GAME MANUAL

MATRIX GAMES

BK wargames

CONTENTS

INTRODUCTION

"Let no one underestimate the magnitude of this undertaking. We are not merely opening a new front—we are beginning the liberation of Europe."

— General Dwight D. Eisenhower

"I want every soldier to know that I have complete confidence in the successful outcome of the operations that we are now about to begin.

With stout hearts, and with enthusiasm for the contest, let us go forward to victory."

— General Bernard Montgomery

"The first twenty-four hours of the invasion will be decisive…for the Allies, as well as Germany, it will be the longest day."

— Field Marshal Erwin Rommel

OVERVIEW

WEGO WW2: Overlord is an operational-level wargame that recreates Operation Overlord, D-Day, on 6 June 1944. It allows unit movement, combat, and placement played over a hex map, with ground forces at the core but air and sea assets in support.

Unlike traditional "I GO, YOU GO" games where players act in turns, WEGO requires both sides to plan moves and attacks simultaneously. The game engine then resolves all actions at once, producing a short film of what actually happened. This replay shows successes, failures, and any enemy forces revealed, setting the stage for the next turn. Play continues until the scenario ends, with a final replay revealing the entire battle without fog of war.

The operational area is represented by hexes (2,500m per hex), with three turns per day – two daylight and one night. Ground units range from company to regiment/brigade, shown with stylized or NATO counters. Air (~40-48 aircraft), naval, and ground "off-map" assets add depth: air groups conduct strikes and reconnaissance, naval forces provide bombardment and support, and specialized ground assets deliver electronic warfare, C2, logistics, and other effects that shape the battlefield.

STARING THE GAME

On launching the game, the player will be presented with the game's Main Menu, where you can choose to play a game, use the Editor, or view game options. There are three types of games possible:

1. **HotSeat game** against a person on the same computer.
2. **Computer Opponent** game against the AI. When playing the AI, you can give the AI a bonus (neither type of AI bonus influences combat results):
   - **+ bonus** – the AI has unlimited supplies and is not affected by Fog of War. Therefore, if Fog of War is on, you will not be able to see the AI's units, but the AI will be able to see your units.
   - **- bonus** means that the AI starts with no supplies and receives no supplies.
3. **Multiplayer** game against someone over the internet using Matrix Games PBEM++ server. To play Multiplayer, you must **Register** your account first via the **Register Tab**.
   - To create a new multiplayer game, select the **Issue Tab**. You create challenges (with the **Play** button) which other people can then accept. If a challenge is created with a password, the challenge can only be accepted if the other player enters the password. A **Paired** game means 2 games will be created, one with you playing Axis, the other player Allies. Once a challenge is accepted, it appears in the **Games Tab**. Once started, you should receive email notifications.

When starting a game, **Fog of War** is optional. When set, you will have only limited information about enemy units.

CAMPAIGN GAME

The campaign game is a series of linked scenarios that involve the units of the same command—typically a division or corps. The scenarios in a campaign are played sequentially by the Player. The results of one scenario are carried over to the next scenario in the series.

Battle Results Carryover. Command Data carried over from one scenario to the next are:

- Land unit strengths and readiness percentages.
- Victory Point Score.
- Any unused supply and replacement points.
- Air and Ground Asset data is not carried over. Each scenario has a new fresh set of these assets.

GAME OPTIONS

You can select game options from the main menu. The list of game options includes:

- **Full Screen (vs window play):** When in Windowed mode, the game screen covers the full screen, but it is inside a window which can be moved around
- **Auto-scroll map:** when selected the map can be scrolled when the cursor is moved to the edge of the play area.
- Skip film in AI vs AI game. An AI vs AI game will play all the way to the end of the game without pausing each turn to view the film, and will only stop running when it reaches the Victory Phase. **WARNING:** this may take a long time for long scenarios.

- **Drag'n'drop (vs Click move) UI.** There are two different methods to play the game. Drag'n'drop movement involves holding down the left mouse key and dragging a unit to its destination. Click move involves selecting a unit by left clicking it, and then left clicking its destination.

PLAYING THE GAME

OVERVIEW

WEGO WWII is a turn based, simultaneous movement game played over a series of turns. After the initial setup phase, each turn consists of an **Execution** phase during which a player can view what happened in the previous turn in a **"film"**, and then a **Planning** phase during which they can give orders – all the user interaction occurs during this phase.

SETUP PHASE

Each army begins with its units at their initial start positions.

Some units can be moved around their setup zones – each setup zone is highlighted by different colored hexes. Units with the same zone will have the same-colored triangle on the counter's bottom left.

Seaborne and airborne units arrive at the start of a turn and therefore do not have setup zones and their entry point cannot be changed.

To remove the setup zone overlay, press **Hotkey-Q**.

During this phase, intel missions, either air **Recon** or ground asset **Intel** missions can be ordered – press the buttons on the top left of the screen to see if they are available.

These missions will be applied before your first planning phase, giving vital information about enemy units.

When finished with your setup, press the **Next Phase** button on the Top Tool Bar.

EXECUTION PHASE

This phase shows a film of the movements and attacks of the previous turn's **Execution Phase**, starting on turn 2.

The film will appear automatically at the start of each new turn (beginning on Turn 2), and the **Film Controls** are at the bottom of the screen. You can either play through the entire film, or step through it. When stepping through the film, there's an option to center the map on the current battle (a checkbox to the right of the Film Controls). Clicking on the progress bar above the controls will also move the film to that point.

When done, press the **Next Phase** button.

PLANNING PHASE

In the planning phase, you can give orders to your units. There are two UIs in *WEGO WWII* that can be selected from the **Options** in the **Main Menu**.

If **Drag'n'Drop** is on, then units can be dragged to their destination – left click a unit and then drag it to its destination, releasing the mouse button.

If **Drag'n'Drop** is off, the units are moved and given orders using **Click Move**.

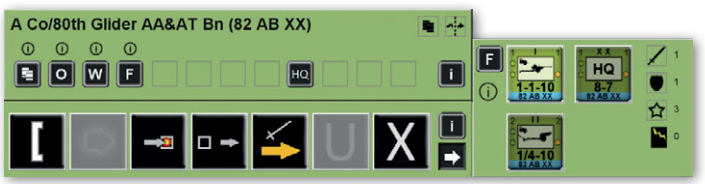
To select a unit, left click it to open the **Click Move Controls**.

The top area shows the options specific to this unit, and will vary depending on the unit selected (you can see the same options by right clicking a unit). The two symbols on the top right show the current **Supply** and **Lines of Communication** (**LOC**). Move the cursor over these icons and the circled 'i' over the buttons for more information.

The bottom area is for the main order options. You can change the attack, defend orders, the move type, move an entire organisation, undo moves etc. The arrow to the right turns on/off the on map move arrows – use this if you just wish to inspect your units without the move arrows cluttering the map.

The right panel allows you to select all units in a hex (the **F** button – you can do the same with the **Hotkey-F**). If all units are selected, clicking on the unit icon in this panel will select/unselect a unit. All the selected units will be moved if given move orders. This method is used to, for example, move 2 units from a stack of 3 units.

When there are large stacks, you can 'cycle' through the stacks with the **Hotkey-C** – this will move the bottom unit in a stack to the top – the order of the units in the stack makes no difference to game play.



Show more information about this panel.

Move orders

When a unit is selected, the accessible hexes that the unit(s) to which the unit can move are unshaded. Inaccessible hexes are shaded, and hexes that the unit(s) can move to if not for the presence of enemy units are colored amber. All selected units will be moved together.

To select an entire organization (i.e. all the units commanded by the same HQ), press the Group Move button (see Action buttons help above). You can also plot your moves while ignoring enemy units.

Waypoints: You can move a unit multiple times when giving movement orders; this allows you to set "waypoints" for the units to follow en route to its destination.

Defend / Attack orders

A selected unit can be given orders.

The two buttons on the left change the selected unit's defensive and battle orders.

The first shows the defensive orders. These orders apply to every unit in the hex. Possible orders are:

Hold (normal defense)

Hold at all costs (take casualties instead of retreating). Higher quality units and/or units with good readiness have a greater chance of holding.

Withdraw instead of taking casualties. Higher quality units and/or units with good readiness have a greater chance of withdrawing successfully.

The second shows the battle orders (this will be disabled if the unit is not attacking). Attack orders only apply to the selected unit. Possible orders are:

Assault, increased battle intensity

Attack, normal intensity

Attack, no advance

You can also change orders using **Hotkey-O**. Place the cursor over the unit or battle to change its orders. *Note that using* Hotkey-O *when over a battle changes the orders for* all *attacking units.*

Pressing this button opens the **Battle Details Panel** (you can also open this by right clicking the attacked hex). This panel allows you to add assets and other units to the battle and inspect the battle odds.

Hotkey-U will undo the orders of the unit beneath the cursor, or remove an entire battle.

Backspace will remove *ONE* move from a unit, or remove *ONE* unit from a battle.

Hotkey-W – order a unit to wait before moving. This is used if you want to stagger movement of many units. A unit with **Wait** orders will display a dark triangle in the lower right of the unit counter.

Map controls

- Left click a hex to center the map on that hex (the selected map center is the hex with a yellow border).
- If **Auto-Scroll** is on in the **Options** in the **Main Screen**, move the cursor to the edge of the map to scroll in that direction.
- Move the map using the arrow keys.
- Right click on a unit, hex, or battle to display detailed information.
- Use the mouse wheel (or the + or – keys) to zoom the map in and out.
- **Hotkey-T** will turn on the on-map unit contents under the cursor

The slightly enlarged counter indicated the unit directly under the cursor.

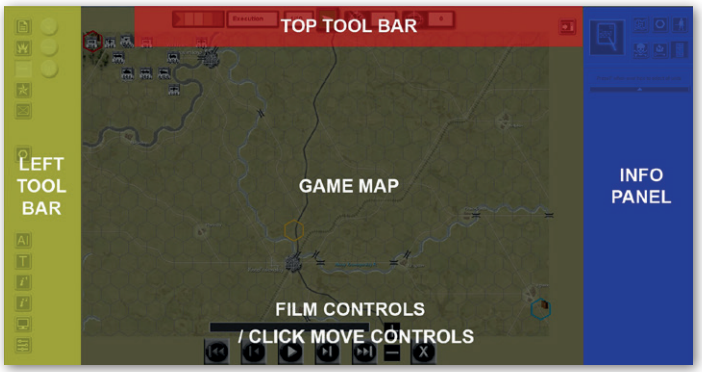
- **Hotkey-K** will turn on the on-map hex info for the hex under the cursor (it displays after a short time)

VICTORY PHASE

At the end of each scenario comes the **Victory Phase**—this is where you'll see who won. The result can be an Axis win, an Allied win, or a draw.

You earn **Victory Points (VPs)** by capturing and holding key locations and by destroying enemy units. Whoever has the most VPs at the end is declared the winner.

GAME INTERFACE

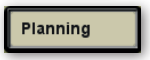


The main game screen consists of six areas: Top Tool Bar, Left Tool Bar, Info Panel, Film Controls, Click Move Controls and the Game Map.

TOP TOOL BAR

The top tool bar contains game information and two buttons (hover over each to view a tooltip).

Time Indicator – the time of day for the scenario, each box is a turn, and the last box indicates a night turn.



Current Phase – can be Setup / Planning / Film etc

Next Phase – Go to the next phase. ONLY press if you have completed all ground, air, and naval planning for your side. This will pass control of the game to your human or AI opponent. **ONCE PRESSED, YOU CAN'T GO BACK!**.

Turn Indicator – The current turn / the total number of turns in the scenario.

Counter-air Allocation – the number of friendly Air Assets assigned to Counter-air missions.

Interdiction Allocation – the number of friendly Air Assets assigned to interdiction missions.

Right Info Panel Toggle. Turn the right info panel on/off.

MAP BUTTONS

Each button has a tool tip explaining its function. Note the following information about these specific buttons:

Set Move Type (Hotkey-M). Cycles through the three movement modes:

Move and Defend. Moving units stop when they encounter enemy units. They will overrun enemy units (if odds > 10:1), but they will not attack.

Move and Attack. Moving units attack any enemy unit blocking their path. They will also of course try and overrun the enemy unit first.

Road Movement. Units must have Move+ supply to use Road Movement. Units use the low road movement rate but are subject to ambush if they move adjacent to enemy units.

Allocate Recon, Attack, and Transport Air Assets. A red button indicates no missions have been allocated, yellow means that some air assets are available, and green indicates all air assets are used.

Allocate Naval Assets. As for air assets, the border color indicates mission status.

Allocate Intelligence, Command, Logistics, and Special Events Assets. As for air assets, the border color indicates mission status.

