



I. Introduction

In September 1939 Adolph Hitler unleashed a new and terrifying form of warfare on Europe with his "Blitzkrieg" invasion on Poland. Within weeks, Britain, France and other Allied countries found themselves locked in a deadly conflict with the German Third Reich that would decide the fate of nations for decades to come. As the fortunes of German arms ascended, the Wehrmacht soon invaded Holland, Belgium, Denmark, Norway, France, Russia and fought to extend their conquests and Axis colonies as far as North Africa. Both fronts turned out to be a long and bitter struggle, which would devour hundreds of thousands of lives, and lay waste to some of Europe's greatest cities before its awful conclusion in 1945.

On the West Front, with the Fall of France and their miraculous escape from Dunkirk, the British vowed to resist Axis aggression, and engaged both German and Italian Forces in North Africa. In 1941, the United States entered the war in support of the Allies, and helped carry the fight to Tunisia, where the German-Italian Armies once commanded by Rommel were at last vanquished.

At the same time on the East Front, with devastating efficiency the German Wehrmacht brushed aside all resistance, quickly penetrating deeply into Mother Russia. By August the Hitler's legions had captured Smolensk and, in the Ukraine, Kiev. Then the fall rains came - the rasputitsa. Overnight the road network was transformed into a knee-deep quagmire of mud. Undaunted, the Germans waited for the mud to freeze, and then pressed on toward Moscow in "Operation Typhoon", until the Red Army started to stiffen in front of the gates of Moscow and Leningrad in late November. With extended supply lines and the worst winter in over a century, fresh Soviet troops from Siberia counterattacked in front of Moscow and along other portions of the frozen front, inflicting the first defeat on the German arms since the start of World War II.

By the summer of '42 the Germans had regained the initiative in the east and, with help from their Romanian, Hungarian, Italian and Slovak allies, launched "Operation Blau", their bid to conquer the USSR's resource-rich Ukraine region. With two refreshed panzer and three infantry armies, the Axis troops again swept aside weak Soviet resistance. By September the invaders had captured Russian oil fields in the Caucasus and, further north, had reached Stalingrad on the Volga. And there they stopped. A doggedly-determined Red Army dug in at Stalingrad, resisting the Germans in vicious room-to-

room fighting in "Stalin's City", finally sealing the invaders' fate in late December with "Operation Uranus".

Damaged but not destroyed, the German forces under Manstein counterattacked the Soviets as they raced toward Rostov and Kharkov, inflicting heavy casualties on the overstretched Red forces, showing once more the stuff the German Army was made of. The offensive capabilities of the Hitler's Wehrmacht was finally crushed in the cauldron known as Kursk. Here the German panzers were decisively defeated in the greatest tank battle in history. For the following two years the Red juggernaut rolled across the Russian steppes, reconquering the lost territories of "Mother Russia". By late '44, Rumania, Bulgaria, Yugoslavia, and Poland had all been "liberated" by the rampaging Red Army, culminating with the siege and conquest of Berlin in April and May of '45. The massive army of Stalin had proved victorious in the most brutal, costly battle in the history of warfare.

With the onslaught on the East taking place the Germans found themselves facing a catastrophe on the West. By 1944 the Italians were knocked out of the war leaving Germany to fight a war on two fronts. The D-Day invasion at Normandy in 1944 established a stronghold on the Northern European continent and made the second front a grim reality for all involved. After months of fighting to expand their bridgehead, the Allies finally broke the German line at St. Lo in Operation Cobra, and nearly annihilated the German defenders in the ensuing battle of Falaise Pocket. As remnants of German Forces retreated north and east, victorious Allied armies launched a pursuit that was hampered more by supply problems than enemy resistance. As the tide of war retreated through the Low Countries, the Germans managed to stabilize their shattered front in Holland by September, 1944. The Allied Market Garden offensive into Holland was the first of many Allied plans to breach German defenses and cross the Rhine. Though 90% successful, it failed to obtain that goal, and the Allies would continue to fight at Aachen, Huertgen Forest, Lorraine, Metz and the Ardenna as the Germans stubbornly defended their homeland from the fortifications of the Siegfried Line. In December of 1944, Germany shocked the Allies by launching the last major counterattack of the war in the West in the famous "Battle of the Bulge." Through heroic efforts, the Allies parried this last German thrust, stabilizing the front, and went on to pierce the Reich in the Rhineland campaign, which saw bridgeheads established at Wesel by the British and Canadians and at Remagen by the Americans. Beset on two fronts, and worn to a mere shadow of its once formidable force, the German Army finally collapsed and Hitler's Third Reich was reduced to cinders in 1945.

Welcome to Talonsoft's Campaign Series!

Campaign Series is a tactical-level game portraying some of the most significant battles from 1939 to 1945 on the East and West Fronts. Chose to fight as the Axis or Allies in over 290 historical scenarios. The choice is yours. Pit your skills against the computer in any of the many historical scenarios, or try your hand in full-fledged campaigns consisting of linked scenarios where each battle counts. You can also go head to head against fellow gamers at home via the Internet in games with up to 16 players!

Each scenario is played on a unique map with five "view modes". Most scenario maps are based on historically-accurate 1940-era 1:50,000 scale maps actually used by Axis and Allied commanders during the war. Combat is performed on a "hex-grid" map that has defined wargaming for over three decades. Each "hex" represents 250 meters; with four hexes to a kilometer or 6½ hexes to a mile. Turns are equivalent to approximately 6 minutes of real time. Each scenario has a variable number of Game Turns, in which you

and your opponent attempt to capture or defend objectives and smash more enemy troops than you lose. Every conceivable type of battle action is represented in the scenario selection: meeting engagements, armored breakthroughs, trench defenses, exploitation, reconnaissance, battles of attrition, mobile defenses and much more

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Headed for the East Front?

There are four new low-complexity "Bootski Camp" scenarios designed especially with the new player in mind. If you are new to TalonSoft's "Campaign Series", you are highly encouraged to begin your play with these scenarios.

There is a "Beginners Start Here" item in the Program Group. To access it, go **Start** → **Program Group** → **TalonSoft** → **TalonSoft's East Front II** → **Beginners Start Here**. This opens a document which explains the basics of the game as you play these specially-programmed, easy-to-play "Bootski Camp" missions. These missions gradually introduce new units and game concepts, and provide some interesting situations good tactical challenges for the veteran gamer.

Besides the four "Bootski Camp" scenarios, there is also a tutorial scenario ("Tutorial: Reconnaissance"). This tutorial scenario is not only an introduction for new players—it is also a fun and challenging hypothetical scenario for veteran players. You are encouraged to begin playing the tutorial scenario while following along with the tutorial copy, beginning on page 130 of this manual.

Heading to the West Front?

Beginners of the Campaign Series and West Front, should try the WF Tutorial for help understanding the game techniques and tactics. The WF Tutorial is a fun hypothetical scenario that can be found under the Scenario list on the West Front CD.



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III. Getting Started

There are a variety of ways to play *TalonSoft's Campaign Series*. The game now provides two types of campaign games that allow you to lead your command through one or more grueling campaigns on the Eastern Front of WWII. However, it may be easier for you to start with one of our numerous pre-made scenarios based on actual battles that were fought. Additionally, *Campaign Series* provides a variety of editors to allow you to design your own scenarios from scratch; see section VI. The Editors.

Selecting Your Game

The main selection screen will allow you to choose which type of scenario you wish to play.

Play Scenario: Selecting this option will allow you to choose from a variety of pre-designed scenarios. For details on playing a scenario, see section IV. Playing a Scenario.

Play Campaign: Selecting this option will allow you to begin a "Linked Campaign Game", or choose a character and start a "Dynamic Campaign Game" of more random scenarios that will take you through show you combat on the Eastern Front during World War II. For details on Starting and Resuming a Campaign, see section V. Campaign Games.

Generate Battle: Selecting this option will allow you create the basic details of a scenario that will be created at random for you.

Edit Scenario: Selecting this option will allow you to create you own scenarios. For details on creating your own scenarios, see section VI. The Editors.

Edit Map: This option will allow you create your own map for your designed scenarios. For details on creating your own maps, see section VI. The Editors.

Edit Order of Battle: This option will allow you to decide what units will be available to you in your designed scenarios. See section VI. The Editor.



The Scenario Types

Campaign Series allows you to play scenarios individually or against a human opponent. For more information on multi-player games, see section VII. Multi-player Modes.

First select the type of scenario you wish to play: Standard, Modem (Caller or Host), Play-by-E-mail or (two-player) Hot-Seat.

Select **Start a New Game** to proceed to a listing of our pre-designed scenarios.

Select **Resume Saved Game** to continue a previously saved scenario. **Note:** Do not select this option if you wish to continue a Campaign Game. To continue a saved Campaign Game you must select **Play Campaign** from the Main Menu.



The Scenarios Screen Starting a New Scenario

Complexity Rating Chart

Complexity #	# of Units in Scenario	Complexity #	# of Units in Scenario
1	1-20	6	201-280
2	21-50	7	281-380
3	51-90	8	381-500
4	91-140	9	501-750
5	141-200	10	> 750

Scenario titles are listed in the large window in the upper left of the screen. The scenarios can be displayed in a variety of ways; e.g., by complexity rating (the default listing method), by historical date, alphabetically by filename, etc). To change the way the scenarios are listed, press the button to the right of each small "window" on the "Scenarios" screen.

Note: After pressing a button, please allow the program a few moments to reorganize the scenario listing.

To scroll through the scenarios use the arrows along the side of their titles. Note that the "double arrows" can be used to move up and down the list in a "Page Up" and "Page Down" fashion. As a scenario's title is highlighted the information displayed in the various windows is updated to show the information for that scenario.

The complexity rating is determined by the total number of units on both sides that could potentially appear during that scenario (including all reinforcements). Refer to the chart below.

Once you have chosen a new scenario, click on **OK** to proceed to the battle.



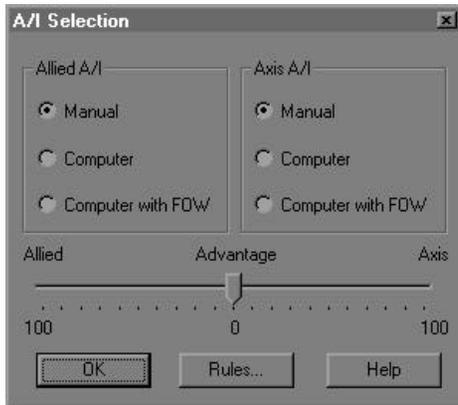
Resuming a Saved Scenario

When you select "Resume a Saved Scenario" from the Main Menu, less information is displayed on the Scenarios screen than when you are starting a new game. This is because the program reads the information from the saved-game file, and not all of the info that is displayed for a new scenario is recorded in the saved-game file.

