepared for. The state of affairs on the Kerch peninsula had many causes, but among the more serious flaws in Soviet thinking was the complacent belief that the sheer size of the Russian forces alone would make a successful German offensive impossible.

In addition, Stavka's attention is focused on the Kharkov area. Soviet High Command has decided that the Iziurm salient provides an excellent jumping-off point for an offensive aiming at retaking Kharkov. With a swift armoured strike, the Soviets hope to penetrate the front south and north of Kharkov. Although a relatively large number of tanks, cavalry, artillery and support infantry stand ready, Soviet command and control is not yet functioning as well as it should. Many of the losses from the winter campaign have not yet been replaced.

Furthermore, the Soviets are unaware of German panzer forces that are amassing for Case Blue; the southern flank of the Iziurm salient is dangerously exposed for a German counter-offensive.

22.4. CASE BLUE

This planned offensive further to the east and into the Caucasus was named Case Blue and in late June 1942 was ready to be launched.

In the previous months the Soviet 2nd Kharkov counteroffensive had been utterly defeated. This "Disaster on the Donets" had wiped Soviet 6th and 57th army off the map and had severely decimated a number of other armies (notably: 9th, 21st, 28th, and 38th). Furthermore, von Manstein had destroyed the Crimean Front. By the end of June, he was completing his conquest of the Crimea by taking Sevastopol by storm.

During June, the German operations Wilhelm and Fredericus II had straightened the front near Kharkov and provided the Germans with staging areas for Case Blue on the eastern bank of the Donets River.

In May and June, more than 25 new Axis divisions, including many Hungarian, Romanian and Italian units, had arrived in the Ukraine. Extra German replacements had also been sent to bring existing formations up to full strength. The German armies in the south at the time of Case Blue were powerful again and ready for action!

German High Command initially targeted Voronezh, Millerovo and Rostov. After that it planned a sweeping move into the Caucasus towards Krasnodar, Grozny and Baku. However, as the campaign progressed, OKH became increasingly interested in capturing Stalingrad to disrupt Soviet logistics over the Volga.

The Soviet armies are not in shape to withstand the storm that's about to be unleashed upon them. Soviet High Command stubbornly insists the German summer offensive will come near Moscow, and due to this mistaken belief, few replacements have been sent to the south in June.

22.5. OPERATION URANUS

Case Blue started well with the eventual capture of Voronezh, Millerovo and Rostov. An enormous amount of land had been captured by the Germans at very low cost; however, it seemed that quite a few Soviet troops had escaped encirclement.

Nevertheless, by end of July, the German 17th Army and 1st Panzer Army executed the final stage of Case Blue and plunged into the Caucasus driving towards the oil fields of the south. German 6th Army and 4th Panzer Army, meanwhile, launched a more or less frontal assault to the east to reach Stalingrad on the Volga.

The southern drive went well and by end of August, an enormous amount of steppe, including the oil fields at Maikop, had been taken.

The fighting in the Great Bend of the Don, however, was very vicious, and the Soviet 62nd and 64th armies managed to cause substantial losses to the German 6th Army. Due to this heavy fighting, the 6th Army reached the outskirts of Stalingrad behind schedule and in a weakened state. There it had to face numerous waves of reinforcements and attack in urban terrain favoring the defenders.

Eventually the Germans managed to take almost all of Stalingrad, but at a very high cost. In early November 1942, 6th Army and 4th Panzer Army were basically no longer fit for offensive operations.

In the south, the drive to the oil fields had managed to take Novorossisk on the Black Sea coast and Mozdok in the east, but had then stalled. Lack of supplies, lack of replacements and unsuitable terrain for the panzers while being faced with increasing numbers of Soviet reinforcement units and Soviet local air superiority had frozen the front in place.

It then became clear to the Germans that they had made a mistake splitting up their forces and trying to capture Stalingrad and the oil wells in the south at the same time. They had overextended themselves and now had no offensive power left. The German armies were in a terrible strategic position with far too much front line to hold and heavily relying on their poorly equipped and poorly trained Axis allies to cover their flanks.

Meanwhile the Soviets had not been idle while the Germans had slowly ground themselves to pieces on the anvil of Stalingrad. Enormous amounts of reinforcements had been sent to the German flanks. The Soviet High Command's plan was to break through the weak flanks manned by Rumanians, Italians and Hungarians and then encircle 6th Army and 4th Panzer Army in Stalingrad.

The plan was named Operation Uranus.

22.6. LINKED CAMPAIGN: 1ST PANZER ARMY

The linked campaign for 1st Panzer Army puts you in charge of up to four scenarios, beginning with crossing the Don, and, if you are successful, ends in your efforts to capture Baku and end the War in the East.

OKH will watch your every move; success will result in additional prestige points and the honor of keeping your command for the next set of objectives; failure will result in your immediate "retirement."

Are you up to the challenge?

23. ABBREVIATIONS

AP	Action point(s)
ZOC	Zone of control
RAILCAP	Railway Strategic Capacity Points
HQ	Headquarter
EP	Engineer point(s)
XP	Experience Points
PP	Political Points

24. HOTKEYS

24.1. GAME-WIDE

ESC	Exit a window or tabsheet.
SPACE	Continue to next message / Exit windows like trootype or officer or message popup / Acknowledge a misc. pop up screen, playing card etc.
RIGHT CLICK	If a ?-mark appears when hovering a button or interface component, right clicking provide more information and list a hot key (if a button).

24.2. MAIN SCREEN

F1	Preferences (press again or press ESC to close it)
F2	Briefing (press again or press ESC to close it)
F3	Statistics (press again or press ESC to close it)
F4	OOB (press again or press ESC to close it)
F5	Reports (press again or press ESC to close it)
F6	Regime Cards (press again or press ESC to close it)
F7	Strategic Map (press again or press ESC to close it)
F8	Minimap (press again or press ESC to close it)
F9	Officer tab
F10	Troops tab
F11	Detail tab
F12	Combat tab
M	Move
G	Group Move
H	Change HQ
S	Strategic Transfer
R	Build Bridge
A	Land attack on hex
B	Artillery attack (bombard) on hex
Z	Airstrike on hex
+ / mouse wheel	Zoom in
- / mouse wheel	Zoom out
<	Previous unit
>	Next unit

24.3. HISTORY SCREEN

P	Start / Stop Autoplay
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