RIGHT INFO PANEL

This panel shows information about the hex under the cursor. This panel can be 'fixed' with the **Hotkey-F**. Once fixed, its contents will not change as you move the cursor.

To unfix a hex, left click anywhere on the map.

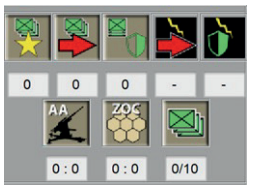
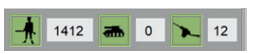
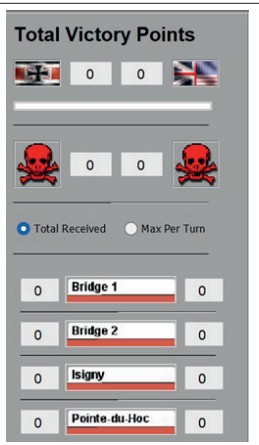
Show/Change the orders for the current hex.

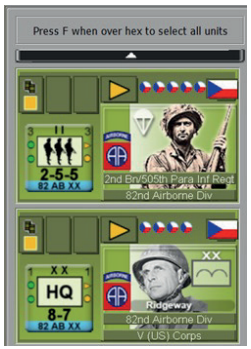
When the cursor is over a friendly hex, you can change the orders with the **Hotkey-O.**

To see all orders, press **SHIFT-O** (press again to remove).

If a hex is 'fixed' (**Hotkey-F**), you can press this button to change that hex's orders.

The following buttons on the top right add / remove panels from the overview panel.

		**Show Scenario Information** Clicking on the small map moves the main map to that location. The weather summary is shown here. Click the 'i' info button to open the weather panel.
		**Show hex contents** When moving cursor over hexes, this gives a short summary of the hex info. For example, average quality. Move the cursor over each icon for more information.
		**Show total of man/vehicles/guns** When moving the cursor over hexes, this shows the total men and equipment in a hex.
		**Show victory points** Shows current victory points. The skulls indicate points scored from destroying enemy units (only units totally destroyed are awarded victory points). Each victory location is shown. Clicking on the location will center the map on that location. **Hotkey-V** displays the victory locations on the map.

		**Show hotkeys** Clicking on the hotkey button inside this panel will execute its action (if possible).
		**Show unit details** Press **Hotkey-F** to fix the panel to the current hex. Pressing a unit will highlight / shade it to select / unselect the unit. If moving / attacking, only those selected units will be used. The small up arrow in the button above the units cycles through the unit stack (moving the bottom unit to the top). **Hotkey-C** when the cursor is over a stack does the same thing.

CURSORS

The game cursor changes to reflect the actions that can be taken on / with a unit.

	A friendly unit is under the cursor and can (usually) be moved.
	A friendly ground unit has been selected and can be moved to its destination.
	The selected destination hex for this unit is invalid.
	Naval / air / artillery attack missions can be ordered on enemy units.

	Defensive naval / air / artillery missions can be ordered on friendly units.
	A Recon (reconnaissance) mission can be ordered against this hex.
	The currently selected unit can attack in a Set-Piece' battle. See Combat chapter for the difference between '**Set-Piece**' and '**Ad-hoc**' attacks
	An air transport mission can be ordered to fly to this hex.
	A Logistics Asset can be assigned to this hex.

MAP ICONS

These appear during the planning phase to indicate planned missions.

If the current selected unit is carrying out the mission, the red/green icon changes to yellow.

	An artillery unit has planned a ground attack (either offensive or defensive) or bombardment mission from this hex. Offensive missions are against enemy units. Defensive missions are on friendly units and will support those units if they are attacked.
	A bombardment mission is planned on this hex. NOTE: to see where this mission is firing from, use the Hotkey-G - this will draw lines for all planned artillery missions on the map.
	A naval unit has planned a ground attack or bombardment on this hex.
	An air unit or ground asset has planned a mission on this hex.

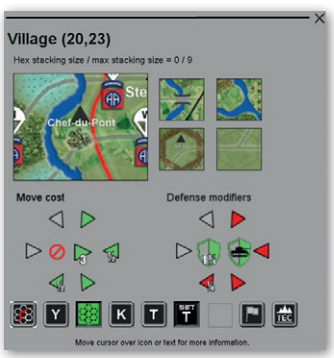
	An air unit has planned a defensive ground support air mission on this hex.
	An air unit / ground asset has planned a Reconnaissance or Electronic Warfare mission on this hex.
	An attack is planned on this hex.
	An air transport supply mission is planned on a hex containing a friendly airfield or drop zone.

TERRAIN

Terrain affects movement, and attack, shock, intel, overruns, and defense values.

To see the **Terrain Effects Chart** (TEC) in game, use the buttons on the lower left:

TERRAIN POP UP



Right Click on a map hex to show the terrain details.

This shows the map terrain and any features, such as observation points, rivers, or roads etc.

Move the cursor over the icons for more information.

Below the terrain types are the move and defense modifiers. In the example, it takes 3 move points to enter this hex unless you are travelling along a road (travelling along a road always costs 1 move point). Values of less than 1 only apply when using **Road Movement** (see **Ground Unit Orders**).

Some hexes have different defense modifiers for armor and infantry. In the example, the defense strength of infantry units is increased by 1.75, but armor is unchanged. Attacks from the south west (over a river) are reduced to 25%.

If the direction is grayed out, then movement / attacks are not allowed across that hexside.

At the bottom are the terrain related buttons. Move the cursor over the button to view its tool tip.

Show Terrain Hex sides (Hotkey-E)

This draws color-coded hex sides over the hexes to show restricted / penalized movement.

The colors are coded as follows:

- Black – impassable
- Red – affects combat
- Blue – affects movement

If the hexside affects both combat and movement, it is shown as Red.

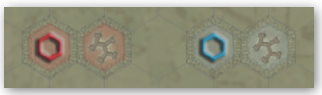
FORTS / ENTRENCHMENTS

Forts and Entrenchments provide a defensive bonus for the owning side.

Note that units automatically dig in when they do not move for a turn. This represents a basic form of unit defense (and gives a 25% defensive bonus), but this bonus applies to a unit and not to the hex.

If a unit starts its turn in an enemy Fort or Entrenchment, then that Fort or Entrenchment will be destroyed and permanently removed from the map at the start of the next turn.

Forts and Entrenchments cannot be created by a player. These features could not be created in the time span of a *WEGO WW2 Series* scenario.

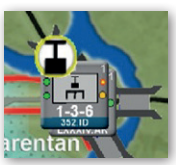


In the picture above, Axis Forts and Entrenchments are on the left, Allied on the right.

BRIDGES

Bridges allow units to cross over rivers (units can cross streams, but with a move and combat penalty).

Units can attack over a bridge, but with the attacks reduced by 75% (and with no **Shock**)



Only **Bridging Engineers** can destroy or repair bridges by either moving your cursor over the combat engineer and pressing the **Hotkey-B** or by selecting the unit and pressing destroy/repair bridge button on the **Click Move Control** panel.

This image shows a bridging engineer attempting to destroy a bridge.

See **Bridging Engineers** for more information.

MINEFIELDS

Minefields are located on hex sides, and like Forts cannot be created by the user, but are scenario dependent.

Unlike Forts (whose benefit only applies to one side), minefield penalties apply to both sides equally (attacking over your own minefield is as disruptive to an attack as attacking over an enemy minefield).

This shows a Combat Engineer before and after it has breached a minefield.

Breached minefields are represented by a green path through the minefield..

Only **Combat Engineers** can clear paths through minefields by either moving your cursor over the combat engineer and pressing the **Hotkey-B** or by selecting the unit and pressing the clear minefield button on the **Click Move Control** panel.

The effects of minefields are as follows:

- Attacks over minefields are reduced by 75%. For example, units attacking across a minefield hex side with an attack value of 16 would be reduced to an attack value of 4.
- Attacks over minefields lose their **Shock** (see Ground Unit **Shock** for more information) shift bonus. Defending units however retain their Shock value.
- Movement over a minefield hexside takes a unit's entire movement allowance. Therefore, to cross a minefield the unit must start adjacent to the minefield.
- HQs cannot trace lines of communications across minefields; minefields block supplies.
- **Zones of Control (ZOCs)** do not cross minefields.
- Combat engineers can breach minefields. Breached minefields remain in place but at reduced effect.

The effects of a breached minefield are as follows:

- Attacks over minefields are reduced by 50%.
- Movement over a breached minefield costs 3 move points.
- HQs can trace lines of communications to subordinate units across a breached minefield hex side; breached minefields do not block supply.
- **ZOCs** do cross breached minefields.

GROUND UNITS

Ground combat units are the central "playing pieces" of the game. Ground combat units can range in size from platoon to regiment / brigade level. These units are under the control of Headquarters (HQ) units that span from regimental/brigade level to theater level.

Each ground unit has an Attack, Defense, and Movement Value. These basic values are modified based upon various situations that determine their Effective Values, which is the value used in combat / movement.

When a ground unit attacks, its effective attack value is compared to the defender's effective defense value to determine the combat odds. See *Combat* for more information.

Ground units are represented by counters on the game map. The information on a unit depends on the zoom level. At high zoom level, the unit counter has the following data.

Axis counter types	
	German Army unit
	German FLAK (Anti-Aircraft) unit
	German SS unit

Allied counter types	
	US Army unit
	British Army unit
	Canadian Army unit

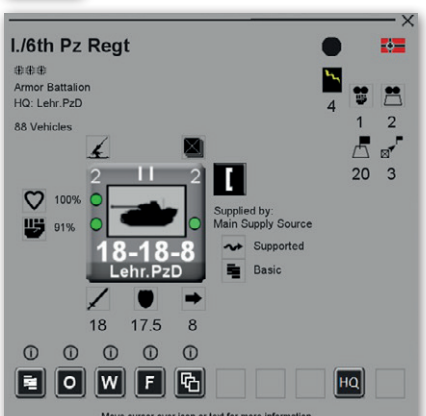
RIGHT CLICK UNIT DETAILS

Right clicking a unit counter will open the Ground Unit Popup. You can close it again by right clicking a second time, pressing the X on the top right of the popup or pressing the SPACEBAR.

Move the cursor over the to display more information about that icon.

The map counter contains basic information about the unit. If a unit has orders, this will also be shown on the right of the counter.

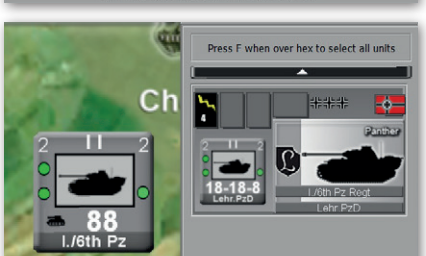
For exampling, click this unit will open the following popup.



This popup explains the values on the counter. For example the 2 on the top left of the counter is the unit's Anti-Aircraft (AA) value. Move the cursor over this AA value for more information.

Moving the cursor over the unit counter will change its display to show its men / equipment, and also change the counter name (usually showing its HQ) to its name, so **Lehr. PzD** has changed to **1./6th Pz**.

When a cursor is over a unit, the right hand info panel will also show the unit info.



GROUND UNIT SIZES

The top of the counter shows the unit size. It will be one of the following:

- XXXXX: Army Group/Front (500,000+ men)
- XXXX: Army (100,000+ men)
- XXX: Corps (~ 20,000 – 50,000 men)
- XX: Division (~10,000 – 15,000 men)
- X: Brigade (~ 2,500 – 5,000 men)
- III: Regiment (~ 2,000 – 2,500 men)
- II: Battalion (~ 300 – 1,000 men)
- I: Company/Battery (~ 100 – 300 men)

If a number is displayed instead of the Size, then this number is the Regiment / Brigade / Battalion / Company ID.

STACKING LIMITS

The maximum stacking limit for a hex is nine stacking points. However, the stacking for city/factory hexes is doubled, and halved in mountain hexes. Each ground unit is assigned several Stacking Points (SPs) based on the unit's size. These stacking points are as follows:

Unit Stacking Points	
Unit Size	**# of Stacking Points**
Platoon	1
Company/Battery	1
Battalion	2
Regiment	4
Brigade	4
Division HQs	1
Corps HQs	1
Army & Front HQs	1

Stacking limits always apply during game play so be careful how you plan your movements. If a hex is at maximum stacking limit, you cannot move units into it or through it.

Tip: Use the Wait Command (**Hotkey-W**) to help stagger when units move.

QUALITY

Units have one of the following quality:

- Conscript
- Green
- Regular
- Veteran
- Elite

A unit's quality is displayed on the right-hand pane's unit details, and by right clicking a unit to open the unit information pop up.