The titles of the scenarios you have previously saved are listed on the top left of the screen. If you have played the same scenario different times and have multiple saved games for the same title they will all be listed. In this case you will need to scroll through the scenario names, with the arrows alongside the titles, but observe the different *file names* listed in the File Name window on the right to find the game you wish to resume.

Once you have chosen a scenario to resume, click on **OK** to proceed to the battle.

IV. Playing a Scenario



A/I Selection

Soon after selecting a scenario to play and launching the game you will see the "A/I Selection" dialog.

The type of A/I you choose will determine the amount of control the game's "Artificial Intelligence" (A/I) exerts on play. When a side has "Computer" or "Computer with FOW" A/I selected, the program will make *all* the decisions for that side and automatically conduct all appropriate actions, such as firing and moving.

The A/I can be used in three modes: Manual, Computer, and Computer with FOW (Fog-of-War). Any one mode can be applied to each side.

Manual equals "no A/I". Select this for a side if you want to make *all* the decisions for that side, including conducting all moves and attacks for it. This is the default mode for both sides.

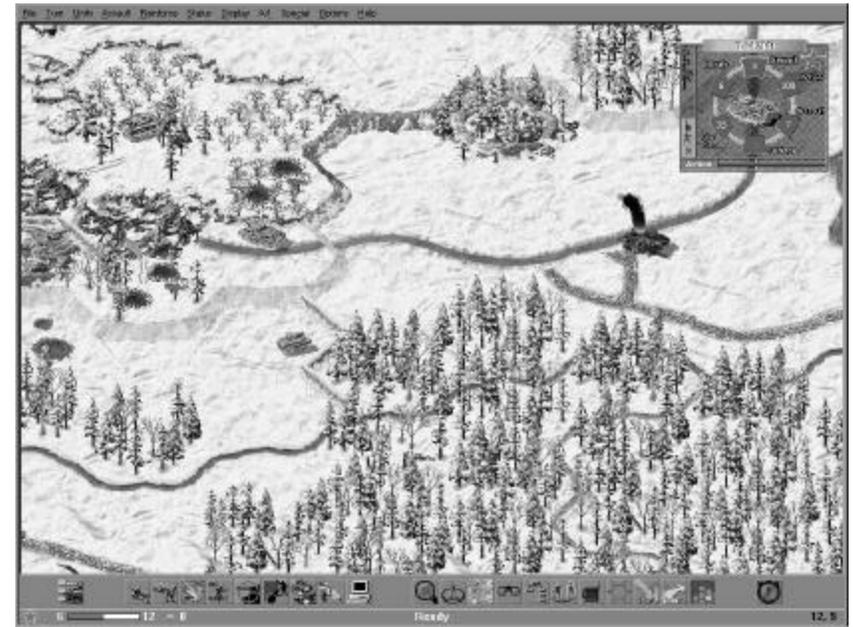
If you select **Computer** for a side, the *program* will handle *all* the decisions and actions for that side.

If you select **Computer with FOW** (Fog-of-War) for a side, the program will handle all the decisions and actions for that side, *and* Fog of War will be in effect. If Fog of War is on, you can only see enemy units that are in the Line of Sight (LOS) of one or more of your on-map units. This mode is most appropriate when you want to control one side and have the program control the other.

The **Advantage** bar at the bottom of the A/I Selection screen allows you to balance play between two players of unequal skill or to balance play against the A/I. To set an Advantage, hold down the left mouse button over the slider bar control and move it to the left or right (the keyboard's arrow keys can also be used to adjust the advantage). Advantage values can range from 0 to 100 for either side. Depending on the value you set, the side with the advantage will inflict higher than normal combat losses on the other side, and suffer lower than normal combat losses themselves. Advantage must be set before play begins in E-Mail, Modem Play and Two-Player Hot Seat games. Otherwise, the Advantage can be adjusted at any time during the game.

If you press the **Rules** button you will see a menu of Optional Rules that can be enabled or disabled to enhance game play for advanced players. For more information on the Optional Rules see pages 70-71.

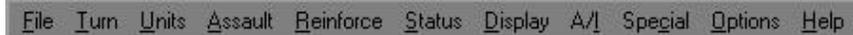
Once you have selected the A/I levels, set the Advantage, and chosen the Optional Rules you wish to use, press the **OK** button on the A/I Selection dialog and the program will automatically load the map and set up the units that begin play on the map (if any). Note that other units (for either or both sides) might be scheduled to arrive as reinforcements. To view a list of the reinforcement groups and their turn of arrival, select "Scheduled" from the "Reinforce" pop-down menu.



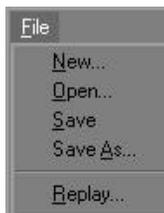
The Game Interface & Pop-Down Menu

The Main Game screen displays the scenario's map, which has six different viewing modes; see page 17 (Map Magnification) and page 19 (Viewing the Map).

There is a "hidden" menu bar at the top of the screen. To display the Menu Bar, press the **M** hot key on your keyboard. If you exit the game with the menu bar displayed, it will still be displayed the next time you launch the game.



The "pop-down" menus of the Menu Bar and their commands are explained below. Many (but not all) menu items can be accessed by Tool Bar buttons and/or Hot Keys.



File Menu: Use this menu to save and/or exit a game, or to load a saved "replay" (.btr extension) file.

Select **Save** to save the game you are playing.

Select **Save As** to save a game under a file name other than the one currently being used for it (**Note:** due to the structure of the campaign files, this feature is disabled if playing a campaign game mission).

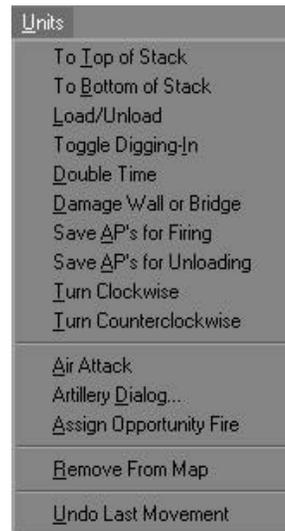
Select **Replay** to view a recorded battle. To halt the replay, press the **Esc** key.

Select **Exit** to quit the scenario. If the current game has changed since the last time it was saved, a dialog will appear giving the option to save it before exiting (Exception: if playing a campaign game mission, it is saved without any prompt).



Turn Menu: Use this menu when you want to proceed from one turn to the next.

Select **Next** to advance the game to the next turn.



Units Menu: Use this menu to change the position of friendly units, and to initiate artillery and Air Attacks, as well as a host of other things, as explained below.

Select **To Top Of Stack** to move a selected unit to the top of its stack.

Select **To Bottom of Stack** to move a selected unit to the bottom of its stack.

Select **Load/Unload** to load a non-vehicular unit onto a vehicular unit, or to unload a unit that is currently a passenger.

Select **Toggle Digging-In** to give orders for an eligible infantry-type unit to begin construction of an Improved Position.

Select **Double Time** before moving an infantry, cavalry or wagon unit and it will only pay three-fourths of the normal AP to enter a location.

Select **Damage Wall or Bridge** to have a selected engineer unit attempt to destroy a bridge or "high wall" hex-

side. See page 46 for more information on bridge and wall demolition.

Select **Save AP's for Firing** to ensure that the selected unit reserves enough Action Points to get off at least one shot after it has expended AP for other purposes.

Select **Save AP's for Unloading** to ensure that the selected unit reserves enough Action Points to unload any passenger it may be transporting after it has expended AP for other purposes.

Select **Turn Clockwise** to change the facing of the selected unit one hexside in a clockwise direction (note the facing of the unit's 3D icon in the Info Box).

Select **Turn Counterclockwise** to change the facing of the selected unit one hexside in a counter-clockwise direction (note the facing of the unit's 3D icon in the Info Box).

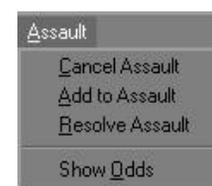
Select **Air Attack** to initiate an Air Attack on the currently Hot-Spotted hex. A targeting marker is placed to denote the impending air strike, but the attack is always delayed at least one turn, sometimes several. Once plotted, an Air Attack cannot be cancelled.

Select **Artillery Dialog** to display the Artillery Dialog window which allows you to initiate attacks with Indirect Fire units. Note that all Indirect Fire attacks are not carried out until the following game turn.

Select **Assign Opportunity Fire** to display the Opportunity Fire (OpFire) dialog, which allows you to set (by firing- and target-unit types) the desired *maximum* ranges that your units will be allowed to conduct OpFire. See page 39 for more information on this dialog.

Select **Remove From Map** to voluntarily remove a unit from the map. Removal can occur only during your turn, and the unit must be in a map-edge hex (*any* map-edge hex—not necessarily an Exit Objective edge hex).

Select **Undo Last Movement** to cancel the entire movement of the most-recently-moved *still-selected* friendly unit, so you can instead move it in a different way (or not at all). This command is disabled during Modem play, Play By E-mail, and whenever Fog of War is in effect; e.g., during the campaign game.



Assault Menu: Use this menu to conduct assaults.

Select **Cancel Assault** to cancel an assault without resolving it.

Select **Add to Assault** to designate the currently-selected unit(s) as participating in the assault.

Select **Resolve Assault** to resolve the assault.

Select **Show Odds** to review the current assault odds (assault odds are not available if Fog of War is in effect).



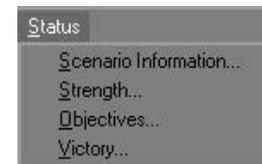
Reinforce Menu: Use this menu to check on the availability of reinforcements. See page 31 for more information on reinforcements.

Select **Scheduled** to display the reinforcements that are scheduled to arrive during the current scenario, as well as the per-turn arrival probability for each group. Double-clicking on the selection will bring up a

Dialog Box listing the individual units of that reinforcement group. If Fog of War is in effect, only the reinforcements for the side currently having its Turn will be displayed; otherwise, all reinforcements will appear.

Select **Arrived** during a friendly turn to display the reinforcement groups that are currently available to be placed on the map. See page 31 to enter a reinforcement group.

