

# QUICK GUIDE



WEGO WORLD WAR II:  
**OVERLORD**



MATRIX  
GAMES

 **BK**  
wargames

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This Quick Start Guide walks you through the basics to play a scenario. It covers the turn structure, how to move and attack, supply and HQs, and the core concepts behind combat. First play the tutorial, and then, with this in hand, you can try more scenarios.

## 1. GAME PHASES

Each turn in WEGO WW2 follows a **plan–execute** cycle:

- **Planning Phase** – You give all orders for movement, order attacks, assign Air and Naval attacks, and adjust supply levels.
- **Execution Phase** – Both sides’ orders resolve simultaneously. Movement, combat, and supply consumption all occur automatically.

Once execution finishes, a new Planning Phase begins.



Use the **Next Phase** button on the top of the screen to advance through phases.

## 2. MOVING UNITS

Left-click a unit on the map to select it. You’ll see its current orders, move options and, on the map, the hexes it can move to. Movement is hex-based. Click on a destination hex to plot a path. You’ll see a colored overlay indicating how far the unit can go (shaded hexes are inaccessible; amber hexes would be accessible if not for enemy units). To remove orders, put the cursor over the unit and use **Hotkey U** to remove all orders, or **Backspace** to remove a single plotted move.

There are three main **movement modes**:



**Move & Defend** – Normal movement. If the unit’s path is blocked by an enemy unit, it will stop. Potential moves are shown with a green arrow.



**Move & Attack** – If the unit's path is blocked by an enemy unit, it will attack that enemy unit. Potential moves are shown with an amber arrow.



**Road Movement** – Uses roads for faster travel at reduced cost. Ideal for redeployments and reserves but vulnerable to ambush. To use road movement, a unit must have **Move+** supply and cannot start its turn adjacent to enemies. Potential moves shown with a blue arrow.

You can change between these types with **Hotkey M**.

Units can also **stack** with others within limits.

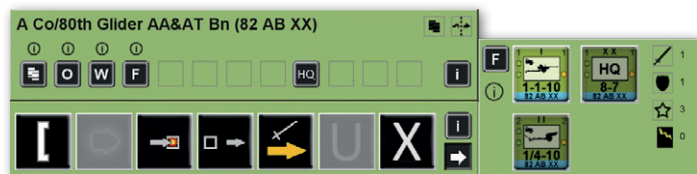
The **Click Move Controls** open when you left-click a unit.



Click the Info buttons for more information.

Move the cursor over the icons for more information.

**Note:** you can right click units, terrain, battles etc for more information.



**Note:** there is also a **Drag'n'Drop** movement UI available. If using this, there will be no **Click Move Controls** – you can just use the left mouse button to drag a unit to its destination. You can choose between the two in the Options screen from the **Main Menu**.

## 3. ATTACKING

There are two types of attacks:

**Set-piece** – these attacks are planned attacks when units deliberately attack adjacent units. Left click a unit to select it, then left click an adjacent enemy to attack (the cursor will change to a small explosion if you can attack – units cannot attack over inaccessible hex-sides, or if they have an effective attack of 0).

**Hint:** use **Hotkey E** to see inaccessible hexsides (they will be shown as black), or hexsides with a defensive bonus (shown as red).

Right click a battle to open the Battle Details where you can add more units to the battle and see the projected odds. Combat considers unit type, supply, readiness, terrain, and support from assets or HQs.

Attacks resolve during the Execution Phase, with results shown after combat resolution.

Armor units have **Shock** which can give a +4 shift to odds when armor attacks enemies in the open. Shock represents the sudden effect of concentrated force at the point of attack. It is automatically calculated and may increase combat losses or retreats for the defender.

## 4. SUPPLY BASICS

Supply is handled through HQs and their **Lines of Communication (LOCs)**. Units trace a path back to their HQ and then to a supply source. The status of that path determines how well they fight and move. You can see the LOC on each unit counter:

- **Green** – Supported (full supply).
- **Yellow** – Extended Support (reduced effectiveness).
- **Red** – Isolated (severely limited).
- **Black** – Encircled (cut off).

You can see a unit's HQ and the LOC to that HQ with the **Hotkey H**. When this is on, the HQ lines are shown when a cursor is moved over a unit. To see a HQ's supply range, use **Hotkey R** when the cursor is over a HQ.



Press the Supply button to open the Supply Control Panel. This button is on the **Click Move Control** and also available if you right click a unit.

## 5. HQ SUPPLY LEVELS: BASIC, MOVE+, AND COMBAT+

HQs automatically start at **Basic Supply Level** each turn. You can temporarily increase supply to improve movement or combat power:

- **Basic Supply Level** – Movement halved, no road movement, no combat bonus. Use to conserve fuel/ammo.
- **Move+** – Normal movement plus **Road Movement** enabled. Good for long administrative moves.
- **Combat+** – Doubles attack factors (x4 for artillery). Movement unchanged. Used to generate combat power at a key point.

You can assign **Move+** and **Combat+** **simultaneously** for maximum effect at increased cost in fuel and ammo.

Supply is divided between **Fuel** (used for **Combat+**) and **Ammo** (used for **Move+**). New supply arrives each turn, but you have a limited amount of available supply. Supply costs are deducted from this available supply when you hit “**Next Phase**.”

## 6. LINES OF COMMUNICATION (LOC)

If a unit's LOC is disrupted, it loses supply efficiency. Supported units fight at full strength; extended or isolated units suffer reduced movement, readiness recovery, and combat power. Always keep your HQs within range of their subordinates and ensure a clear path back to supply sources.

## 7. AIR, NAVAL, AND GROUND ASSETS

In addition to ground units, you control supporting assets:



**Air Assets** – Provide air superiority, ground attack, interdiction, and supply drops.



**Naval Assets** – Support coastal operations and supply.



**Ground Assets** – Specialized non-divisional artillery or engineering formations.

Assets are allocated during the Planning Phase. They don't consume supply or replacements directly, but their readiness recovers more slowly in poor weather.

## 8. COMBAT RESOLUTION SUMMARY

When the Execution Phase begins, all attacks are resolved simultaneously. Combat odds and results reflect:

- Unit strength and readiness.
- Terrain and weather.
- Supply (**Basic** or **Combat+**).

- Support from Air/Naval/Ground Assets.
- Shock effects at the point of attack.

Losses and retreats are automatically applied. Units that survive may be disorganized or reduced in strength. Right click on a resolved battle to see details.

## 9. PUTTING IT ALL TOGETHER

A typical turn:

- Review your units' supply and LOCs. Adjust HQ supply levels if needed.
- Assign movement orders (Move & Defend, Move & Attack, or Road Movement).
- Plot attacks and attach supporting assets.
- Check your HQ ranges and lines to ensure supply.
- Press **Next Phase** to execute.

Repeat this cycle to reposition, attack, reinforce, and out-maneuver the enemy.

## 10. TIPS FOR FIRST GAMES

- Keep divisions close to their corps HQs to maintain supply.
- Use **Move+** for rapid redeployment and **Combat+** for breakthroughs.
- Don't overextend; isolated units fight poorly.
- Combine Air / Ground Assets with your main attack for maximum effect.
- Use **Shock** to its full effect (right click Battle Details if you're unsure how Shock is calculated).
- Watch weather and terrain—they can cripple movement and readiness.

**Note:** This Quick Start Guide doesn't replace the full manual, but it gives you enough to start playing immediately and learn by doing.