Quality affects:

- the rate of readiness recovery.
- battle odds: which are shifted by the quality difference between attacker/defender.
- battle damage: higher quality units receive less battle damage than lower quality units.
- the chance of Holding / Withdrawing.
- overruns: only Regular or higher quality units can overrun.

Note: Quality is reduced by one level if a unit's HQ is destroyed.

EFFECTIVE ATTACK, DEFENSE, AND MOVEMENT VALUES

Units have Attack and Defense values which change for a variety of reasons. This altered value is the effective Attack / Defense value. The attack versus defense values used to resolve combat depend upon several factors such as:

- Reduced Strength
- Reduced Readiness
- Supply Allocation (Combat+ supply)
- Lines of Communication state
- Artillery Target's Intelligence Level (for Bombardments)
- Organizational Integrity
- Dug-in Status
- Terrain Effects

Movement values can change because of:

- Reduced Readiness
- Lines of Communication state
- Supply Allocation (Move+ supply)

STRENGTH

Strength represents the number of tanks, soldiers, and guns in a unit.

If a unit is at half strength, then its *effective* Attack / Defense Strengths will be half of the maximum. Movement Points remain the same. Strength can be reduced by casualties in battle and the reductions are permanent (unless the player decides to allocate Replacements Plus to the unit's HQ).

Strength can change due to:

- Casualties caused in battle.
- being Encircled (this causes the readiness/strength to reduce each turn)

READINESS

Readiness represents how fresh/rested a unit is, and is reduced by unit actions (moving, attacking etc.).

Low Readiness reduces the Effectiveness of the Attack / Defense / Movement values. At 0% readiness, effective Attack will be reduced by 66%, and effective Defense / Movement points reduced by 50%.

When a unit loses readiness from a battle or from being **Encircled**, losses are first taken from Readiness, then Strength.

Unlike reduced Strength, Readiness increases when a unit rests.

Readiness Recovery – Resting

Resting units recover readiness. The rate at which it recovers readiness depends on:

It's **Lines of Communication**, the **Precipitation**, and whether it is in enemy **ZOC.**

If a ground unit does not move and is **Supported** (see **Lines of Communication – LOC**) then its readiness % is increased as follows every turn these conditions exist:

- Elite: 18%
- Veteran: 14%
- Regular: 10%
- Green: 6%
- Conscript: 2%

Units with LOC of **Extended Support** have these values reduced by 25%. **Isolated** units values are reduced by 50%, and **Encircled** units *lose* readiness.

If the unit is in an enemy ZOC, then these values are decreased by the ZOC level multiplied by 2, up to a max value of 10.

For example:

- if a unit is in enemy ZOC of 3, then its readiness increase will be reduced by 6 (3 * 2).
- if a unit is in enemy ZOC of 8, then its readiness increase will be reduced by 10 (8 * 2 = 16, but max is 10).

Air assets recover readiness at the same rate as ground units (see above). Assets with random availability continue to recover readiness while waiting to reappear as reinforcements. Readiness recovery is increased when resting at night.

Defender readiness

Defending units may still recover readiness even if attacked.

For example, if a Regular Quality unit is resting and not in an enemy ZOC then it should increase its readiness by 10 per turn. If it is attacked and sustains 6 damage to Readiness, then it will only increase its readiness by 4 (*max readiness increase of – damaged sustained*): 10 – 4 = 6. This means that small, minor attacks will not stop a unit recovering readiness.

Encircled readiness

If unit is **Encircled**, then every turn:

- Readiness decreases by 15 if not in an enemy ZOC.
- Readiness decreases by 15 plus the enemy ZOC level multiplied by 2, up to a max value of 10 (i.e. for a total of 25)

Move readiness

If a unit moves, then Readiness changes due to movement:

- Decrease by 10 if it uses its full movement points.
- Rounded up percentage of full movement used (i.e. if use 50% of movement points, then decrease by 5).

UNITS DIGGING IN

Ground units that remain inactive for one turn will automatically become dug-in. Dug-in units increase their defense factors by 25%. For example, a unit with a defense factor of 8 will increase its defense factor to 10 if it is dug-in.

When a unit moves, dug-in benefits are lost. If a unit attacks (or is attacked) but does not move, it remains dug-in.

FIXED UNITS

Some units are locked in place and marked with an **"F"** on their counter and "FIXED" in the Info Panel.

- Red "F" – Unit cannot move.
- Green "F" – Unit may move, but only within a restricted area.

Restrictions can expire after a set number of turns or when an enemy unit moves adjacent. Right-click a Fixed unit and hover over the **"F"** icon for details.

If a Fixed unit is forced to retreat outside its restricted area, it automatically becomes unfixed.

BREAKING DOWN & BUILDING UP UNITS

Some units can be broken down so that a single regiment unit will be replaced by three battalion units. These battalions can then be combined back into a single regiment. In this way, a regiment can increase the front it can defend by three times by dispersal.

Note that not all unit types can break down – combat and bridging engineers for example cannot break down.

During planning, you can order a unit to breakdown or combine by either pressing **Hotkey-B** when the cursor is over valid units, or unit the button in the **Click Move Control** panel.

All units that can be combined have a colored indicator on the top right of the counter. In this picture, the amber indicates that these units can be combined. The red square beneath the amber indicator shows that these units have orders to combine.

Breaking down or combining units uses the unit's entire movement allowance – units performing a breakdown or build-up can't take any other actions that turn.

Note that in the setup phase, however, you can break down or combine instantly at no cost.

Eligible Units: Only regiments, brigades and battalions of infantry, motorized, mechanized, armor, recce, artillery, anti-tank, heavy anti-tank, anti-aircraft, and heavy anti-aircraft can break down or combine. Only one level of breakdown is allowed (regiment → battalions; battalion → companies).

How It Works:

- Regiments/brigades split into three battalion-sized units.
- Battalions split into three company/battery-sized units.
- Breakdown units keep the parent's type, defense orders, dug-in status and readiness, and each has 33% of the parent's attack/defense values. Their names automatically add "-1," "-2," and "-3" to the parent name.
- Limits: A unit can't break down if it would exceed stacking limits, has attack/defense factors below 3, or is at 25% strength or less.
- Combining: Three battalions from the same regiment can merge into one regiment-sized unit. Combining units must start the planning phase stacked in the same hex. The new unit gets standard defense orders, the average readiness of the sub-units, and the current hex's dug-in status.

ORGANISATIONAL INTEGRITY

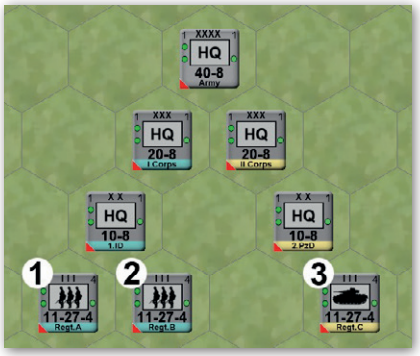
Whenever ground units subordinate to *different* HQs attack or defend together, penalties will be imposed on the final attack and/or defense value. This reflects different nations' capabilities to conduct combined arms operations.

See table below. The number of HQs "jumps" required to find a common Higher HQs (HHQs) is used to calculate the penalty.

Organizational Integrity – ATTACKER				
		Attack with Others – Coordinating HQs		
Nation	Attack Alone	Same HHQ	HHQ 1st Removed	HHQ 2nd Removed
Germany – A	100%	100%	90%	70%
Germany – B	100%	100%	80%	60%
Germany – C	100%	100%	70%	50%
Allies – A	100%	100%	80%	60%
Allies – B	100%	100%	70%	50%
Allies – C	100%	100%	60%	40%

Organizational Integrity – DEFENDER				
		Defend with Others – Coordinating HQs		
Nation	Defend Alone	Same HHQ	HHQ 1st Removed	HHQ 2nd Removed
Germany – A	100%	100%	100%	90%
Germany – B	100%	100%	90%	80%
Germany – C	100%	100%	80%	70%
Allies – A	100%	100%	100%	90%
Allies – B	100%	100%	90%	80%
Allies – C	100%	100%	80%	70%

You can see whether a unit is A, B, or C in the right click unit details in the flag in the top right of the detail.



In this picture, units 1 and 2 have a HHQ of 0 (they have the same HQ). They are German units, they will attack and defend together at 100%.

Unit 3 has a HHQ of 2 from units 1 and 2. This means there are 2 jumps from 3's HQ to the HQ that it shares with units 1 and 2 (i.e. 1ID HQ -> I Corps HQ -> Army HQ). Note that the harshest penalty is always applied, so if only unit 3 was German-C, then all 3 units would attack at 50% and defend at 70%. This penalty is applied regardless of the relative strengths of the units involved.

For an attack, you can see this integrity value in the battle details (right clicking a battle). See *Combat* for more information.

GROUND UNIT TYPES

There are many different types of units in the game, some with unique capabilities. This section describes the main differences.

HEADQUARTER (HQ) UNITS

HQ units play a central role in a force's organization. They determine the integrity of attacks and defenses (providing bonuses or penalties when units from different HQs operate together), assign supply to subordinate units, and maintain the **Lines of Communication (LOC)** that connect those units to the wider command structure.

The assignment of subordinate ground units to an HQ is fixed by the scenario designer and cannot be changed during play. Some HQs themselves can change their superior HQ via **HQ Reassignment**. To see which units belong to the same HQ, press **Hotkey-H** to toggle the display of HQ chain-of-command lines. These lines are color-coded to show the supply state of the LOC between a unit and its HQ:

- **Green:** Supported
- **Amber:** Extended Support
- **Red:** Isolated
- **Black:** Encircled

You can also view an HQ's range by placing the cursor over it and pressing **Hotkey-R**. Hexes within supported range will be highlighted in green, while those in extended support range are amber.

If a HQ is destroyed, all of its subordinate units will use a higher HQ. They also:

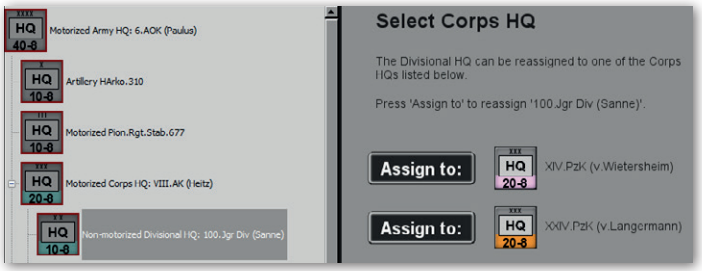
- have quality permanently reduced by 1
- have max LOC state of **Extended Support**
- cannot have **Combat+**, or **Move+** supply

See **Supply** and **Lines of Communication (LOC)** for more information.

Reassign HQ to different superior HQ

Players may **reorganize their corps commands** by transferring divisional headquarters between corps-level HQs, provided both corps belong to the same army. Reassignments can only be made during the **Planning Phase**.

To transfer a divisional HQ, select one of the highlighted HQs, then press **"Assign To"** to complete the reassignment. Only highlighted HQs can be reassigned.



RECONNAISSANCE (RECCE) UNITS

Recce units gather battlefield intelligence—spotting enemy strength, movement, and positions—while avoiding direct contact. Unless ordered otherwise, they will not enter non-recce enemy **Zones of Control** (ZOCs) and will automatically withdraw if an enemy advance places them inside enemy ZOC. They do not withdraw from enemy recce ZOCs.

Key rules:

- A recce unit without **Hold** or **No Retreat** orders will withdraw from its hex if a non-recce enemy moves adjacent.
- Unless under **Move & Attack** orders, recce units never enter non-recce enemy ZOCs.
- Recce units have the widest intelligence range of any ground unit (see Fog of War).

- They can move once before combat resolves—allowing them to leave a hex before an enemy attack begins.
- Recce units will always try to withdraw from battle (even without **Withdraw** orders) unless under **Hold** or **No Retreat** orders, and they have a higher chance of success than other units.

ARTILLERY UNITS

Artillery units that do not move can assist friendly ground attacks, defend friendly units, or attack enemy units at range (bombardment).

To use an artillery unit, select an artillery unit and press **Hotkey-R** (or the **R** button on the **Click Move Control** panel) to enter Artillery Fire Mode. All hexes within range are highlighted in **green**. Pressing **Hotkey R** again or click the map to cancel.

You can also use an artillery unit by moving the cursor over the unit and using **Hotkey-R**.

To select a target:

- Move the cursor over an **enemy unit** in range: the cursor becomes a crosshair. Click to order the attack (alone or with friendly ground attacks).
- Move the cursor over a **friendly unit** in range: the cursor becomes a shield. Click to order defensive support for that unit if it's attacked.

Other options:

- **ALT + R** – Select all artillery units in the hex in Fire Mode.
- **SHIFT + R** – Cycle to the next available artillery unit in Fire Mode (map centers on it, it's moved to top of stack, and its range is displayed).
- If using **Drag'n'Drop**, you can drag and drop an artillery unit onto a target to attack.