Select **Releases** for a display listing the release times of Fixed units. Clicking once on an entry in the Release Dialog causes that organization to become highlighted on the screen. Double clicking or selecting OK causes the release dialog to be dismissed and the organization to remain highlighted. Selecting Cancel causes the organization to become unhighlighted.



Status Menu: Use this menu to display current strength, objective, and victory condition information.

Select **Scenario Information** to display information on the scenario, including its title, historical background, the ground conditions, visibility and the scenario's designer. Some information in this dialog is not shown in Play by E-mail games, or if you are the *Caller* in a "modem" game.

Select **Strength** to see the number and types of units currently available to each side. The units listed on the left side of the Strength Dialog (see illustration at right) are the total number of (full or partial-strength) *platoons* of that unit type *currently* available. The *right* side of this dialog lists the number of *Strength Points* (not the number of platoons) of that type of unit eliminated thus far. The *Strength* of the opposing side is not available if Fog of War is enabled

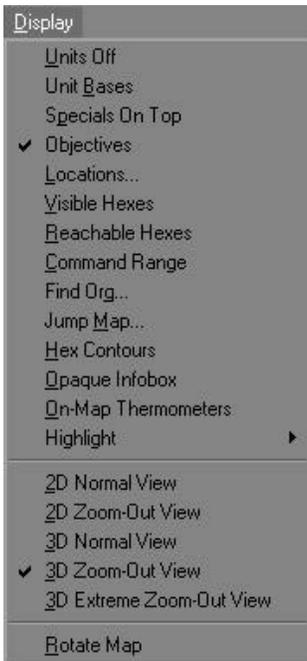


(though the enemy's losses are shown).

Select **Objectives** to see the number, value and hex location of each Objective. Clicking on an entry line in the dialog box will put the Hot Spot in (and scroll the map to) that hex.

Select **Available Air Support** to view a list of the Air Attacks still available, if any (if Fog of War is on, you can only view the Air Attacks for your side).

Select **Victory** to see the current level of victory and related items (Exception: If playing a Dynamic Campaign Game mission, see page 77 for victory.)



Display Menu: Use this menu to control how information is displayed on the map.

Select **Units Off** to toggle (off or on) the on-map display of all units and markers. This option is provided to temporarily hide the unit and marker icons so that you can see the underlying map terrain better.

Select **Unit Bases** to toggle (off or on) distinctive bases for all 3D unit icons on any 3D map view. Note that each nationality has different-styled 3D bases displaying a derivation of that country's nationality symbol. See the nationality symbol chart on page 209.

Select **Specials on Top** to control the on-map display of fortifications (improved positions, mines, blocks) and wrecks on the 2D maps. When this command has a check mark next to it, all these markers appear above all other units in their hex.

Select **Objectives** to toggle (off or on) the display of Objectives on the map. When this is enabled, each Objective hex is denoted by an objective marker displaying the primary color of the side that currently controls it (Exception: Exit Objective hex).

Select **Locations...** to help you find a named location on the map. When you select one of those listed, the map will scroll to that hex.

Select **Visible Hexes** to toggle (off or on) a shade over all hexes which are *not* in the LOS of the current Hot Spotted hex.

Select **Reachable Hexes** to graphically illustrate all the hexes that the currently-selected unit can reach in the current turn. This takes into account the number of Action Points it has to spend (and considers whether or not the unit is Saving AP's for Firing or Unloading). All hexes it cannot reach are shaded. See page 31 for more information.

Select **Command Range** when a HQ unit is selected to see the Command Range for that HQ; see page 65 for more information on HQ.

Select **Find Org...** to see which units belong to which organizations. When you select an organization name in the Organization Dialog, each of that organization's component units becomes highlighted on the map. If Fog of War is in effect, only the organizations for the side currently having its turn will be highlighted. An organization name printed in light gray indicates that none of its units are currently on the map.

Select **Jump Map...** to display a miniature of the map. When you select any spot in the

miniature version, the game map will automatically scroll to the corresponding spot.

Select **Hex Contours** to toggle (off or on) a brown "contour line" along all hexsides where an elevation change occurs.

Select **Opaque Infobox** to toggle (off or on) an opaque background color behind the Info Box.

Select **On-Map Thermometers** to toggle (off or on) small "thermometers" on a 3D map display that graphically illustrate each unit's current state of Morale, remaining Action Points or current Strength Points.

Select **Range** to toggle (off or on) a display feature that illustrates the currently-selected unit's hard (shown in red) or soft (shown in blue) attack limits. Note: If the hard and soft attack limits of the unit are same only a red line is shown.

Select **Highlight** to get a sub-menu of the following options:

Spotted Units toggles (off or on) a highlight around all units that have a LOS to (and thus are in the LOS of) at least one *known* enemy unit.

Fired/Fought Units toggles (off or on) a highlight around all units that have either fired at an enemy unit or fought in an assault during the current turn.

Moved Units toggles (off or on) a highlight around all units that have expended AP to enter a new hex during the current turn (exception: unless assaulting).

Disrupted Units toggles (off or on) a highlight around all units that are Disrupted.

Units/HQs Out of Supply toggles (off or on) a highlight around all units low on ammunition due to failing their supply check. Note that each HQ that moved during the previous turn is automatically considered "Out of Supply" during the next turn.

Indirect Fire Units toggles (off or on) a highlight around all units capable of firing indirectly.

Anti-Aircraft Units toggles (off or on) a highlight around all units capable of conducting fire vs. aircraft, i.e. Anti-Aircraft Fire.

Organization toggles (off or on) a highlight around all units that are part of the same organization as the selected unit, or are subordinate to the selected Leader or HQ.

Mine-Clearing Units toggles (off or on) a highlight around any unit capable of clearing mined hexes. Note that Mine-Clearing Units are also referred to as engineers in this manual.

Leaders toggles (off or on) a highlight around all leaders (commanders).

Headquarters toggles (off or on) a highlight around all HQ (and Command Post; see Optional Rule for Command Control, page 70) units.

Fixed Units toggles (off or on) a highlight around all Fixed units.

Note: The menu options beginning with Spotted Units and ending with Fixed Units are mutually exclusive; i.e., selecting any one of them will toggle-off any of the others that had been previously selected.

Select **2D Normal View** to change the map to its 2D version.

Select **2D Zoom-Out View** to change the map to a smaller, low resolution 2D version that enables more of it to be seen.

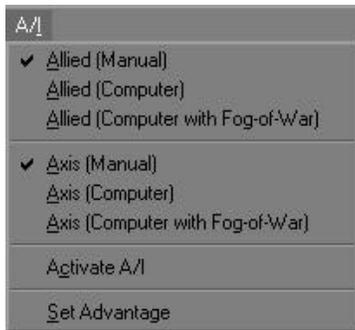
Select **3D Normal View** to change the map to its full-size 3D Battleview™ mode.

Select **3D Zoom-Out View** to change the map to Battleview™ mode but with the

hexes at half their normal size.

Select **3D Extreme Zoom-Out View** to change the map to Battleview™ mode but with the hexes at one-fourth their normal size.

Select **Rotate Map** to rotate the map, and all units and markers on it, 180°.



A/I Menu: Use this menu to control the “Artificial Intelligence” (A/I) capabilities of the of the currently in-progress non-CG scenario.

Select **[Manual]** (i.e., no A/I) for a side if you want to make all the decisions for that side, including conducting all moves and attacks for it. This is the default mode for both sides.

Select **[Computer]** for a side if you want the program to handle all the decisions and actions for that side. This will show you the position of all enemy units, even those out of “line of sight”.

Select **[Computer with Fog-of-War]** for a side if you want the program to handle all the decisions and actions, and have Fog of War in effect, for that side. This is the recommended, and most popular, method of play.

Select **Activate A/I** to restart the A/I after you have canceled it.

Select **Set Advantage** to balance play between two players of unequal skill or to balance A/I play. Advantage values can range from 0 to 100 for either side. Depending on the value, the side with the advantage will inflict higher than normal combat losses on the other side, and suffer lower than normal combat losses themselves. Advantage must be set *before* play begins in E-Mail or Modem Play games. Otherwise, the Advantage can be adjusted at any time during the game.



Special Menu: This menu provides special options necessary to play a Multi-Player scenario and to record a game in progress.

Select **Record Battle** to toggle (on or off) the option that allows you to save a record of the non “Special-mode” (including non-CG) game you are currently playing. **Note:** You must turn “off” (uncheck) a current recording in order to be able to view it (by selecting “Replay” from the File pop-down menu). The extension

.btr is used to denote a recorded battle file

Select **Restart Replay** to restart the replay of a previously halted recorded battle file.

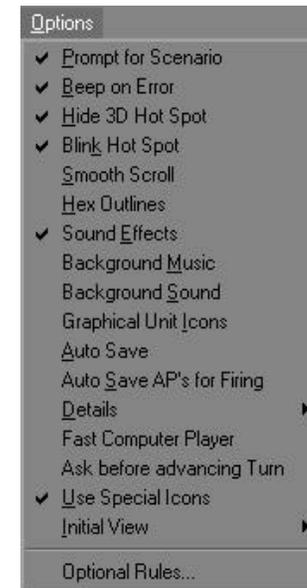
Select **Communication Dialog** in a modem game to display the “chat window” if you had closed it previously. See also page 95 for details on multi-player Comm Dialog options.

Select **Set Network Play Timer** during a live multi-player game. Using this, the Host (only) can input a time, in minutes, that will be used by the program to automatically end each turn. This time can be reset at any time, but only by the Host. If the time is reset, a message is displayed to all other players of the new time that has been set.

Select **Multi-Player Dialog** during a multi-player game in order for the the team captain to assign his side's organizations to players on his side. This can also be used by the other

players to view what units have been allotted to whom. For more information on this see page 96.

Select **Scroll to View Enemy Action** during a multi-player game for the computer to scroll the map to display visible enemy actions. This is “off” by default to prevent unwanted scrolling. This option has no effect except during multi-player games.



Options Menu: Use this menu to set the default for certain options associated with the main program. A check mark next to a command in this menu means that it is “on.” The settings of this menu are always “remembered” by the program.

Select **Prompt For Scenario** if you want to be prompted for a new scenario whenever you enter the game directly via a desktop shortcut for the EF.EXE executable (instead of the “normal” method of launching a new scenario from the “Scenarios” screen).

Select **Beep on Error** to toggle (off or on) the option that causes a beep when you make an error.

Select **Hide 3D Hot Spot** to toggle (off or on) the option that causes the hexagonal Hot Spot marker to be hidden on the “3D” maps.