Combat Effects:

- **Offensive Support:** An artillery unit's attack factor is added to the attack of all friendly units assaulting the same enemy hex.
- **Bombardment:** if no ground units are involved in the attack, it resolves as a bombardment. See Combat – Bombardment for more information.
- **Defensive Support:** An artillery unit's attack factor is added to the defense of the friendly hex it's supporting (other than its own hex).
- **Self-Defense:** If the artillery's own hex is attacked, it uses its defense factor of 1, not its attack factor.
- **Unused Defensive Orders:** If a unit ordered to provide defensive support is not called upon (because the hex is not attacked), it rests and recovers readiness as normal.

ANTI-AIRCRAFT (AA) UNITS

AA units protect ground forces from enemy air attacks. Whenever an air asset strikes a ground unit, it must first run the gauntlet of AA fire. The outcome of the AA attack can reduce or even stop (abort) the air strike's support to the ground battle.

How AA Works:

- **Intrinsic AA** – Every ground unit has a built-in AA strength equal to its stacking point value (this is shown on the top left of a unit's counter)
- **Light AA** – 3× its stacking point value.
- **Heavy AA** – 4× its stacking point value and extends into adjacent hexes.
- **Defensive Air Support** – Air assets providing defensive ground support also suffer AA fire, but the AA value is halved (except Heavy AA, which remains full strength).

To Viewing AA Strength, press **Hotkey-A**:

- First press: Axis AA strength (Side 0).
- Second press: Allied AA strength (Side 1).
- Darker/redder hexes = stronger AA coverage.

For each air attack, the total AA strength covering the hex is compared to the air asset's defense strength to determine the AA attack ratio. Unit quality differences then adjust the odds.

See *Combat – Anti-Aircraft (AA) Attacks* for more detailed information.

COMBAT ENGINEER UNITS

Combat Engineers provide vital support for attacks and minefield clearance.

In Combat:

- When attacking a fort, town, or city, Combat Engineers give the attacker a +1 odds shift.
- Two Combat Engineer units give +2 shifts (maximum).
- This bonus only applies if the unit's effective attack value is at least 30% of its maximum strength.
- Engineers do not give shifts to defenders.

Breaching Minefields

- When adjacent to a minefield, Combat Engineers can attempt a breach against all adjacent minefields.
- Press Hotkey B or right-click the unit counter and press the Breach button to toggle this order.
- The order stays active until cancelled or all adjacent minefields are cleared.
- Each adjacent minefield hex-side has a 50% chance of being breached per turn.

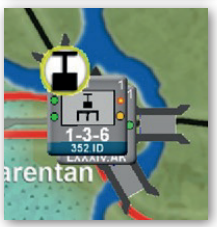
BRIDGING ENGINEERS

Bridging Engineers handle all bridge-related tasks: destroying, repairing, and creating pontoons. Combat Engineers **cannot** perform these actions.

To use, press **Hotkey B** or right-click the unit counter and press the Destroy/Repair button to toggle this order. If there are multiple valid hexes (e.g. 2 bridges), press **Hotkey B** again to cycle through available targets. The order will only be attempted if there is a valid bridge/river adjacent. Valid actions are:

- **Destroy Bridges:** if adjacent to a bridge hexside.
- **Repair Bridges:** if adjacent to a destroyed bridge.
- **Build Pontoon Bridges:** if adjacent to a major/minor river (only if no bridge already exists). Creates a crossing over every adjacent river hexside.

This icon will appear on the map when a unit is attempting to repair a bridge.



This icon will appear on the map when a unit is attempting to destroy a bridge.

The success rates are as follows:

- **Repair/Destroy Major Bridge:** 20% / 40%
- **Repair/Destroy Minor Bridge:** 40% / 80%
- **Pontoon Bridge Construction:** 2 turns over a major river; 1 turn over a minor river.

Pontoon Bridges remain only if a Bridging Engineer remains in an adjacent hex. Note that a Bridging Engineer may cross its own pontoon bridge.

AIR ASSETS

Air Assets represent your off-map air power. They can conduct Counter-Air operations, attack enemy units, support friendly forces, interdict supply lines, and conduct reconnaissance or transport missions.

Air assets can be accessed by pressing the Air button on the left toolbar bar which opens the **Air Planning Panel**. If this button has a red ring, then air assets are available for missions, if amber, some units have missions, and if green, then all assets have been assigned missions.

AIR PLANNING PANEL

The **Air Planning Panel** appears when you press the **Air Asset** button. It lets you review, select, and assign missions to your available air assets.

The Air Assets types are shown on the left of the panel are:

- **Air Recon Assets:** Conduct reconnaissance of any hex to detect and identify enemy units.
- **Attack Assets:** Strike enemy ground units, provide offensive and defensive support, counter enemy air capability, and disrupt enemy movement/supply.
- **Air Transport Assets:** Deliver supplies to isolated or out-of-supply units.

Press the individual **Air Asset Buttons** to switch between different assets. Each button shows four key fields (left to right):

Asset Type	Field 1	Field 2	Field 3	Field 4
Recon	Intel Range	Intel Strength	Mission Orders	#Turns until next use
Attack	Ground Support shifts	Bombardment	Mission Orders	#Turns until next use
Transport	—	—	Mission Orders	—

The green bar under the numbers shows the asset's current Readiness, and the yellow bar shows the asset's Strength.

The third field displays the asset's current **Mission Order**, which can be one of the following:

- **R** – Recon
- **A** – Ground Attack
- S – Offensive Ground Support
- **D** – Defensive Ground Support
- **I** – Interdiction
- **C** – Counter Air

Some assets may be delayed after use. For example, "Delay 2 (+/–2) turns" means the asset may return any time from one to four turns later.

Right-click an Air Asset Button to open its details pane for full information, or hover over it to see tooltips.

Units have the following attributes:

- **Quality:** affects readiness gain per turn in the same way as ground units recover readiness, and influences defense against AA fire (see Combat – Anti-Aircraft (AA) Attacks). Quality does not affect Ground Support or Bombardment factors.
- **Night Capability:** allows missions to be flown at night. Air missions that can be flown at night are Bombardment, Interdiction, and Counter-air. Ground Support may not be flown at night. Right-click an Air Asset Button to see if it is night capable.

Right clicking on the air asset button in the bottom air asset panel will display detailed unit information.

AIR ASSET MISSIONS

Air assets can be allocated the following missions:

Air Recon

Air Recon assets carry out reconnaissance missions against selected hexes to locate and identify enemy forces.

Each Air Recon unit has two main attributes:

- **Recon Range** – The hex radius from the target hex over which the asset can collect intelligence.
- **Recon FOW Level** – The Fog of War (FOW) level of intelligence gathered. This level decreases the farther the observation point is from the target hex.

Air Recon missions are not subject to Anti-Aircraft attacks.

See *Fog of War* for more info.

Ground Support

Ground Support missions let Air Assets improve the odds of your ground unit attacks or defenses. They represent aircraft directly supporting troops on the battlefield.

- **Attack Support** – When an Air Asset supports a ground attack, increasing the attacker's odds by the asset's Ground Support value..
- **Defense Support** – Ground Support missions can also defend friendly units, reducing the attacker's odds by the asset's Ground Support value.
- **Limitations** – Only two Ground Support Air Assets can be used in one battle.
- **Enemy Action** – Ground Support missions are subject to Counter-Air and Anti-Aircraft attacks before execution, which can reduce their effectiveness or stop them entirely.

Bombardment

Bombardment missions are **air-only attacks** against enemy ground units. They do not directly assist friendly ground unit attacks, but work like artillery or naval bombardments.

- **Air-Only Attacks** – Air Assets attack enemy ground units without help from friendly, non-artillery ground units.
- **Combining Firepower** – Bombardment missions can be combined with artillery or naval bombardments
- **AA fire** – Bombarding Air Assets are subject to AA fire just like Ground Support.

- **Conversion to Ground Support** – If a ground unit is ordered to attack a target already under an Air Bombardment, the mission automatically becomes a **Ground Support mission**. If the Air Asset lacks a Ground Support factor, the mission is canceled during execution.

See *Combat – Bombardment* for more information.

Air Transport

Air Transport assets give you the ability to move supplies by air to forward positions. When properly assigned, they turn airfields and drop zones into temporary supply sources for your forces.

Air Transport assets can deliver supplies to any hex with a friendly-controlled airfield or drop zone. Once an Air Transport asset is assigned to an airfield or drop zone, that location counts as a supply source for your units.

Note:

- **Enemy Counter-Air Superiority** – Air Transport missions cannot be flown if the enemy has more air assets flying Counter-Air missions than you have allocated.
- **Anti-Aircraft Zones** – Air Transport missions cannot be flown into any airfield hex inside an enemy AA Zone of Control.

Counter-Air

Counter-Air covers all actions to gain and maintain air superiority. These include bombing airfields (to destroy aircraft, cratering runways, striking fuel/ammo dumps, and disrupting radar and command/control), combat air patrols, bomber escort, interception, and fighter sweeps. Both bombers and fighters can take part, and Counter-Air influences every enemy air mission.

The currently allocated Counter-Air missions can be seen in the **Top Tool Bar** above the game map.

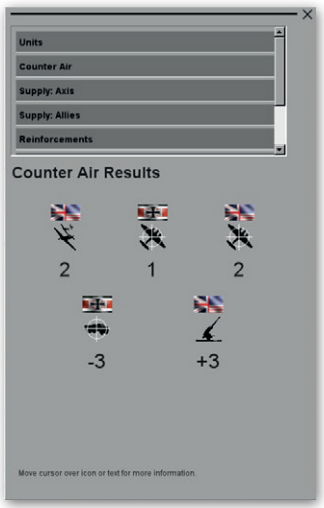
Assigning Counter-Air:

- In the **Air Planning Panel**, select an air asset and click its button to assign it to Counter-Air. Continuously clicking the button will cycle through its possible missions.
- Units with Readiness or Strength below 50% cannot be assigned to Counter-Air.

Note that in some scenarios, one side might have an **Air Superiority** value, which means one side can have Counter-Air value even without assigning assets.

To check the results of Counter-Air missions, open the **Turn Information** panel. The **Counter-Air Results** section shows the previous turn's outcomes.

At the start of each turn, the Axis and Allied Counter-Air values are compared to determine the turn's Counter Air value. Each Counter-Air value adds **+1 AA points** to the AA value of every hex of that side.



In the example here, the Allies have an **Air Superiority** of 2, the Axis have assigned 1 Counter Air mission, and the Allies have 2 Counter Air missions.

Therefore total Counter Air is 2+2-1 = 3.

Any Axis **Interdiction** missions will be reduced by 3, and the Allies gain +3 to all AA strength.

Move the cursor over the icons in the panel for more information.

Interdiction Missions

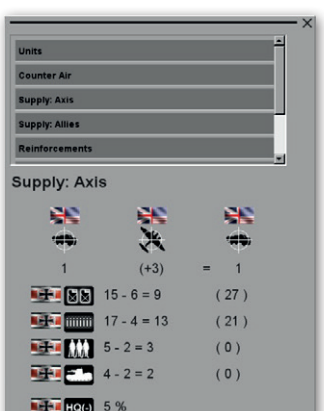
Interdiction Air Missions disrupt enemy ground operations by reducing movement, HQ supply ranges, and the ammo and fuel points received each turn. Air, Naval, and Special Event assets can all be used for interdiction and can be countered by enemy **Counter-Air** missions.

To assign an Interdiction mission, open the **Air Planning Panel**, select an Air Asset, and click its button twice to choose **Interdiction**. Air Assets with less than 50% Readiness or Strength cannot be assigned. Players may allocate Interdiction assets at any time during their planning phase.

Enemy Counter-Air reduces your effective Interdiction strength on a one-for-one basis. Any remaining assets after this reduction carry out the mission.

To check the results of Counter-Air missions, open the **Turn Information** panel. The **Supply: Axis** or **Supply:Allies** sections show the previous turn's outcomes.

At the start of each turn, the Axis and Allied Counter-Air values are compared to determine the turn's Counter Air value. The side with the positive Counter Air result then reduces the enemy's Interdiction.



Example: If the Allies assign 2 Interdiction missions, and the Counter Air result is a +1 for the Axis, then the Allies Interdiction will be 1 (2-1)

In the example here, there is 1 Allied Interdiction mission, and the Allies have a +3 Counter Air (so it has no effect on Allied interdiction), so the final result is 1 interdiction, which reduces Axis supply by the values shown.

Move the cursor over the icons in the panel for more information.

The effects scale with the number of effective Interdiction assets. Typical results include:

- Reduced enemy fuel, ammo, personnel, and equipment points each turn.
- Reduced HQ supply range
- Reduced movement factors of all enemy ground units

Here is the full table of Interdiction results.

Interdiction Results Table					
# of Air assets on Interdiction	Fuel Points Lost	Ammo Points Lost	Personnel Points Lost	Equipment Points Lost	Div HQ & Above LOC Range Decrease
1	6	4	2	2	5%
2	8	5.5	3	5	10%
3	10	7	5	7	15%
4	12	8.5	6	9	20%
5	14	10	8	11	25%
6	16	11.5	9	13	30%
7	18	13	11	16	35%
8	20	14.5	12	18	40%
9	22	16	14	20	45%
10+	24	17.5	15	22	50%

NAVAL ASSETS

Naval Assets represent your off-map naval power. They can attack enemy units, support friendly forces, and interdict supply lines.

Naval assets can be accessed by pressing the Naval button on the left toolbar bar which opens the **Naval Planning Panel**. If this button has a red ring, then Naval assets are available for missions, if amber, some assets have missions, and if green, then all assets have been assigned missions.

NAVAL PLANNING PANEL

The **Naval Planning Panel** appears when you press the **Naval Asset** button. It lets you review, select, and assign missions to your available naval assets.

Once a Naval asset is used, it will either disappear for the remainder of the scenario, or return after a few turns. In the example above this selected asset will re-appear after 2 +/2 turns, i.e. anywhere between next turn and after 4 turns.

For more information about an asset, either right click the asset button to open the asset details pane or examine the tooltips.

NAVAL ASSET MISSIONS

Naval assets can be assigned to these missions:

- **Bombardment** – Attack enemy ground targets within range of the sea.
- **Counter-Air / Interdiction** – Provide anti-aircraft protection or disrupt enemy movement and logistics through harassment and interdiction fire.

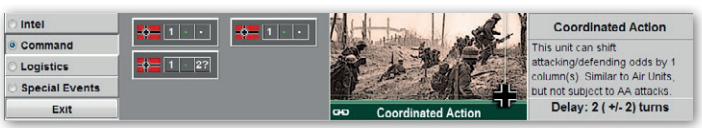
GROUND ASSETS

Ground Assets represent anything from **Intel** actions, **Command** cards, and **Logistic** help.

Ground assets can be accessed by pressing the Ground Asset button on the left toolbar bar which opens the **Ground Asset Planning Panel**. If this button has a red ring, then Ground assets are available for missions, if amber, some ground assets have been assigned missions, and if green, then all assets have been assigned missions.

GROUND ASSET PLANNING PANEL

The **Ground Asset Planning Panel** appears when you press the **Ground Asset** button. It lets you review, select, and assign missions to your available ground assets.



For more information about an asset, either right click the asset button to open the asset details pane or examine the tooltips.

GROUND ASSET TYPES

There are four types of ground assets:

- **Intelligence Assets** conduct reconnaissance missions.
- **Command Assets** perform Ground Support missions.
- **Logistics Assets** perform Move+, Combat+, and Replacement+ supply missions.
- **Special Events** perform counter-air or interdiction missions.

GROUND ASSET MISSIONS

Ground assets can be assigned to these missions:

- **Intelligence / Electronic Warfare (EW)** – Gather information on enemy locations and movements.
- **Command Support** – Apply Main Effort, Surprise, Maneuver and similar assets to shift attack/defense odds in your favor. A maximum of two Command Assets can be added to a single battle
- **Special Events** – Conduct counter-air or interdiction missions.

GAME MECHANICS

ZONES OF CONTROL (ZOC)

Each ground unit projects influence into the hexes adjacent to the one it occupies. This area of influence is called its **Zone of Control (ZOC)**. It costs no Movement Points (MPs) to leave an enemy ZOC, but it does cost MPs to enter one.

The ZOC of a hex is expressed as a numerical value. This value equals the total stacking size of all friendly units located in—or adjacent to—the hex. Adjustments apply under the following conditions:

- **Conscript units** exert a ZOC equal to their stacking size minus one (–1).
- **Elite units** exert a ZOC equal to their stacking size plus one (+1).
- **Encircled or isolated units** have their ZOC value reduced by 1.
- **Night turns** halve all ZOC values.

Viewing ZOC Values

- **Hex Details Popup** – Press **Hotkey K** to display the hex's ZOC values. The pane shows **Axis ZOC** on the left of the colon and **Allied ZOC** on the right. If a unit is in the hex, a dash "–" appears for that side.

- **Map Display** – Press **Hotkey Z** to overlay ZOCs directly on the map. Press once for Axis ZOCs, press again for Allied ZOCs. ZOC values are shown in color ranges from **yellow** (low), to **amber** (medium), to red (high).

This is shown on either the map (**Hotkey K**) or on the right hand **Info Panel**.

In this example, the Axis have 9 ZOC and the Allies 0.

Movement Point Costs in Enemy ZOCs

A hex's **ZOC Value** represents the additional Movement Points (MPs) an enemy unit must spend to enter that hex. For example, if a hex has a ZOC Value of **4**, an enemy unit must spend **4 MPs** plus the cost of the hex's terrain to enter.

- The maximum MP cost to enter an enemy ZOC equals the terrain cost **+ 10 MPs**.
- If the hex is occupied by a stationary friendly unit, the ZOC cost is 0.

The MP costs from a hex's ZOC Value are modified by the quality of the unit attempting to enter the enemy ZOC:

Unit Quality	MP Adjustment
Elite	–2 MPs
Veteran	–1 MP
Regular	0 MPs
Green / Conscript	+2 MPs
Recce Units	–2 MPs**

Recce units: To enter an enemy ZOC, a recce unit must use the **Move and Attack** order.

For example, if an enemy hex has a ZOC Value of **4**, the cost to enter (in addition to terrain) is 6 MPs for a conscript unit (4 + 2), 2 for an elite unit (4 – 2) and 0 for an elite recce unit (4 – 2 – 2).

Note:

- Units moving with **Road Movement** will stop upon entering an enemy ZOC and may be ambushed.
- Regardless of enemy ZOC Values, a unit may always move at least **one hex**.
- A unit can move from one enemy ZOC directly into another if it has sufficient MPs to cover the total cost.

GENERAL MOVEMENT TYPE

The **General Movement Type** determines how a unit will attempt to move when selected. There are three types:

Move and Attack

Move and Defend

Road Movement

A unit may only use **one** movement type per turn (it cannot, for example, use **Move and Defend** for part of the move and then switch to **Road Movement**). To change the General Movement Type, press the **Movement Button** on the top left, or on the **Click Move Control**. You can also use **Hotkey-M**.

If the selected General Movement Type is not available (e.g. if Road Movement set but selected unit is not applicable), movement type will default to **Move and Defend**.

Each unit has a limited Movement Points (MPs). Setting supply to **Move+** increases a unit's MPs (see *Supply*).

Move and Attack

Units using **Move and Attack** will move and automatically attack any enemy unit blocking their path to the destination hex. They will attempt to overrun if odds > 10: 1 before combat.

- All units moving into the enemy hex simultaneously will attack together.
- Units moving one after another may end up attacking separately.
- Defending units may be attacked multiple times if Move and Attack units arrive at different times.

Combat rules:

- Defending artillery/air attacks always occur.
- Attacking artillery/air support does not occur in Move and Attack battles.
- Battle intensity is reduced by one level compared to a planned attack (e.g., High → Medium) to reflect less organized, on-the-move fighting.

Move and Defend

Units using **Move and Defend** will move but stop if they encounter enemy units. They will attempt to overrun if odds > 10: 1 but otherwise will **not** attack.

If the blocking enemy moves away, the unit will continue moving (but may not use its full allowance).

Road Movement

Road Movement allows units to quickly move along roads, using the reduced road costs (e.g., 0.25 MP for a highway, 0.5 MP for a track). Otherwise, it costs 1 MP for units to move along roads (i.e. moving along a road ignores normal terrain entry costs).

To use **Road Movement**, a unit must:

- Have its HQ in **Move+ supply**.
- Have General Movement Type set to **Road Movement**.
- Not start its turn adjacent to an enemy unit.

Risks:

- Entering an **enemy ZOC** while using Road Movement triggers an **Ambush** attack.
  - The moving unit suffers strength and readiness losses.
  - The ambusher takes no damage.

Congestion:

- Each unit passing along a road hex increases that hex's cost by **+0.1 MP**.
- This simulates traffic jams—later units may find adjacent routes more efficient.

COMMAND AND CONTROL

The **command and control status** of a unit determines the chance that it may fail to execute all its planned moves. A **move event** is defined as leaving one hex and entering another.

Each unit has a **Command and Control Delay Value** (CCV) which sets the base probability of a unit moving as ordered. The CCV ranges from **–20 to –40** depending on the scenario and side. This information is listed in each scenario briefing.

A unit's **Quality**, **Readiness**, and **Lines of Communication (LOC)** status all modify this base chance, making delays more or less likely.

The CCV is calculated by adding together

- Quality: Elite (+60), Veteran (+40), Medium (+20), Low (0), Conscript (-20)
- Scenario CCV value: e.g. -20
- Unit readiness: if readiness = 100% then it is +100
- LOC value: Supported (+40), Extended (0), Isolated/Encircled -40)

For example, a Veteran unit with 55% readiness and Extended LOC = + 40 -20 + 55 + 0 = 75% chance its move orders will execute.

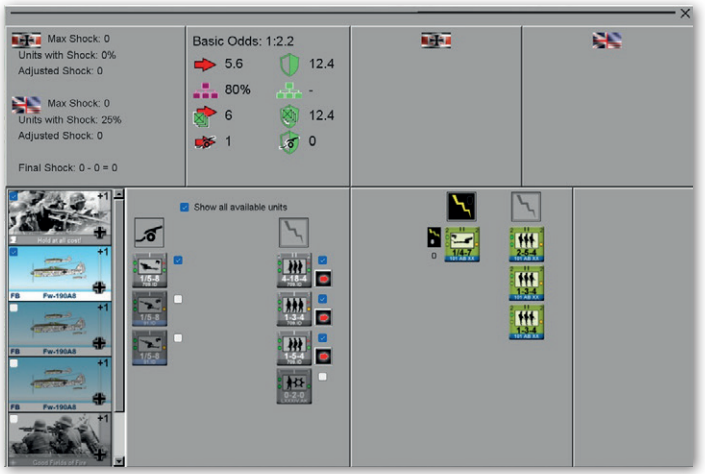
If a unit is delayed due to a failed CCV check, this will be indicated in the right click **Unit Details** panel. The number shown in the clock icon is the number of moves this unit was delayed by.

COMBAT

BATTLE PLANNING

Right-click a battle to open the **Battle Details popup**. This allows you to add artillery, Air, Ground Assets etc to a battle and to see how the odds are calculated (set the **Show all available units** option).

- **Top left:** attacker's flag and orders, defender's flag and orders, and the odds calculation. Hover text to see details on Odds or Shock shifts.
- **Central panel:** final attack/defense values, integrity of each side, raw attack/defense values, artillery factors, and naval factors.
- **Result panels (right side):** show outcomes once the battle executes in the Film Phase.



- **Assets and units:** pictures of Air, Ground, and Naval assets involved plus all units engaged and their Shock values.

Adding Support

- **Artillery, Air, Naval, and Ground Assets' Command Support** can be committed to an attack.
- **Ground Support shifts odds:** e.g. adding Ground Support of 1 to a 2:1 attack resolves it as 3:1. A maximum of 2 Ground Support Air Units and 2 Command Assets can be added to a battle
- **Artillery and Naval factors** are added to the attack factors like additional ground units (10 ground attack factors + Artillery 2 = 12 total attack).

Odds Shifts

Battle odds may shift for:

- **Quality Modifier:** based on the difference in average unit quality (weighted by attack factors).
- **Shock Modifier:** see Shock rules.
- **Flank Attack Modifier:** +1 shift if attacking from multiple directions, +2 if attacking from the rear.
- **Ground Support Modifier:** Ground or Air Support shifts odds by its tactical air value; defending air strikes shift odds in the opposite direction.
- **Combat Engineers Modifier:** applies when attacking Towns, Forts, or Cities/Factories.

Battle Intensity

Battle Intensity depends on the attackers' average **Quality** and **Readiness**. Higher averages produce higher intensity, increasing casualties for both sides.

- If artillery factors exceed ground factors, intensity is reduced.
- **Meeting Engagements (Move and Attack)** reduce intensity by one level.
- Players can influence the intensity of set-piece attacks by adjusting **Offensive Orders**.

There are five intensity levels: **Very Low, Low, Medium, High, Extreme**.

ATTACK TYPES

Combat in the game is prepared during the **Planning Phase** and then executed automatically during the **Film Phase**. Moving a unit onto an enemy hex does not immediately trigger combat; instead, it creates a **planned attack** that is resolved later.