Select **Blink Hot Spot** to toggle (off or on) the option that causes the Hot Spot to blink. Note that the Hot Spot only blinks on the 2D maps.

Select **Smooth Scroll** to toggle (off or on) the option that causes the map to scroll incrementally to a new Hot Spot. When this command has no check mark

next to it, the map redraws directly at the new Hot Spot hex without scrolling through the intervening hexes.

Select **Hex Outlines** to hide or display the map's hex outlines. When the hex outlines

are visible, this command has a check mark next to it.

Select **Sound Effects** to toggle (off or on) the playing of firing/moving sound effects.

Select **Background Music** to toggle (off or on) background music.

Select **Background Sound** to toggle (off or on) the playing of “ambient” background battle sounds.

Select **Graphical Unit Icons** to toggle the display of unit icons between graphical and military-type schematic versions.

Select **Auto Save** to have the program save the game automatically at the end of each turn [Exception: it will not save a phase that was conducted under computer-controlled AI (with or without Fog of War)].

Select **Auto Save AP's for Firing** to have *all* of the combat units of the phasing side automatically save enough AP to always be able to conduct at least one fire-attack after AP are expended for other purposes.

Select **Details** to display a sub-menu that allows you to specify the level of details you wish to see in the combat reports. See also Damage Report Details on page 48.

Select **Fast Computer Player** to have a computer-controlled side perform its movement at a significantly increased speed when in any 3D Battleview™ mode.

Select **Fast Human Player** to have the 3D icons animate at an increased speed.

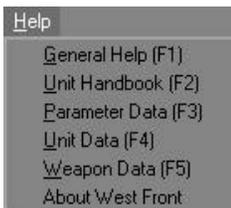
Select **Ask Before Advancing Turn** to have the program confirm that you really want to end a turn after you have indicated that you have finished your turn. With this enabled, you cannot end your turn by mistakenly clicking on the “Next Turn” Tool Bar button.

Select **Use Special Icons** in order for the program to use special 3D icons such as winter or late-war camouflage. In order for the special icons to appear (if this option is not already in effect), you must select this option and restart the game.



Select **Initial View** to define the initial view of the map when the main program is started. The views may be set to any of the standard views, or to default to the last one used while playing the game.

Select **Optional Rules** to display a menu of game options that are in effect for the current scenario. These rules must be set at the start of a scenario and cannot be changed during game play. See page 70 for more information on the Optional Rules.



Help Menu: Use this menu to get information about how to use the *Campaign Series* program.

Select **General Help (F1)** to open the General Help file which provides instant, on-line access for playing the game.

Select **Unit Handbook (F2)** to display additional information about the currently-selected unit. Such information cannot be accessed about enemy units if playing with Fog of War.

Select **Parameter Data (F3)** to find miscellaneous information on the data used internally in the game (such as the various combat tables, the height of obstacles, and defensive modifiers of the various terrain and fortification types, etc.).

Select **Unit Data (F4)** to display miscellaneous data about the units in the game; i.e., strength points, platoon VP value, Assault Value, Defense Strength, Fire Cost, loading & unloading costs, availability dates.

Select **Weapon Data (F5)** to display a list of the units' effective ranges vs. hard and soft

targets, and their attack strengths at those ranges. The upper line shows the range and attack strength vs. hard targets, and the lower line shows the range and attack strength vs. soft targets.

Select **About Campaign Series** to display a dialog containing version number and copyright information about the game.



Map Magnification

To change the view of the battlefield:



Use the magnifying glass icon on the Tool Bar (near the bottom of the screen) to zoom in; if you hold down the **Alt** key while clicking on the magnifying glass you will zoom out. You can also use the keyboard numbers **1, 2, 3, 4** and **5** to quickly change the map view (**1** is 3D Normal View, **2** is 3D Zoom-Out View, **3** is 3D Extreme Zoom-Out View, **4** is 2D Normal View, and **5** is 2D Zoom-Out View). You can also change the map view by selecting that map view's name from the Display pop-down menu.

If you wish the game to always start with a particular view, you can set this option in the Menu Bar, under Options. Allow a moment or two for the program to “load” the necessary terrain files after clicking a new “view mode”.

The Tool Bar



The Tool Bar, along the bottom of the screen, provides you with an easy to use way to play the game and maneuver your units for combat and movement. **Note:** For all Tool Bar buttons to appear your screen resolution must be 800x600 or higher.

Using the Tool Bar, you can:

-  Toggle between "Move" and "Fire" mode (also possible with **Ctrl** key)
-  Display the Artillery Dialog
-  Load/Unload units into/from an eligible transport unit
-  Have a unit "Dig In" to attempt to create an Improved Position in its hex
-  Have an eligible unit use Double Time movement.
-  Save Action Points for Firing
-  Save Action Points for Unloading units
-  Resolve assault
-  Call for an Air Attack in the currently Hot-Spotted hex
-  Activate or deactivate the A/I
-  Zoom in on the Map for a closer view of the action (or zoom out by holding the **Alt** key)
-  Toggle on/off the bases for the units (3D Battlevue™ only)
-  Display the Jump Map
-  Highlights all hexes visible from Hot-Spotted hex

-  Highlight the Organization for a unit. To highlight the *next higher* organization, hold down the **Ctrl** key while pressing this button.
-  Cycle to the next unit
-  Display the Command Range of the currently selected HQ or CP.
-  Display the hard & soft attack limits (i.e., ranges) of the currently selected unit.
-  Open the Arrived (Reinforcements) dialog.
-  Remove the selected unit from the map (must be in an edge hex).
-  Show the locations the selected unit is able to reach.
-  Advance to the next turn

The Status Bar

Located beneath the Tool Bar, the Status Bar displays the nationality symbol(s) of the current player, a "thermometer" graphic for the current turn compared to the total number of turns in the scenario, an indicator displaying how many "smoke" artillery missions remain for the phasing side, whether the current turn is Allied or Axis, and the hex coordinates of the hex that is currently selected.



In addition to the Tool Bar, there are numerous Hot Keys that will ease your game play. For a complete list of the various Hot Keys and their functions, refer to the back cover of this manual, and see the readme.txt in the game itself.

Viewing the Map

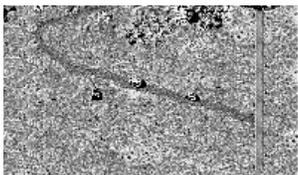
You can scroll around the map by using the mouse to move the cursor to the edge of the screen. You can also use the arrow Hot Keys to scroll the map. The map can be viewed in six viewing modes.



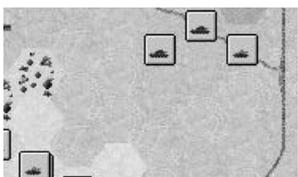
3D Normal View. The ultimate map view is the *3D Normal View* mode, which is displayed by pressing the **1** key on your keyboard. This presents the Battlevue™—a high-resolution map in 3D-type isometric perspective, presenting much more detail on the screen. In this view, units are shown as "miniatures" with individual positions within their hex.



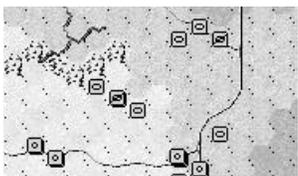
3D Zoom-Out View. The *3D Zoom-Out View* displays the Battlevue™ map at half of its normal size, thus allowing twice as much of it to be seen at a time. This view can be seen by pressing the **2** key on your keyboard.



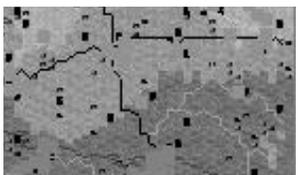
3D Extreme Zoom-Out View. The *3D Extreme Zoom-Out View* displays the Battlevue™ map at a fourth of its original size, thus allowing you to view more of the 3D map at once. This view can be seen by pressing the **3** key on your keyboard.



2D Normal View. The next scale is called the *2D Normal View*, and is displayed by pressing the **4** key on your keyboard. This presents the terrain and units in more detail than the 2D Zoom-Out map while showing a larger area than the 3D maps. You can choose to display units on the 2D Normal View map with either graphical icons or military symbols



2D Zoom-Out View. The smallest *playable* size is the *2D Zoom-Out View* map, which is displayed by pressing the **5** key on your keyboard. Units on this map cannot be distinguished from each other as easily as on the other maps, but their positions relative to the opponent's units are readily apparent over a wider area.



Jump Map. The sixth map view is the *Jump Map*. The jump map will give an overall view of the *entire* map. It is an easy way to examine your whole battle situation. On the Jump Map Axis units are shown by blue dots and Allied units by red dots. You can click on any portion of the jump map and the main map will automatically scroll to that part of the map. This can be seen by clicking on the jump map icon on the Tool Bar.

Map Labels

Hold down the **SHIFT** key to see the labels for the map's features, a compass rosette, and a label displaying the distance and direction to the closest major population center.

Selecting a Unit

To give orders to a unit (that is, to have it fire, move or perform any other action), or to access additional information on it, that unit must first be **selected**.

To select a unit displayed on a 3D map view, left-click on its 3D unit icon. A selected 3D icon has a green outline, and the nameplate of its Info Box is brighter than an unselected unit's nameplate. On both the 2D and 3D maps, a unit can also be selected by left-

clicking once on its unit "Info Box" (i.e., the see-through data box that appears in the upper right hand corner of the screen when you click on a unit on the map). Right-clicking on the Info Box will cycle through the units in the hex, allowing you to view/select them individually.

To select *all* the units in a hex, simply double-left-click on that hex.

To display the Info Boxes of all units in the hex, press the **U** key (see Unit List, page 23).

You can also select a unit if its Info Box is displayed by left-clicking once on that unit's Info Box (a selected unit's Info Box will display a brighter nameplate along the top of the box). **Note:** Left-clicking once on an *already-selected* Info Box will *deselect* the unit.

3D "Roam Mode"

Whenever the display features a "3D" map, "Roam Mode" is enabled. In Roam Mode 3D unit icons on the map are automatically highlighted when your cursor passes over them. A yellow highlight around a 3D icon indicates a friendly unit, a red highlight indicates an enemy unit. The *selected* unit is always shown with a green highlight (whether friendly or enemy). When you "roam" the cursor over a 3D icon, its Info Box will be displayed. Such info remains displayed as long as your cursor is positioned over that 3D icon. As soon as your cursor "roams" off the 3D icon, the Info Box reverts back to displaying the *selected* unit (or, if no unit is currently selected, no Info Box is displayed).