Whenever units from one side attempt to enter a hex occupied by enemy forces, a battle will take place. Ground attacks are broadly divided into two types: **set-piece (deliberate) attacks** and **ad-hoc (hasty) attacks**.

Set-Piece (Deliberate) Attacks

Set-piece attacks are carefully prepared operations. Because they are planned in advance, they can benefit from supporting arms such as artillery, naval bombardment, and ground support assets. The player can also adjust the intensity of a set-piece battle by changing the unit's Attack Orders before execution (**Hotkey-O** when cursor is over the battle).

To initiate a set-piece attack, select your units and attack adjacent enemy units. Units participating in a set-piece attack will not attempt to overrun the enemy before combat begins.

Ad-Hoc (Hasty) Attacks

Ad-hoc attacks occur without prior planning. These include situations such as **Overruns**, **Ambushes**, or battles triggered when units using **Move and Attack** orders encounter enemy forces during movement. Because these engagements are unplanned, they are typically less organized and benefit from fewer supporting assets than a set-piece attack.

Ad-Hoc attacks do not benefit from attacker Air / Naval or Artillery assistance. However, any defensive Air / Naval or Artillery missions will be valid.

Meeting Engagement

If unit(s) with **Move and Attack** orders try to move into a hex in which *all* the defenders have moved, then the resulting battle is a Meeting Engagement.

A Meeting Engagement differs from a normal battle as follows:

- No terrain is considered in a meeting engagement. This is because both forces are trying to enter the same hex (the terrain effects are neutral, i.e. both side's terrain effects cancel each other out).
- The quality shift difference is doubled. This is because the better trained forces will always act faster than those who are less trained, and fast can equal decisive action in a Meeting Engagement.

Ambush

An ambush occurs when a unit using **Road Movement** moves adjacent to an enemy unit. In an ambush, the battle is resolved as normal, but the attacker (the ambusher) takes no casualties.

Overrun

An **overrun** represents an overwhelming attack in which moving units immediately destroy enemy forces during the Move Phase. Overruns are not explicitly ordered; they occur automatically when qualifying units attempt to move into an enemy-occupied hex and meet the required conditions. Units engaged in a set-piece attack will never attempt an overrun.

How to Attempt an Overrun

Plot one or more units' moves onto an enemy hex. All units moving into the target hex are considered for the overrun, even if they enter from different hexes. Units moving with **Move and Defend** will wait until enough strength is present to satisfy the odds requirement.

Conditions for an Overrun

An overrun occurs only if **all** of the following are true:

- **Odds:** The combined attacking force achieves greater than **10:1 odds** (calculated as for a planned battle, including Quality, Flank, Shock shifts, etc.).
- **Defender:** The defender is in an **Open hex** (no defensive bonus) and is not solely a Recce unit.
- **Attacker:** Each participating unit must:
- Be **Regular quality or higher**.
- Have **Readiness above 33%**.
- Not using **Road Movement**.
- Cross a hexside with **no defensive bonus** (e.g., not across a gully).

Costs and Effects

- Each unit pays **20% of its Movement Points** (minimum 1 MP) in addition to the normal terrain cost.
- Each unit loses **5% Readiness**.
- Artillery, Naval, and Air support **do not apply** in overrun combat.

Anti-Aircraft (AA) Attacks

When air assets attack enemy ground units, they are first subjected to Anti-Aircraft (AA) fire from those ground units. Only if the air asset survives the AA fire does it carry out its attack on the ground unit. If the AA fire inflicts enough damage, the air attack will be aborted.

AA Fire Is Resolution

Determine AA Strength:

Add together the total AA strength of all defending ground units in the hex. See *Ground Unit types – AA units* for details on how this is calculated.

Determine Air Asset Defense Strength:

Each attacking air asset has its own Defense strength.

Calculate AA Attack Ratio:

Compare the total ground AA strength to *each* Air Asset's Defense strength to find the AA attack odds.

Apply Quality Differences:

The quality difference between the ground units and the air asset shifts the odds in favor of the stronger side. As the total AA value is applied against each Air Unit in turn, the combined quality of the AA attackers is compared against each individual attacker. Therefore a low-quality ground unit with a high-quality one lowers the overall AA quality, but a low-quality air asset attacking alongside a high-quality one does **not** reduce the Defense strength of the high-quality air asset.

Resolve Each Air Asset Separately:

- AA attacks are resolved individually for each attacking air asset.
- The Defensive strengths of multiple air assets do not combine.
- Ground AA fire attacks each air asset one at a time.

Example

- Attacking Air Assets:
  - Air Asset A: Defense 10
  - Air Asset B: Defense 5
- Defending Ground Units:
  - Heavy AA Unit (2 stacking points) with AA value of 4
  - Armor Unit (2 stacking points) with AA value of 1

- AA Strength:
  - Heavy AA: 2 stacking points × 4 = 8
  - Armor: 2 stacking points × 1 = 2
  - **Total AA Strength = 10**
- AA Attacks:
  - Air Asset A (Defense 10): attacked at 1:1 odds (10:10).
  - Air Asset B (Defense 5): attacked at 2:1 odds (10:5).

Any surviving air asset then proceeds to attack the ground units.

Results of AA Fire

AA combat is resolved **before** any air attacks take place in the hex. Possible outcomes:

- No effect
- Air attack halved
- Air attack aborted

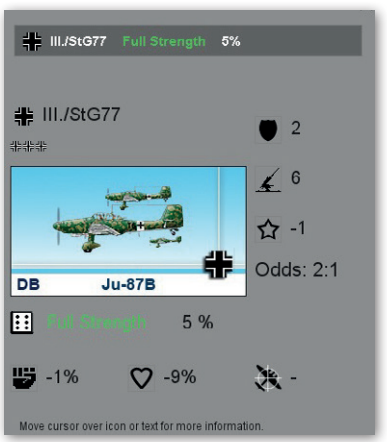
Viewing AA Battle Details

Right click an Anti-Aircraft Attack hex to show the AA result details.

Click the air asset to show its AA attack details.

Move the cursor over the icons for further information.

Press the  to view the AA Combat Results Charts.



Bombardment

Artillery, naval, and air units can attack enemy units independently of ground forces using **bombardment**. This represents long-range or indirect fire intended to weaken enemy units before direct combat.

Bombardment Resolution

Allocate Bombardment Points:

Total all artillery, naval, and air support attack factors assigned to bombard an enemy-occupied hex.

Determine Terrain Type:

The program identifies the terrain of the target hex.

Index Bombardment Points & Roll:

- Combine the Bombardment Points and the terrain's protection rating.
- Roll a D10.
- Cross-index these values on the **Bombardment Result Table** to obtain the percentage of Readiness lost in the hex. Press the  to view the Bombardment Results Charts.
- Artillery-only attacks use **low Battle Intensity** and thus inflict lower casualties

Bombardment Protection

Certain terrain types reduce the effectiveness of bombardment. There are three protection categories:

- **Good Protection (–2 shifts)**: Mountain, Peak, City, Town, Entrenchment, Fort, Rough
- **Medium Protection (–1 shift):** Rolling Steppe, Woods, Dug-In
- **No Protection:** All other terrain

Target Intelligence Level

The effectiveness of bombardments depends on the **intelligence level** (see *Fog of War*) of enemy units in the target hex:

- The average **FOW level** of all defending units applies a die modifier to the bombardment roll.
- More intel = more effective bombardment.
- Less intel = weaker bombardment.

Average FOW Level in hex	Die Roll Modifier
0	N/A
1	-6
1.5	-5
2	-4
2.5	-3
3	-2
3.5	-1
4	0
4.5	+1
5	+2

Example:

If the FOW level of a target hex is 1 (very little intelligence), subtract **6** from the bombardment die roll. (On a 1–10 roll, a result of 9 would be reduced to 3.)

SHOCK

Shock represents the psychological and tactical impact of armored and mechanized forces on the enemy. It reflects the speed, surprise, and overwhelming firepower brought to bear at a critical point of attack. While the **Movement Factor** represents mobility and the **Attack Factor** represents firepower, **Shock Value** accounts for this mental effect on the battlefield. Mobile formations attacking together can achieve

full Shock impact. However, if an armored unit is attached to a slow, low-attack infantry division, its Shock effect will be greatly reduced as the armor will have to wait for the infantry to catch up, greatly reducing its speed and shock value.

General Rules:

- Some units have a **Shock Value** which shifts combat odds.
- The higher the proportion of units in a battle with Shock, the greater the effect.
- Mobile ground units (armor, mechanized infantry) usually have Shock Values.
- Foot-mobile infantry typically have no Shock Value.
- A unit with a **Shock Value of 0** is still considered a Shock unit for calculation purposes.

Terrain Restrictions:

- Shock applies only to attacks against enemy units in **open terrain** (no defensive bonus).
- Units attacking **over certain hexsides** (e.g. gullies) have **no Shock**.

Shock Value Reductions

Shock Values are halved if a unit has any of the following:

- Readiness < 30%
- Strength < 30%
- Lines of Communication (LOC) = Encircled or Isolated

Shock Values are **zero** if a unit has:

- Readiness < 10%
- Strength < 10%

Calculating Shock

- Find the **maximum Shock Value** of any unit in the attacking (or defending) stack.
- Determine the **percentage of stacking size** that are Shock units (units with any Shock Value even 0).
- Multiply the maximum Shock Value by this percentage to get the **side's Shock Value**.
- Compute **Final Shock** = Attacker Shock – Defender Shock.
- Apply the result as a shift to combat odds.
  - If the result is negative, shift the odds against the attacker.

Example 1

- Armored (Shock 4), Stacking Size 4
- Motorized (Shock 0), Stacking Size 2
- Infantry (no Shock), Stacking Size 2

Maximum Shock = 4 (Armored unit) with Shock stacking size = 6 (Armored + Motorized) with total stacking size = 8.

Shock % = 75% (6 is 75% of 8). 75% of 4 (max Shock) = 3.

Final Attacker Shock = 3 (Defender has 0 Shock). Odds shifted by +3 in the attacker's favor.

Example 2

- Armored (Shock 4), Stacking Size 1
- Infantry (no Shock), Stacking Size 3

Shock % = 25%. Final Shock = 1 (25% of 4)

Example 3

- Two Armored (Shock 4), Stacking Size 1 each
- One attacks over a gully (No Shock)

Shock stacking size = 1 of total stacking size of 2. Shock % = 50% so final Shock = 2 (50% of 4)

Shock and Anti-Tank Units

- Anti-Tank (AT) units are normally defensive and neutralize an attacker's Shock but usually have an Attack Shock of 0 (i.e. they neutralize enemy attack Shock but they themselves cannot attack with Shock)
- German Heavy AT / AA units (e.g. 76 mm or 88 mm guns) attack with Shock 2 (this is because these units have a range substantially longer than the enemy tanks so can cover the forward movement of friendly AT units.

Shock types

Possible Shock values are shown below:

Shock Types	
Icon	**Description**
	Shock Value of 4
	Shock Value of 2
	Shock Value of 2 when Attacking. Shock Value equal to attacker when defending.
	Shock Value of 0 when Attacking. Shock Value equal to attacker when defending up to a max value of 2.
	Shock Value of 0 when Attacking
	No Shock Value. This unit will reduce the total Shock of a stack if this unit attacks/defends with units that have Shock.

COMBAT RESOLUTION

Ground combat is resolved by rolling a six-sided die and cross-referencing the result with the **final battle odds** to produce a combat outcome.

- **Die roll 1** favors the Defender.
- **Die roll 6** favors the Attacker.

Battles are resolved in descending order of odds: highest-odds first, lowest-odds last.

Damage Allocation

Battle damage is applied to **Readiness** first, then **Strength**. As Readiness declines, a larger share of damage transfers to Strength.

- Example: at 90% Readiness, 90% of damage hits Readiness and 10% hits Strength; at 50%, damage splits 50/50.

Press the **CRT Info** button to view the **Combat Results Chart.**

Overall Battle Results

After combat results are determined, the game resolves the **post-battle state**:

- **Defenders** may hold, retreat, or withdraw.
- **Attackers** may hold or advance.

Unit Destruction Thresholds

Higher-quality units are harder to destroy. A unit is eliminated only if both Readiness and Strength drop below:

Quality	Threshold (both <)
Elite	5%
Veteran	10%
Regular	15%
Green	20%
Conscript	25%

Advance

If the defender is destroyed or leaves a hex, attackers may advance.

- Units from the hex with the **largest attack value** advance first.
- Additional units not in an enemy ZOC may also advance, up to the **stacking limit**.

Retreat

 Retreat depends on average Quality, Readiness, and damage taken.