The Info Box

The Info Box is displayed in the upper right-hand corner when a unit is selected. Note that you can reposition the Info Box by the "drag and drop" method if its current location is inconvenient. Normally, the Info Box will display information about the selected unit. However, if playing on a 3D map, the Info Box will temporarily display information on any unit (enemy or friendly) that your on-map cursor "roams" over. The amount of information displayed will vary, depending on the current Fog of War option chosen; i.e., *no* Fog of War, normal Fog of War, or Extreme Fog of War.



If more than one unit is in the same hex (and the *Unit List* is not on; see "Unit List", page 23), you can cycle through and view the Info Box of each unit in that hex by *right-clicking* on the Info Box. Note that a left-click on the displayed Info Box will *select* that unit (note how the nameplate of the unit highlights), or unselect the unit if already selected (the nameplate will become unhighlighted). If a unit is carrying a passenger (indicated by a large, full-color helmet icon in the lower-right corner of the Info Box) a right click will display the unit being carried by that transport unit.

The center section of the Info Box displays the unit's 3D icon. Other important data is arranged in a circular fashion around the icon. Starting at "12 o'clock" and proceeding clockwise, the data lists:

Strength (Command): The unit's current Strength Point (SP) value. Each SP of an infantry-type platoon represents one "half squad". Each SP of an MG-, mortar- or gun-type

unit represents one “team” (if MG) or gun (for “tube” weapons such as mortars or artillery). Each SP of a vehicular platoon represents one vehicle. An SP value shown in yellow indicates that the selected unit is not at full strength. If the unit is a commander, this is his “*Command Rating*”, which is added to the Attack Strength of a unit under his command, with which he is stacked, if that commander possesses at least as many Action Points (AP) as the Fire Cost of the attacking unit.

Action: The number of Action Points (AP) the unit has remaining (unused). All units start each “friendly” turn with 100 AP; each action executed during a turn (and each terrain entered) will cost a given amount of AP. Note that, due to differing movement rates, different unit types will expend different amounts of AP for entering similar terrain. To see how many AP it costs to enter each terrain type, select that unit and press the F2 key to access the Unit Handbook. The AP expended to enter a hex are doubled if the unit is Disrupted (to a maximum of 65 AP; see Minimum Movement on page 29).

Assault: That unit’s basic attack value when it assaults.

Defense: That unit’s basic defensive value when it is being fired on or assaulted. A unit’s Defense Strength shown in red indicates that it is a “hard” (i.e., armored) target.

Fire Cost: How many AP that unit must expend to shoot.

Morale (Leadership): The unit’s current morale (the number it must roll equal to or less than on a 10-sided die when doing a morale check). In order for a unit to become undisrupted or to regain a lost morale level, it must also roll equal to or less than this number. A morale level displayed in yellow indicates the unit is not currently at full (nominal) morale; this can be as a result of combat, or the unit might have begun the scenario at a reduced morale level. If the unit is a commander, this number is instead his “*Leadership Rating*”, which modifies the morale of the unit(s) under his command that he is stacked with. If his morale is greater than that unit’s, his morale is used for it. If his morale equals or is less than that unit’s, its morale is raised by one. A unit’s morale appears in red if it’s being modified by a commander.

A unit’s morale can be affected by the terrain it occupies. “Beneficial” terrain will raise a unit’s morale so that it will be less likely to fail a morale check and thus less likely to retreat, whereas terrain that provides no cover (such as Clear and Water) have a detrimental morale modification. A list of these effects can be found by pressing the F3 key to view the Parameter Data; see also the Terrain Types section beginning on page 52.



Info Box Thermometer: Along the bottom of the Info Box is a thermometer that displays one of three things (as a ratio of its current amount to its “full” amount):

- The unit’s current Action Points (*red* thermometer bar); the white vertical line marks the lowest point the thermometer must stay “above” for the unit to have enough AP to fire.
- The unit’s current Morale (*blue* thermometer bar).
- The unit’s current Strength Points (*green* thermometer bar).



A single left-click on the Morale, Strength or Action Points box in an Info Box will change the Info Box thermometer to display that variable.

Icons may appear along the left-hand side of the Info Box. Those at the top reflect unit status (i.e., what the unit is currently doing or what effects it is subject to); those at

the bottom show unit capabilities (i.e., what the unit is capable of doing).

- Disrupted Status.
- Fatigued Status.
- Fixed Status.
- Unit is in LOS of (i.e., spotted by) an enemy *combat* unit.
- The only enemy unit with LOS to unit is a leader/unarmed-transport unit.
- Unit is currently Low on Ammo (or unavailable if HQ or artillery).
- Unit is currently marked to “Save APs for Firing”.
- Unit is currently marked to “Save APs for Unloading”.
- Unit has spent APs to fire this turn.
- Unit has spent APs to move this turn.
- Vehicle eligible to travel across water (amphibious).
- Unit is capable of conducting Anti-Aircraft attacks.
- Unit is capable of conducting Indirect Fire.
- Unit is capable of carrying infantry.
- Unit is capable of towing (or carrying) guns.
- Unit is capable of Double Time Movement (note that this also denotes an artillery type unit that is capable of movement without transport).
- Unit is eligible to dig in (or is currently Digging In).
- Mine-Clearing (i.e., engineer) Unit capable of reducing Minefields or destroying Blocks and High Walls
- Unit is capable of firing Smoke.
- The heaviest type of bridge the unit is *not* allowed to cross.

On-Map Thermometers

When using any of the 3D map displays, you can toggle the “On-Map Thermometers” for each 3D icon on or off by pressing the **T** hot key. Depending on what you prefer, thermometers can be displayed that graphically depict the Action Points a unit has remaining, or its current number of Strength Points, or its current Morale. *Note: The on-map thermometers are color-coded to the color outline of the Info Box coinciding to that value; i.e., red for Action Points; green for Strength Points; blue for Morale.* A single left-click on the Morale, Strength or Action Point box in the Info Box will change the displayed on-map thermometers to the one measuring that variable. Turning the on-map thermometers on can also be a convenient way to locate units on a 3D map display.

The Unit List

To display the Unit List along the right side of your screen, press the **U** hot key. You can select and unselect one or more units easily with the Unit List “on” by left-clicking once on the desired Info Box(es) in the Unit List. Additional information regarding play can be found in the Unit List. If a hex is selected, Info Boxes for all units in that hex are displayed in the Unit List, one above the other. You can use the cursor to “drag” the displayed Info Boxes up or down within the Unit List (this can be necessary if three or more Info Boxes are displayed in the Unit List). To close the Unit List, press the **U** key again.



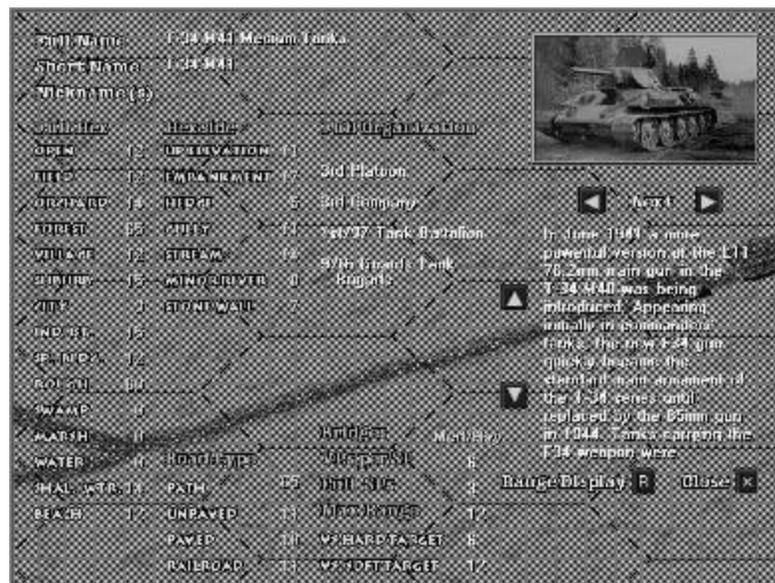
To the left is the Campaign Series interface with the Unit List being displayed.

Right-click on a unit displaying a full-color helmet icon (see page 30) to see the Unit Box of the passenger being transported.

Below the lowest Info Box displayed in the Unit List the following additional game information is presented:

- Terrain:** Lists the predominant type of terrain in the hex and the base elevation in meters.
- Objective:** If the selected hex is an objective hex, its objective value is listed. See pages 67-68 for more information on Objectives.
- Wrecks:** The current number of wreck SP in the selected hex. See page 37 for more information on wrecks.
- Concealment:** The concealment value of the terrain in the selected hex. The higher the value the better its concealment.
- Visibility:** The maximum number of hexes a unit can “see” in the scenario. See page 37 for more information on Line of Sight and visibility.
- Air Power:** The total number of Air Attacks remaining per side (Allied #/Axis #).*
- Smoke:** The number of Smoke missions available to eligible artillery (Allied #/Axis #).*
- Ammo:** The supply (ammo) level per side (Allied #/Axis #).*

* If Fog of War is in effect, the numbers for the opposing side are shown as a “?”.



The Unit Handbook

Additional information about a unit can be accessed by selecting that unit and pressing the **F2** key. This will display useful information about the unit, such as its AP terrain costs, its per-SP victory-point value, its “organizational tree” in the current scenario, some historical text on the unit type, and a sample illustration. **Note: The terrain costs listed for a unit in the Unit Handbook are the terrain costs associated for the ground conditions (normal, soft, mud or snow) of the scenario currently open.** Clicking the “R” (“Range Display”) button will bring up a graph illustrating the range of its weaponry (if applicable); see Range Display, below. Also shown in the Unit Handbook is the “organizational tree” of the selected unit (providing a listing that unit’s company, battalion, regiment, etc.) To close the range display, left-click on the graph, or press the **Esc** or **Enter** key. Use the same keys to close the Unit Handbook, or left-click on the **X** (“Close”) button located in the lower right-hand corner of the Unit Handbook display.



Range Display: If you click on the “Range Display” (“R”) button in the lower right portion of a selected unit’s Unit Handbook display, a “Range Dialog” graph is displayed. This Range Dialog illustrates the “Hard target” Attack Strengths (shown by the red line) and the “Soft target” Attack Strengths (shown by the blue line) of the unit currently being investigated in the Unit Handbook. The number in the upper left corner of this dialog (along the “Y” axis) is the unit’s *maximum attack factor* for whichever Attack Strength (hard or soft) has the greater value; the number in the lower right corner (along the “X” axis) is the unit’s *maximum range* for whichever Attack Strength has the greater range. The Range Dialog graph in the Unit Handbook can be closed by left-clicking on it, or by pressing the **Esc** or **Enter** key.

Organizations



Each unit in *Campaign Series* is part of an organization. The individual units are platoons. The platoons are part of companies, the companies are part of battalions, battalions are part of regiments, and regiments are parts of divisions. You can use the Highlight Organization Tool Bar button to highlight the selected unit's organization. Additionally, you can also highlight the "next higher" organization in that organizational "tree" by holding down the **Ctrl** key while clicking on this Tool Bar button. Knowing the other units (especially Commander and HQs) belonging to a unit's organization is important for being effective in combat. See also Organizational Movement (p. 34), Commanders (p. 66), and HQ and Supply (p. 67).

The **Find Org...** item from the **Display** pop-down menu is a convenient way to find what organization is present on the map, and its location. Click on organizations listed in this dialog and the units of that organization are highlighted on the map. You may find it convenient to be in the "2D Zoom-Out View" mode when doing this. See also the information given on page 12 about this menu item.



Scenario Information

While playing a scenario you can press the **I** hot key to display the Scenario Information. This display lists the scenario's title and author, the ground and weather conditions in effect, and the historical copy. *Note: Use your keyboard's "Page Up" and "Page Down" keys to view more of the historical copy.* The ground conditions affect the number of Action Points a unit must expend to enter a given terrain type; the weather affects the visibility conditions.

Important Note: The historical description for each *Campaign Series* scenario may include a recommendation of which side you should play if playing against the computer *AI*. Playing as the *other* side will result in an unbalanced game.

Terrain Information

Each game map is composed of a variety of terrain types that affect combat, movement and Line of Sight (LOS) in differing ways. The terrain type in the "hot spotted" hex is displayed in the Unit List (press the **U** hot key to turn the Unit List off and on). To get more detailed information on each terrain type select "Parameter Data (F3)" from the Help pop-down menu (or press the **F3** hot key). In this display information can be found

describing the combat modifier of each terrain type, the effect on morale that certain terrain types have, and the height (in meters) of each terrain type.

The "Hot Spot"

To "hot spot" a hex simply left-click one time in that hex. **Note:** To display a red outline around the hot-spotted hex when playing on a 3D map, uncheck "Hide 3D Hot Spot" in the Options pop-down menu; if playing on a 2D map view, the hot-spotted hex is always highlighted by a red square.



The Command Report

At the beginning of each turn the program generates a "Command Report" if any of the following situations apply:

Arrival of Reinforcements - An announcement is made if any reinforcements have arrived (see Reinforcements, page 31).

Release of Fixed Units - An announcement of the release of any organization (or even a single unit) that had previously been "fixed" (see Fixed Units, page 35).

Improved Position Construction - An announcement is made of the construction (and hex-location) of a just-completed Improved Position. Engineer infantry have an improved chance of creating Improved Positions (see Digging In, page 51).

Clearing of Minefield or Blocked Hex - An announcement is made if engineer units have successfully cleared any mined or blocked hexes (see Clearing Minefields and Blocks, page 46).

Number of Air Attacks - Lists the total number of Air Attacks available for that side *during the scenario* (see Air Attacks, page 42).

Number of HQs Unable to Provide Supply - Lists the number of HQs unable to provide supply during the current turn (see HQ and Supply, page 65).

Number of Units Low on Ammo - A list of the number of units currently suffering from low supply (see HQ and Supply, page 65).

Undisrupted or Recovered Morale - Lists the number of units that became undisrupted and/or recovered morale (compared to the total that were disrupted or had lost one or more morale levels) and the units' location (see Disruption Loss, page 49).

Isolated - Lists the hexes where isolated units are located.



Combat and Movement

Combat and Movement all take place in one turn. Each unit is allocated 100 Action Points at the start of its turn, displayed in its Info Box. Every hex entered and every shot fired consumes a certain amount of AP from the selected unit's current total of APs. Once a unit has expended all of its AP (or, more commonly, has so few AP remaining that it is unable to perform any action) it will have to wait until its next turn begins to have its AP returned to 100 (and thus be able to perform more actions). Note that you do *not* have to finish the movement (or AP expenditure) of one unit before beginning the movement of another unit; you can always “come back” to any unit at a later time during your turn to move or fire it, as long as it has enough AP remaining to perform the desired action.

During each “friendly” turn, a unit can usually both move *and* fire. Some units can fire as many as three times per turn! Each armed (combat) unit has a “Fire Cost” (the amount of AP it costs that unit to fire). How you choose to have your units expend their AP, and in what “combination”, will largely determine how well you do in a scenario. There are many decisions to make each time you select one of your “friendly” units during your turn. For instance, should you expend all of a unit's AP in moving? Should it fire once and then move? Should it move, and then fire? Should it fire once, then be marked to “Save APs for Firing” (so that it might conduct opportunity fire during your opponent's turn)? The options are plentiful—and the situation is fluid. Using your units' AP to the fullest is an important part of victory.

Move/Fire Mode



There are two “modes” in the game, “Move” and “Fire”. By default, a turn begins in Move Mode. To toggle between the two modes press the “Move/Fire Mode” Tool Bar button (the second button from the left on the Tool Bar). When in Move Mode this button displays three green arrows and part of a tank silhouette; when depressed the button is in Fire Mode and displays a bright red “crosshairs” over a vehicle icon. Additionally, pressing and holding down the **Ctrl** key toggles the mode from “Fire” to “Move” or vice-versa. Note that your on-map cursor changes at the same time. You must be in Move Mode to move or assault with a unit; you

must be in Fire Mode to give a unit Direct or Indirect Fire orders. When in “Fire Mode” your on-map cursor is a circled “plus sign” (similar to the crosshairs of a gunsight).

Moving a Unit



Each turn starts in the Move mode by default. First, be sure you are in “Move Mode”. The second button from the left in the Tool Bar along the bottom of the screen is the “mode” button. In “Move Mode” the button is “undepressed” and shows three green arrows and a partial silhouette of a tank. (If it's “depressed” and displays a large red “crosshairs”, you're in “Fire Mode”.) Next, select the unit you want to move, then *right-click* in any hex to move the unit toward that hex. (**Note:** you can move units only of the side you control—not enemy units.) Alternatively, you can select the unit, then “drag and drop” it in the direction you wish it to move. When in “Move Mode” your on-map cursor is a thin “plus sign” (+).



Save AP's for Firing: When moving a unit (especially if expecting to move into “contact” with the enemy) you might want to reserve enough APs so that the unit can fire at least once (either at the end of its move or as Opportunity Fire during the next enemy turn). To do this, press the “Save AP's for Firing” Tool Bar button before expending many AP for other activities. When a unit has been selected to Save AP's for Firing, a small full-color “bullet” icon will appear near the top of the icon bar along the left side of the Info Box. To cancel this, simply select the unit and toggle this off by pressing the same Tool Bar button. **Note:** you can have this feature automatically in effect for all combat units of your side by selecting “Auto Save AP's for Firing” from the Options pop-down menu; however, this will not take effect until a turn begins with this option selected.



Save AP's for Unloading: When moving a loaded transport unit (especially if getting near the enemy) you might want to reserve enough APs so that the transport's passenger can unload at the end of the move. To do this, press the “Save AP's for Unloading” Tool Bar button before expending many AP for other activities. When a unit has been selected to Save AP's for Unloading, a small full-color “wheel” icon will appear near the top of the icon bar along the left side of the Info Box. To cancel this, simply select the carrying unit and toggle this off by pressing the same Tool Bar button.

Roads

The maps in *Campaign Series* feature several different types of “roads”, each of which has a different movement cost (paid in AP) to enter a hex along that road. The road types are:

Paved: These are well-surfaced (improved) macadam roads, and provide a good surface in all weather conditions.

Unpaved: Packed-dirt surface. If the terrain is muddy these are best avoided.

Paths: These represent narrow cart and foot paths, too narrow for most wheeled vehicles to benefit from.

Railroad: These represent railroad tracks, sometimes found elevated above the surrounding terrain. A very bumpy ride for vehicles.

For more information on roads, see pages 58-59 in the Terrain Types section.

Road Movement: Two or more (non-leader) units of ≥ 12 SP stacked in a hex negate any road in that hex. (For purposes of this, “road” includes each of the four types of “roads” listed above.) In other words, a unit travelling along a road can enter a hex using

the *road* movement rate as long as its SP total, when added to the SP total of the units already in the hex, does not exceed 12. Passengers do not count, but wrecks do. Hence, if you try to move three units whose combined SP is >12 simultaneously (as a “stack”) along a road, they each pay the non-road cost to enter that hex. Likewise, if two units with a combined SP of 12 already occupy a road hex, the non-road cost will be charged if you attempt to move any other unit into it.



Bridges: There are three types of *hexside* bridges in the game: Light, Medium and Heavy. In addition to these three *hexside* bridges, a water hex can be spanned by a “full hex” bridge, which is always considered “heavy” for movement purposes. The bridge icon (with a small red “x” on it) that appears in the icon bar along the left side of the Info Box is the “heaviest” type of bridge that unit is *not* allowed to use, whereas the bridge type listed for that unit on its Unit Handbook page is the lightest type of bridge the unit is allowed to use. For information on the various bridge types, see pages 62-63 of the Terrain Types section; for information on destroying bridges, see page 46.

Minimum Movement

Regardless of the AP cost of a hex, a unit can always move one hex during its turn. The most AP cost of any one hex entered is 65 AP, regardless of the combination of *hexside* or *in-hex* terrain. Thus, as long as a unit has 65 AP remaining, it can enter an adjacent hex (*Exception: if entering a hex (and/or crossing a hexside) that unit can not enter/cross; e.g., any unit crossing a cliff hexside, or a vehicle attempting to enter a non-frozen swamp or marsh.*)

NOTE: The program might tell you that a unit does not have the required AP to enter a hex (even though that unit has 100 AP remaining) if that hex entry cost is 65 AP and the unit has been marked to Save AP's for Firing (as denoted by a “full color” bullet icon appearing in the upper part of the icon bar along the left side of its Info Box). This is most common in units which must pay > 35 AP to fire when such a unit is attempting to enter a hex which costs 65 AP. To move such a unit, select the unit and toggle *off* the “Save AP's for Firing” feature. The unit will then be allowed to expend the necessary AP to move (as it is now no longer saving enough AP to fire). See also “Auto Save AP's for Firing”.