Defenders forced to retreat move 1–2 hexes back:

- Retreat applies to all units in the hex.
- Retreat is unplanned and causes higher casualties than withdrawal.
- Units unable to retreat take heavy losses.

Retreat restrictions: units cannot retreat into a hex that:

- Is under attack.
- Is adjacent to an attacker.
- Lies in an enemy ZOC (unless occupied by friendly units).

If a unit retreats, it loses all planned moves.

Withdraw

 Defenders with **Withdraw orders** can pull back deliberately to reduce losses.

- Recce units automatically attempt to withdraw if they are the only units in a hex.

Withdraw chance:

- Base chance 100%.
- Modified ±33% per Quality level difference between attacker and defender.
- Reduced if average Readiness <50%.

Recce exceptions:

- Will not withdraw if orders are *Hold/No Retreat*.
- Will not withdraw if attacked by Recce, Artillery, or Combat Engineers.
- Ignore Quality influence; readiness penalty for withdrawal is halved compared to other units.

Hold at All Costs

 Defenders with **Hold at All Cost** orders attempt to stand firm and take extra casualties instead of retreating.

- Chance to hold depends on unit Quality and Readiness.
- Holding increases casualties by 20%.

FOG OF WAR (FOW)

Fog of War is the uncertainty, confusion, and lack of information that each side experiences on the battlefield due to lack of information. When **Fog of War** is enabled for a game, only limited information about enemy units is displayed. What you see depends on the level of intelligence your side has on the target hex.

FOW LEVELS

Each hex has a **FOW Level** indicating the quality of intelligence gathered.

Level	Information Available
0	No intelligence
1	Enemy presence only
2	Low intelligence
3	Medium intelligence
4	High intelligence
5	Full intelligence

This FOW Level for a hex is shown by the **cloud icon** on the right hand Info Panel.

Press **Hotkey-I** to display FOW Levels on the map. The color scale indicates recon strength: **green** = strong reconnaissance, **yellow** = weak.

Press **Hotkey-K** to see exact recon strength values in a pop-up.

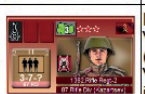
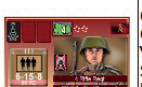
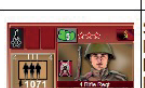
At FOW Level 2, unit types can be misidentified but will appear as a similar class:

- Mobile units (Armor, Motorized, Recce, Mechanized) may be shown as a different mobile unit type.
- Combat Engineers may be shown as Infantry (but Infantry are never misidentified).
- "Gun" units (Artillery, Anti-Tank, Heavy Anti-Tank) may be misidentified as another "Gun" type.

The following table shows the data potentially revealed by FOW level.

FOW EFFECTS ON BOMBARDMENT

- Bombardment effectiveness is **reduced** against units with FOW Levels 1–3.
- Bombardment effectiveness is **increased** against units with high intelligence (FOW Levels 4–5).

	Unit Counter		Unit Panel	
FOW Level	**Counter**	**Data Revealed**	**Picture**	**Data Revealed**
0 No info	None	None	None	None
1 Presence		Location		None
2 Low info 		Nationality Echelon Type (Type may be incorrect)		Nationality Echelon Type (Type may be incorrect)
3 Medium info 		Name Combat Values (Combat Values may be incorrect)		Name Combat Values (Combat Values may be incorrect)
4 High info 		Correct Combat Values		Correct Combat Values Supply Status Dug-in State
5 Max info 		Strength Readiness		Strength Readiness Max Combat Factors

INTEL GATHERING

Intelligence collection determines how much information you receive about enemy units. It consists of two components:

- **Intelligence Range**: How far (in hexes) a unit can "see."
- **Intelligence Strength**: How much detail about enemy units is revealed (from 1 – 5). Terrain decreases the intel strength. Units hidden in woods are harder to see than those in the open.

Enemy units moving through intel zones will be observed, and they may then disappear if leaving the intel zone.

Intel gathering is subject to random variation.

Ground Unit Reconnaissance

Each unit has its own intelligence values. Adjacent hexes provide the highest intel strength and this decreases by 1 per hex distance (to a minimum of 1) up to the unit's intel range.

Note that intel gathered depends on target quality. Higher quality enemy units yield less intelligence, while lower quality enemy units yield more.

Unit Type	Intelligence Strength	Intelligence Range
Recce	4	4
Armor	1	3
Mechanized	2	3
Motorized	2	2
Infantry	2	1
Artillery	1	1
Combat Engineers	1	1
Others	1	1

Air & Electronic Reconnaissance

Air Asset Reconnaissance and **Ground Asset** Electronic Warfare (EW) also collect intelligence. These have their own values:

Asset Type	Intelligence Strength	Intelligence Range
Intel Estimate	3	6
EW Intercept	4	2
EW Direction Find	2	4
Air Recce	2	2
Air Recce (Photo)	2	3

NIGHT TURNS

Certain turns represent **night time** operations, affecting movement, intelligence, combat, and asset use. In most scenarios, each third turn is a night turn.

The turn marker on the **Top Tool Bar** shows the time of day. During a night turn, the map will also darken.

NIGHT CAPABILITY

Some ground, air, and naval assets are designated **Night-Capable**.

- **Night-Capable (N) assets** can only carry out night missions if their readiness ≥ 80%
- **Non-Night-Capable assets** generally cannot perform tasks at night.
- **Non-Night-Capable Ground units** can perform tasks at night, but suffer penalties.

You can see the night capability of a unit by right clicking on its counter. The **(N)** inside the black circle indicated that this unit is night capable. Move the cursor over the icon for more information.

You can see the night capability of all units on the map via the **Left Tool Bar**. Press  Units without night capability will become transparent.

NIGHT EFFECTS ON GROUND UNITS

- **Intel Range Reduced:** All ground units have their Intelligence Range reduced to 1 at night except Infantry (Leg, Motorized, Mechanized), Combat Engineers, Recce, and Ski units.
- **Stationary Patrol Bonus:** If Infantry or Combat Engineers remain stationary, their Intel Range increases by +1, representing night patrolling.

- **Infiltration Bonus:** For Leg Infantry, Combat Engineers, and Ski Units, the cost to enter an enemy ZOC hex is halved at night.
- **Battle Intensity:** Add +1 to final Battle Intensity at night. Higher intensity increases both the chance of success and Readiness loss for both sides.
- **HQ Integrity (Axis):** Subtract 20% HQ Integrity for forces attacking or defending at night (No change for Soviet forces).
- **Readiness Loss:** Moving at night triples Readiness loss.
- **Readiness Recovery:** Units recover Readiness faster at night; resting at night is recommended.
- **Command & Control Delay (CCV):** Reduce a side's starting CCV by 20 at night. Movement delays are more likely.

NIGHT EFFECTS ON AIR ASSETS

- Only night (N) capable air assets may fly night missions.
- They suffer increased Readiness loss when flying at night.
- Air Recce assets have a reduced **Intel Range** of 1 at night.

NIGHT EFFECTS ON GROUND ASSETS

EW Assets gain **+1 Intel Strength** at night.

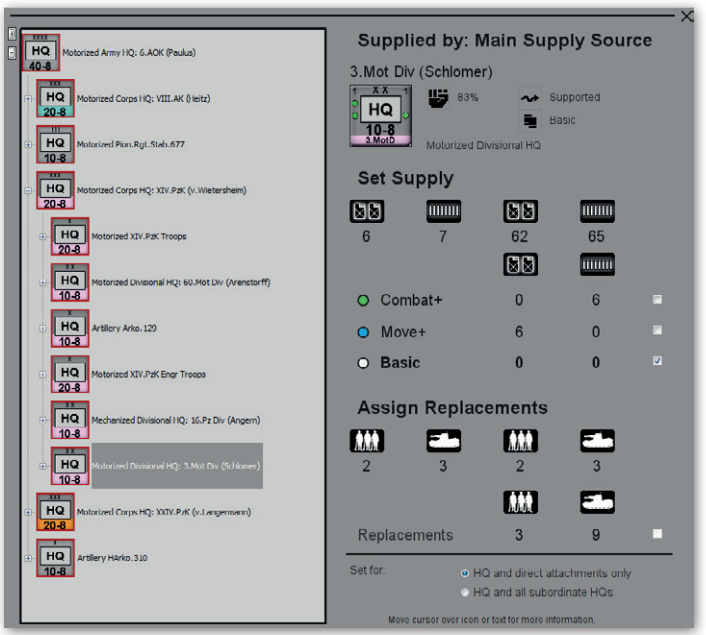
Rationale: Units resting, rearming, and resupplying at night generate increased radio traffic, providing opportunities for Electronic Warfare.

SUPPLY

In the **WEGO WW2 Series**, supply is designed to be *"handled by exception."* If you're playing defensively, you rarely need to adjust supply. If you want to launch offensives or move long distances, a few simple steps will prepare your forces – heavy "bean counting" is minimized.

Press the **Supply** button to open the **Supply Allocation Panel** (you can access this from either the **Click Move Control** panel or from the right click **Unit Details** panel).

From the **Supply Allocation Panel**, you can set supply for HQs either individually or for an HQ and all its subordinate HQs.



Set either **Combat+**, **Move+**, or **Basic** (i.e. no extra supply) and confirm your choice.

To get more information, move your cursor over the icons.

Each turn, new supply arrives at your forces (though enemy **Interdiction** can reduce this). Supply flows from **Supply Sources** to HQs, and from HQs to their subordinate units along **Lines of Communication (LOCs).**

The following supply can be allocated:

- **Basic Supply** – Halved movement factors, no Road Movement, no change to attack/defense. Used to conserve fuel/ammo while on the defensive.
- **Move+** – Restores full movement and allows Road Movement and is used for long administrative along roads. Units using Road Movement can be subject to Ambushes.
- **Combat+** – Doubles attack factors of subordinate units (x2); quadruples artillery attack (x4). No effect on movement or defense. Best for massing firepower at critical points.
- **Move+ + Combat+** – Both bonuses can be active at once.

Hotkey **S** shows each unit's supply level with an overlay (blue = Move+, green = Combat+, orange = both).

Any extra supply allocated is "use it or lose it": if **Move+** supply is granted but no movement occurs, the fuel is still spent. Plan carefully—wasted supply may leave you short when you need it most.

Supply received is in the form of **Ammo** and **Fuel**. **Ammo** is used for **Combat+**, while **Fuel** is used for **Move+**.

SUPPLY SOURCES

Axis main supply source.

The supply model consists of several interconnected components.

Supply Lines

Supply is delivered to HQs and hence to ground units within HQ range. This is done along **Lines of Communications (LOC)** via:

- **Main Supply Sources** – Each side (Axis or Allies) has at least one, indicated on the map by hex outline color (blue in the example for Allied). These are scenario-placed and often located at the map edge, port cities, or other major depots. They represent the large, mostly off-map logistics infrastructure and are fully automated.
- **Headquarters / Supply Source Units** – These act as nodes for supply distribution. Each side has a Root Headquarters (the "Supreme Headquarters"). LOCs begin at Supply Sources and flow through HQs down to combat units. Players can usually move HQs to improve support, though some HQs may be fixed in place depending on the scenario.

Supply Depots

If an HQ loses access to the main Supply Source, it can draw from a Supply Depot instead. This provides only **extended supply** rather than full support and has a limited range. The range of a Supply Depot can be seen on the map via **Hotkey-S**.

Airfields / Drop Zones

Airfields that are supplied by **Air Transports** act as extended supply depots within their assigned range (set by the scenario editor). Isolated or unsupplied units inside that range count as being at **extended supply**.

SUPPLY COSTS

Selecting any supply level above **Basic** consumes fuel and/or ammunition points.

- Basic Supply is free – no fuel or ammo is spent.
- Move+ and Combat+ (or both) require fuel/ammo points each turn you remain at that status.

The exact cost depends on three factors:

- HQ echelon (brigade/regiment up through army level).
- HQ type (non-motorized, motorized, mechanized, artillery, etc.).
- Total stacking points under that HQ.

When you place an HQ in **Move+** and/or **Combat+**, the system calculates the cost from these three factors and deducts the required points. You must pay the cost again at the start of each new turn to maintain the chosen supply level.

Supply costs are calculated as follows (**SP** is **Stacking Points**).

Type HQs	Move+ For every 10 SPs*		Combat+ For every 10 SPs*	
	Fuel	Ammo	Fuel	Ammo
Non-Motorized HQs	1	0	0	1
Semi-Motorized HQs	4	0	0	2
Motorized HQs	2	0	0	2
Mechanized/Armored HQs	5	0	0	3
Artillery HQs	2	0	0	5
Additional Costs for Higher Headquarters:				
Division-level HQs	+1	0	0	+1
Corps-level HQs	+4	0	0	+2
Army-level HQs	+2	0	0	+2
* Round fractions up for number of SPs less than 10 SPs.				