Disrupted Unit Movement

A disrupted unit pays *double* the normal AP cost to enter a hex, to a maximum of 65 AP. A non-passenger disrupted unit cannot enter a hex if, in doing so, it would be *lessening* the distance to the *closest* enemy unit currently known to any unit of the friendly side.

If a disrupted unit *begins* its turn *adjacent* to an enemy unit, it may continue to move

adjacent to that enemy unit (as it is not moving *closer* to that “closest” enemy unit).



Transporting Units

There are several different types of transport units available in *Campaign Series*, including wagons, horses, trucks, artillery tractors, halftracks, motorcycles, bicycles, landing craft, boats, rafts and even some types of tanks and assault guns.

Each potential transport unit displays a small icon along the lower left side of its Info Box that graphically displays a type of unit it is capable of transporting. See page 22 for more information on these icons.



Any unit *currently carrying* a passenger of any type has a large, full-color helmet icon in the lower right portion of its Info Box. If eligible to carry a passenger but not currently carrying one, the helmet icon on “standard” (dedicated) transport units (trucks, halftracks, prime-movers, horses, motorcycles, bicycles, boats, and rafts) is shown as a yellow outline. This yellow helmet outline is not shown on “non-standard” transport, such as tanks and assault guns.

To see what is being carried by any unit displaying the full-color helmet icon, right-click on its Info Box. Right-clicking on the Info Box *again* will redisplay the transport unit or, if there are other units in the hex, will display the next unit in the hex (exception: if the Unit List is on; see page 23). *Note that horses, motorcycles, bicycles, boats and rafts cannot move (or be used for spotting purposes) unless a passenger is currently loaded on that unit, whereas trucks, halftracks and artillery tractors (because each is considered to have an “inherent” driver) can move (or be used for spotting purposes) if not loaded.* See page 38 for more information on Unknown Units and using Transport units for spotting.



Loading: To load a unit onto *any* type of “empty” transport, the transport unit must be in the same hex as the unit you want to “load up”, *and* the transport unit must have at least as many SP as its potential passenger. Both must also have the requisite number of AP to load. *Select both units* (you can double-click on the hex if they are the only two units in the hex; otherwise see “Multi-Selecting” below), then click on the “load/unload” Tool Bar button (depicting a truck with infantry).

To find out the Loading Cost for each unit type that can be loaded, check the unit

data in the Appendices of this manual (or press **F4** during the game), where the cost to load (or unload) that unit is listed.



Unloading: To *unload* a currently-loaded transport unit (one displaying a full-color helmet icon in the lower right corner of the unit's Info Box), select the unit and click on the "load/unload" button. Note that it generally costs 25 AP to unload from most transport types, but only 10 AP to unload "riders" from tanks. To find out the Unloading Cost for each unit type that can be loaded, check the unit data in the Appendices of this manual (or press **F4** during the game), where the cost for a unit to load or unload is listed, with the exception being unloading riders (see Tank Riders; below) and unloading from bicycles, motorcycles, boats and rafts, which have their own Unloading Cost that applies instead of the cost listed for the passenger.

Multi-Selecting: To load a unit onto a transport in a hex that contains more than just those two units, you will probably find it easiest to select them by first opening the Unit List (press the **U** hot key) and then left-clicking on each of their Info Boxes. Alternatively, you can also select them by a careful combination of right- and left-clicking on the single Info Box. Each right-click will cycle to the next unit in the hex, and each left-click will select (or unselect) the displayed unit. *Note that a selected unit has the nameplate on its Info Box highlighted.*

Tank Riders: Medium and heavy tanks, as well as most assault guns and tank destroyers, have the ability to carry infantry "riders" but cannot tow guns. Tanks and other armored vehicles that are allowed to carry "riders" can transport double their amount of SP (e.g., a 3-SP tank platoon can carry a 6-SP infantry platoon, etc.). Such vehicles are designated by the presence of a "soldier with submachinegun" icon in the lower-left corner of their Info Box. Note that these types of vehicles cannot fire while loaded.

Towing: Certain vehicles (e.g., artillery tractors) can tow guns but cannot carry infantry. Such vehicles are designated by an "anti-tank gun" icon in the lower-left corner of their Info Box.

Reachable Hexes: Press the **H** hot key after selecting a unit to move to highlight all hexes which the selected unit can reach during the current movement phase. This display takes into account the number of APs the selected unit has remaining, and the effects of extra hexes reachable due to Double Time, and if the unit is marked to "Save APs for Firing" and/or "Save AP's for Unloading". The Reachable Hexes display updates automatically as the unit moves.

Reinforcements

Many scenarios have reinforcements that enter during play. To view the list of scheduled reinforcements, press the **S** hot key. *Note: if Fog of War is in effect, the Schedule Dialog will list only friendly reinforcements.* Each reinforcement group is listed on a separate line with the following information: turn of entry; percentage chance of entry (shown as "??" if the Extreme Fog of War optional rule is in effect); hex of entry; first unit of that group. Since most reinforcements contain more than one unit, you can double-left-click on any entry of the Scheduled dialog to display a window listing all units of that reinforcement group. Furthermore, if you left-click on a reinforcement group in the Schedule Dialog, the map will scroll to display the entry hex of that group.

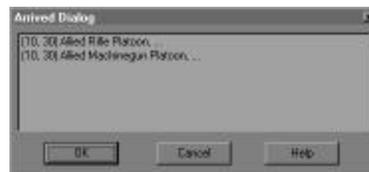
Example: A line of the Schedule Dialog might display "5 (50%) at 0,20 German SPW Half-tracks...". This indicates that on turn 5 a reinforcement group containing German SPW Half-tracks (and other units, note the "...") is scheduled to arrive at hex 0,20. However, their arrival

chance is only 50%.

Unless the arrival chance is 100%, the program will perform a "percentile" (1-100) die roll, beginning on the turn listed, and at the beginning of each friendly turn thereafter that the reinforcement group has still not arrived. A die roll equal to or less than that reinforcement group's printed entry chance results in that reinforcement group arriving. **Note:** If the optional rule for *Extreme Fog of War* is on, the percent chance of arrival is always hidden. If a scheduled reinforcement fails to enter on the designated turn, the roll is repeated at the same percentage chance on each following turn until that reinforcement group arrives.



Entering Reinforcements: If the Command Report mentions that "Reinforcements have arrived" you should press the "Arrived" tool bar button (or the **A** hot key) to display the "Arrived Dialog".



Arrived Dialog: Each group of reinforcements arriving on the current turn is listed on a separate line. Double-left-click on a listed group in order to have those units placed on the map. Once placed you can then select and move the units.

Temporary Overstacking: The program allows reinforcing units to be placed in their entry hex in excess of normal stacking limits.

Displacement: If a reinforcement group enters the map on a hex occupied by an enemy unit(s), the enemy unit(s) will be displaced into an adjacent hex (*Exception: air-landed reinforcement group; see below*).



Paradrops & Gliders

Units that enter play on parachutes or gliders will arrive as reinforcements and are subject to "scattering" and taking casualties depending on the terrain they land in or their proximity to enemy units. The amount of scatter for each glider/paradropped reinforcement group is preset by the scenario designer. In addition to scatter and terrain-induced

Note: Of all the nations featured in *Campaign Series*, only the Germans historically had a valid combat component trained for glider landings (even though these troops were never used on the Eastern Front). The scenario editor will allow you to “land” any troops via glider or paratroop, however, for those players wanting to explore such hypothetical possibilities.

Paradrops Casualties: A unit paratrooping into marsh, swamp or shallow water, or landing adjacent to one or more enemy units, takes a random SP loss ranging from 1 to the maximum SP of the affected unit. This loss is halved (fractions rounded down) if the unit drops into rough, forest, village, suburb, city, factory or special-building terrain. Note that such losses are *not* counted as losses in the scenario victory conditions for victory point purposes.

Glider Landings Casualties: A glider-borne unit landing in rough, swamp, orchard, forest, village, suburb, city, factory or special-building terrain, or if it lands adjacent to one or more enemy units, takes a random SP loss ranging from 1 to the maximum SP of the affected unit. This loss is halved (fractions rounded down) if the unit lands in marsh, vineyard, shallow water or wadi. Note that such losses are *not* counted as losses in the scenario victory conditions for victory point purposes. Units landing by glider land with 100 AP and are only Disrupted if they incurred casualties when landing.



Amphibious Units

✦ Additionally, *amphibious* units (denoted by the symbol shown at left) are capable of

movement in water *and* on land. Units carried aboard amphibious transport can disembark in shallow water hexes *or* on land. The only amphibious units available in *Campaign Series* are the Russian T-37 and T-40 tankettes the U.S./British Sherman DD Tanks, DUKW Trucks and British Buffaloes.



Organizational Movement



Campaign Series features two types of “Organizational Movement”, whereby you can quickly and easily move all the as-yet-unmoved units of an organization. Both types of Organizational Movement require that the “Highlight Organization” Tool Bar button is “on”, thus highlighting all the units that belong to the same organization as the currently selected unit.

Column Movement: Select a unit, press the “Highlight Organization” Tool Bar button, and then, while depressing the **Alt** key, *right-click* in a hex you wish the unit to move to, all of the units of that unit’s organization will move toward the selected hex. This type of movement is especially helpful when you have a number of units of the same organization in a “road column”; if so, pick the *lead* unit of the column to move. You can also “drag and drop” in lieu of right-clicking, if preferred.

Echelon Movement: Select a unit, press the “Highlight Organization” Tool Bar button, and then, while depressing the **Shift** key, *right-click* in a hex you wish the selected unit to move to, all of the units of that unit’s organization will move in the same general *direction and distance* (but *not* toward the same location) as the selected unit. You can also “drag and drop” in lieu of right-clicking, if preferred.



Double Time Movement and Fatigue: An infantry, cavalry, or wagon (exception: if transporting a gun incapable of moving on its own) unit can use Double Time movement if it is not *currently* marked with an “F” (fatigued) icon. A unit currently capable of using Double Time movement is also denoted by a “charging soldier” icon displayed in the icon bar on the left side of its Info Box (the “charging soldier” icon also denotes the light gun and mortar units that are capable of being manhandled; i.e., that can move for short distances without transport). From the moment that the unit is commanded to use Double Time, it pays only three-fourths of the *normal* AP cost to enter a hex (or cross a terrain hexside) during that turn. To conduct Double Time movement, select the unit, press the “Double Time” Tool Bar button, and move the

unit. Once a unit has been flagged to Double Time, it cannot be undone.