LINES OF COMMUNICATIONS (LOC)

To receive supply or replacements, a ground unit or HQ must be within the **Line of Communication (LOC)** range of its higher HQ or a friendly Supply Source. LOCs are the paths traced from a Supply Source, down through the chain of command, to the combat units on the map.

The **LOC range** represents the number of movement points available to supply trucks using road movement. Ranges vary from, for example, 64 MPs for an Army HQ to 15 for a Divisional HQ.

LOCs cannot pass through a hex with an enemy unit or enemy **Zone of Control (ZOC)**, unless the hex is occupied by a friendly ground unit. A HQ can trace its LOC directly to a **Supply Source** without passing through a higher HQ if needed. If a unit is outside its own HQ's range but within a friendly HQ's range, it receives **Extended Support**. However, a unit cannot draw supply from a lower echelon HQ (e.g. a corps artillery unit cannot be supplied by a regiment HQ).

LOC STATES

A unit's LOC state depends on how far it is, in movement points, from its HQ or Supply Source. Each unit is always in one of the following states:

- **Supported** – The superior HQ can trace a clear path (no enemy units or ZOCs) to the unit's hex and the distance is within half the HQ's LOC range. HQs drawing supply directly from a Supply Source are also considered Supported. Supported organizations can be assigned Combat+ and Move+ supply, receive replacements, and may use Road Movement.
- **Extended Support** – The superior HQ can still trace a clear path, but the distance is greater than half the HQ's LOC range. Extended Support allows Combat+ and Move+ supply and receive replacements, but Road Movement is not allowed.

- **Isolated** – The unit is outside its higher HQ's assigned LOC range. Isolated units suffer halved shock effects. Isolated HQs cannot be assigned Combat+, Move+, or receive replacements.
- **Encircled** – No supported HQ can trace a path free of enemy units or ZOCs to the unit. Encircled units also suffer halved shock effects and lose readiness each turn. Encircled HQs cannot be assigned Combat+, Move+, or receive replacements.

LOC EFFECTS

LOC State	Attack / Defense value modifiers	Can have Move+/Combat+
Supported	100%	Yes
Extended Support	75%	Yes
Isolated/Encircled	50%	No

For example, isolated units have their Attack and Defense values reduced by 50%

DISPLAYING LOC

Several hotkeys show LOC ranges and states:

- **L** – Displays each unit's LOC state
- **R** – When the cursor is over an HQ, shows the HQ's LOC range.
- **H** – Shows dashed HQ LOC lines up to the HQ's superior HQ.
- **E** – Highlights hexside terrain that affects LOCs.

Colors represent states:

- **Green:** Supported
- **Amber:** Extended Support
- **Red:** Isolated
- **Black:** Encircled

DISPLAYING SUPPLY

Hotkey-S shows the Supply Level of all the player's units. The unit will have a color coded overlay as follows:

- **None:** Basic Supply
- **Bue:** Move+
- **Green:** Combat+
- **Amber:** Combat+ and Move+

SUPPLY NOTES

- Even if a unit is outside its HQ's LOC range, it may still be Supported or Extended Support if it can trace a LOC to a Supply Source or to a higher HQ.
- A unit cannot have a higher supply state than its HQ. For example, if a division HQ is at Extended Support from its corps HQ, all its subordinate units are considered Extended Support—even if they are within Supported range of a higher corps HQ.
- See Readiness for how different supply states affect readiness recovery.

REPLACEMENTS

Press the **Supply** button to open the **Supply Allocation Panel** to assign replacements.

Replacements are received in the form of **Personnel** and **Equipment**. **Personnel** is used to assign infantry replacements, while **Equipment** is used for armor / mechanized replacements.

Replacements restore unit strength (10% per turn up to a maximum of 100%). You begin each scenario with a pool and may receive more each turn, depending on scenario settings.

Unit Replacements can only be allocated if

- The unit is in full or extended supply
- The unit remains stationary that turn.

All subordinate units of an HQ receiving replacements gain strength at the same time. Eliminated units cannot be resurrected. Like supply, Personnel and Equipment points can also be reduced by enemy interdiction missions.

To allocate replacements, set the Replacements checkbox in the **Supply Allocation Panel**. If insufficient points exist, no increase occurs. Costs vary by HQ type (non-motorized, mechanized/armored, artillery, etc.) and echelon (regiment/brigade up to army). A HQ's type is determined by its highest-cost subordinate unit.

Required Replacements points are calculated as follows:

Type Regt/Bde Hqs REPL+10% FOR EVERY 10 SPS*	Personnel Points	Equipment Points
Non-Motorized Infantry HQs	6	1
Semi-Motorized Infantry HQs	5	2
Motorized Infantry HQs	4	4
Mechanized/Armored HQs	2	10
Artillery HQs	1	6
Division HQs	1	3
Corps HQs	2	4
Army HQs	3	6
*Round fractions up for number of SPs less than 10 SPs.		

WEATHER

Weather is shown in the right hand **Info Panel.**

On the top row, the **Visibility, Precipitation**, and **Sea State** is shown together with the **info** button.

Beneath this is the **Ground State**.

Pressing the info button will display the predicted weather for each game turn.

VISIBILITY

Visibility affects Air Assets.

Visibility	Air Assets
Clear	-
Cloudy	Air attacks reduced by 25%
Overcast	Air attacks reduced by 50%
Fog	Grounded

SEA STATE

Sea state affects Naval Assets and seaborne supply.

Sea State	Naval Assets	Seaborne supply
Good	-	-
Marginal	Naval attacks reduced by 50	Seaborne Supply reduced by 50%
Storm	No Naval mission	No Seaborne Supply

PRECIPITATION

Precipitation affects Air Assets and Unit readiness recovery.

Precipitation Type	Air Assets	Readiness recovery
Heavy rain	Grounded	Reduced by 50%
Light rain	-	Reduced by 25%
None	-	-
Light snow	-	Reduced by 25%
Heavy snow	Grounded	Reduced by 50%

GROUND STATE

- **Good Weather** – The default state. Normal terrain effects apply with no additional penalties.
- **Mud Weather** – Cuts land-unit Movement Factors by 50% and slows readiness recovery for all land forces, plus Air and Ground Assets, by 50%. This represents rain, sleet, thawing ground, or other conditions that produce mud.
- **Frozen Weather** – Reduces land-unit Movement Factors by 25% (ski units are unaffected) and halves readiness recovery for land forces and Air/Ground Assets. All rivers are considered frozen; hexside movement restrictions across them are lifted. This reflects snow, ice storms, and severe cold.

VICTORY

The winner is the side which has the most Victory Points at the end of the game. Victory Points (VPs) are awarded for destroying enemy ground units and occupying a victory point location. No victory points are awarded for damaged ground units. No points are awarded for Air, Naval, or Ground Assets.

 Press this button on the right **Info Panel** to view victory data.

DESTROYING ENEMY UNITS

Points are awarded for destroyed units depending on unit type and unit quality. For example, armor and mechanized units are worth more than infantry etc. Elite units are worth more than conscript units, etc. Victory Points for destroying ground units are awarded at the time the unit is destroyed.

CAPTURING VICTORY LOCATIONS

VPs are earned per turn. If a Location is worth 1 VP, then 1 VP will be awarded to the owner per turn.

Locations can be worth different amounts per side. For example, a location may be worth 2 VPs per turn for the Axis, but only 1 VP per turn for the Allies. Victory Points for a location may be awarded to one side and not the other.

APPENDIX A – PLAY TIPS

COMBAT TIPS

On Ground Operations.

- Use Combined Arms. Shock-neutral (shock=0) units can attack with tank units and not degrade their Shock modifier. If you attack using shock-capable units with leg infantry, then you will dilute your Shock and have reduced odds.
- Fight for intelligence. It's not just the job of recce alone to gain intelligence. Get infantry, artillery, and engineers into the process of fighting for intelligence. If you want intelligence—you need to go and get it with whatever means are available. Fight for it if you must.
- Maintain a Reserve. The last side to commit its reserve WINS! If there are two units left on a side – one of them is in reserve! If you commit your reserve--designate a new one--every time.
- Maintain Organizational Integrity. Don't commit units from two different divisions to an attack against the same hex. There is no benefit if you do; most often you will be punished with unfavorable odds shifts by combining the attacks or defenses of units from different HQs. If you must do it, use a Main Effort or Reinforcing / General Support Artillery Assets (if available) to overcome the disadvantages.

- Don't Mix Corps and Division Artillery Attacks. You decrease the potential attack strengths of these units by combining them. They too fall under the organizational integrity rules. But...if the final numbers generate the odds that you need – do it.
- Keep HQs units out of range of enemy artillery. HQs units are easy to destroy if left exposed to the combined attacks of enemy artillery units and/or air assets. HQs units provide MANY easy victory points to the enemy. Their loss SEVERELY degrades the capabilities of their subordinate units. Protect your HQs units; move often – protect always.
- Anti-tank Units Are.... Always place your anti-tank units so they are in position to face the enemy's tanks. AT units twiddling their thumbs in distant locations where their armor-negating capabilities can't be used are wasted resources.
- Ambush Avoidance. Avoid use of road movement mode to enter enemy territory; ambushes can devastate an entire road column. Have security forward and don't out-run it. On the other hand? Use road movement to run a corps around an open flank into the enemy's rear... Fortune favors the bold.

On Air Operations.

- Fly 'em, Rest 'em. Don't fly your Air Assets turn after turn without rest. Never fly more than 2/3 of your air assets unless the situation demands it, and/or you have a rest plan that supports it. 50% on and 50% off is the way to keep your air assets rested and ready to fly. If they are not rested, you will find them absent when you need them the most.
- AA exists for a reason. Place your AA units so they protect those units in your main effort that are most vulnerable to air attack. While defending, identify where the enemy's main attack is and protect those units facing it. HQs and artillery units behind the line that are supporting the main effort should be protected with the same vigor as those critical points on the front line.
- Counter-air is important. Supporting ground operations requires much more than just providing close air support to individual attacks and/or attacking individual enemy units on the battlefield. Air superiority helps insure unfettered ground unit movement, the resupply of fuel and ammo points, and sustainment of command and control ranges.

On Naval Operations.

- Threaten. The threat of naval bombardment can be just as useful as its actual employment. Once employed – that threat is gone.
- Destroy. If you find an enemy HQs within range of naval assets, attack! Throw in some air assets if available and artillery if in range. Strike the HQs – Kill it. This impacts the supply status of all its subordinate units.

On Logistics Operations

- Spend Supplies Wisely. Don't be stingy with your supplies; Fuel and Ammo points that remain at the end of a scenario are unused combat potential.
- Manage Supplies. HQs consume Move+ and/or Combat+ supply points based on their most costly subordinate unit. The costliest units are armor, mechanized, or motorized units.
- Think Supplies. Supplies and the lines of communications along which they travel represent the combat power potential of ground units. Never start – nor end a turn – without checking the supply status of your units – and taking action to fix or mitigate any logistics issues.

- Offense vs Defense. On offense, you will use more fuel than ammo. Burn off that "excess" ammo by providing Combat+ supply to organizations that have artillery units in position and ready to expend it. Corps artillery units with Combat+ supply are sledge-hammering destroyers of enemy units.

General

- Rest your units. Every third turn (3, 6, 9, 12, etc.) there is a "night" phase during which units recover readiness at double the normal rate; use this opportunity every time--unless you have a good reason not to.
- Attack, attack, attack!. Defense is slow death for armored forces. Find a way to take offensive action and the results will be in your favor.
- Efficiency vs Maximum Effort. There will come a time in your game play when you start to see the difference between having an efficient system that sustains combat power over time...and knowing the critical time to go ALL IN--regardless of efficiency. This isn't something connected to the arrival/departure of reinforcements; it has to do with "knowing" you have an advantage through your reconnaissance efforts and then acting aggressively on that "knowledge"--Maximum Effort at the decisive place and time.

APPENDIX B – ABBREVIATIONS

AA	Anti-aircraft
AF	Attack Factor
Arm	Armored
Arty	Artillery
AT	Antitank
Bde	Brigade
Bn	Battalion
Bty	Battery
Co	Company
CRT	Combat Results Table
DF	Defense Factor
EAV	Effective Attack Value
EDV	Effective Defense Value
Engr	Engineer
FOW	Fog of War
Grp	Group
Inf	Infantry
LOC	Line of Communications
MC	Motorcycle
MF	Movement Factor
Mot	Motorized
MP	Movement Point
Plt	Platoon
Recce	Reconnaissance
Regt	Regiment
Spt	Support
Sqdn	Squadron
TEC	Terrain Effects Chart

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