Note: A cavalry unit does *not* have to Double Time on a turn in which it assaults (in fact, it would be better not to, so that the detrimental effects of Fatigue will not apply to the cavalry unit's assault).



F A unit that begins its friendly turn Fatigued (an "F" icon is displayed in the unit's Info Box) cannot Double Time during that turn. The "F" icon is automatically removed at the start of any turn in which the unit did not Double Time in the *previous* turn.

A Fatigued unit that attacks (Direct Fire or Assault) has its Attack Strength halved (fractions rounded down, to a minimum of one). A Fatigued

unit that defends in assault has its Defense Strength halved (fractions rounded down, to a minimum of one).



F **Fixed Units:** Some scenarios feature units that (usually for historical purposes) have been "fixed" in place. A Fixed unit is denoted by a red circular icon displaying a white "F" at the top of the icon bar of the Info Box. Such a unit is unable to move until it is either attacked or "released" (if released, the Command Report will report this occurrence).

Weather Condition	Visibility*	Weather Condition	Visibility*
Clear	20	Heavy Rain†	5
Overcast	18-19	Fog	4
Slight Haze	15-17	Thick Fog	3
Light Rain†	10-14	Very Thick Fog	2
Squalls	8-9	Night	1
Light Fog	6-7		

* In hexes † Snow if Ground Conditions are snow

You can check the "Release Dialog" by selecting "Releases" from the "Reinforce" pop-down menu or by pressing the **F** hot key on your keyboard. The Release Dialog lists each organization or unit that is scheduled to be released during that scenario (if any).

Example: A Release Dialog line might display: "12 (20%) Romanian 3rd Battalion". This indicates that the Romanian 3rd Battalion has a 20% chance of being released, starting on turn 12. To highlight units of the 3rd Battalion on the map, you can left click on its listing in the Release Dialog.

Unless a release chance is 100%, the program will perform a "percentile" (1-100) die roll, beginning on the turn listed, and at the beginning of each friendly turn thereafter that the organization is still not released. A die roll equal to or less than that organization's printed release chance results in that organization being immediately released. **Note:** If the *Optional Rule for Extreme Fog of War* is on the percent chance of release is hidden.



Combat

There are five basic types of combat in *TalonSoft's Campaign Series*: Direct Fire, Indirect Fire, Assault, Air Attacks and Minefields. Anti-Aircraft Fire is considered part of Direct Fire. Units capable of Direct Fire cannot attack using Indirect Fire. However, units capable of Indirect Fire can *also* attack using Direct Fire.

The basic way to attack an enemy unit (using Direct or Indirect Fire) is to:

- 1) Select your attacking unit by clicking on its 3D icon (if playing on a 3D map) or its Unit Box once (ensure that the game is in Fire Mode, not Move Mode; see page 27 for an explanation of Fire and Move modes).
- 2) Move your cursor over the target you wish to attack. A display showing the soft and hard attack factors will appear.
- 3) Right click on the unit you wish to attack.

There is no limit to how many times an individual unit can be attacked in a turn.

A unit can only attack if it has enough APs to commit to the attack. The number of APs each unit expends to conduct a Direct or Indirect Fire attack is listed as the Fire Cost in that unit's Info Box.

Direct and Indirect Fire use a combination of the attacker's range to the target plus its

Strength to determine the actual effectiveness of the attack. Most units have range modifications to better reflect their real-life capabilities. Each Disrupted unit has its Attack Factor halved prior to any other modifications.

A unit that is a passenger cannot attack or be attacked *directly*. However, when its transport vehicle is attacked, damage may also apply to the passenger.

Note: *Passengers and Riders are extremely susceptible to damage while loaded—especially if their means of conveyance is a Soft Target type.*



Line of Sight

Line of Sight (LOS) and terrain also affect attacks. Direct Fire may not be initiated against a target that the attacker cannot see. Line of Sight can be blocked by terrain in a hex, elevation changes, weather (visibility), smoke, other units and a hex having six or more wrecks in it. See page 63 for information on how terrain concealment values are used to determine what units are revealed. The various ways LOS can be affected is discussed below.

Terrain: The predominant terrain in each hex can potentially block LOS, depending on the height of that terrain. To check the concealment values and the height (in meters) of each terrain type refer to the Terrain Types section (pages 51-65) or to the Parameter Data file (press the **F3** key when the game is open).

Elevation Changes: The elevation changes depicted by the maps will block LOS in a natural manner.

Weather (Visibility): Each scenario has a Weather condition associated with it that limits visibility anywhere from a minimum of 1 (one) hex (if conditions list “night”) to a maximum of 20 hexes (if conditions are “clear”). A scenario’s weather and visibility limits can be found by displaying the Scenario Information screen. Weather will not change during the course of a scenario. See the following chart for the list of possible weather conditions and the visibility limits associated with each.

Smoke: Smoke is an obstacle to LOS if it exists between the firer and its intended target. A unit in a Smoke hex can still fire, or be fired upon, but only at half Attack Strength. Smoke can be fired only by certain Indirect Fire units, and halves the non-assault attack into or out of its hex. See page 41 for more information on Smoke.

Units: If a hex contains 13 or more strength points of *non-wreck* units it is considered to have enough units therein to sufficiently block LOS through that hex.

Wrecks: If a hex contains 6 or more strength points of *wrecks* it is considered to have enough wrecks therein to sufficiently block LOS *through* that hex. Less wrecks are required to block LOS than non-wrecks due to the inherent smoke of wrecks.

Unknown Unit: When Fog of War is in effect, if the *only* friendly unit(s) that has LOS to an enemy unit is an *unarmed* unit such as a truck, wagons, prime mover or artillery tractor *and* that is *not* carrying a passenger, that enemy unit is displayed as an “Unknown Unit”. On a 2D view map an Unknown Unit is shown by a marker with a “?”; on a 3D view map a 3D icon in the form of a “?” is displayed.

Note: A transport that requires passengers in order to be able to move (such as a bicycle, motorcycle, boat, raft, or horse) cannot be used for spotting.

Visible Hexes: To highlight the *hexes* that can be seen from a specific location (i.e., that are in the LOS of a certain hex), left-click once in that hex (thus “hot spotting” that hex), then press the Tool Bar button displaying the “binoculars” or the **V** hot key. All hexes not visible from the hot-spotted hex are shaded. Press the **V** hot key again to turn off the “visible hexes” feature. **Note:** Just because a friendly unit has LOS to a hex does not mean that any/all enemy units in that hex are automatically visible.



Direct Fire

The most common type of attack is probably Direct Fire. Direct Fire is performed only by units that have a LOS to their target.

To initiate a Direct Fire attack, the unit you want to conduct the attack with must be *selected*, and you must be in “Fire Mode”. If currently in “Move Mode”, you must either depress the second-from-the-left Tool Bar button or hold down the **Ctrl** key to toggle to “Fire Mode”. In “Fire Mode” this button (and your on-map cursor) displays a “crosshairs” (a circled “+”). When your on-map “Fire Mode” crosshairs cursor “roams” over a hex containing a valid target (i.e., an enemy unit within range and in line of sight of the selected firing unit), a small box with two numbers is displayed over the target hex. This box lists (left to right) the firing unit’s nominal attack strengths vs. any hard and soft targets in that hex. Note that these Attack Strengths automatically increase as the range to the target decreases, and decrease as the range increases, thus simulating “range attenuation” (lessened firepower at increased range).

Example: “10/4” might be displayed when an anti-tank platoon targets a hex. “10” is the attack factor the platoon would use against a “hard” (or armored) unit in that hex, and “4” is the attack factor the platoon would use against a “soft” (or non-armored) unit in that hex.

On a 3D map, when the Fire Mode cursor roams directly over a valid target and highlights it in red, a more detailed box appears that lists (from left to right) that target’s

Strength Points, its name, and the firing unit's nominal attack strength vs. that target.

Example: "5 - BA-20 @ 10" would signify a 5-SP BA-20 (Russian Armored Car) being targeted by a firing unit with an attack factor of "10".

To carry out the attack, *right click* on the unit/hex you wish to attack. If playing on the 3D map you can *right-click directly on the 3D icon*. If you do not click directly on the 3D icon and the hex contains multiple potential targets, a Target Selection Dialog will appear allowing you to select the final target of the Direct Fire attack.

There is no limit to how many times an individual unit can be attacked in a turn. However, a unit can only attack if it has enough APs to perform the attack.

Infantry vs. Armor: Most infantry-type units can fire at a hard (armored) target only when it is adjacent to that target. This represents the fact that most infantry-carried "light anti-tank weapons" had a very short range (exception: some MG platoons have a two-hex range vs. "hard" targets). Note that as the war goes on, the lethality of infantry attacks (especially German) vs. armor generally increases, reflecting the increased effectiveness of such anti-tank weapons (such as panzerfausts and the bazooka-like panzerschreck).

Opportunity Fire

In *Campaign Series*, Opportunity Fire (OpFire, that is, friendly fire during the enemy's turn in reaction to an enemy action) will occur automatically. OpFire has a chance to occur (and is performed automatically by the computer) when an enemy unit expends AP in the range and LOS of a friendly (opposing) unit, *providing* that friendly unit has enough "saved" AP (equal to or greater than its Fire Cost).

 During your turn you can automatically have a unit save enough APs to conduct OpFire in the following enemy turn. To do this, select the friendly unit and press the "Save AP's for Firing" button on the Tool Bar. Note that you do not have to use the "Save AP's for Firing" button to use OpFire—it just has to have enough AP left.

 When "Save AP's for Firing" is in effect for a unit, a small full color "bullet" icon will appear along the left side of the Info Box of that unit, and the unit will not be allowed to expend all of its AP (in other words, the program will automatically save enough AP for the selected unit to be able to fire once).

Setting Opportunity Fire "Globally"

Using the Opportunity Fire dialog (available by selecting "Assign Opportunity Fire" from the Units pop-down menu, or by pressing hot-key **D**), you can set the *maximum* allowable range for a listed unit type to conduct OpFire. Ensure that no unit on the map is currently selected. The firing unit types are listed along the left side of the dialog; the possible target types are listed across the top. Selectable ranges for a firing unit are listed as **Short**, **Medium** and **Long**, and may be adjusted during play of a scenario as many times as desired. Basically, a unit's "short" range is considered to be its maximum range vs that target type times one-third. Its "medium" range would be its maximum range vs that target type times two-thirds. For instance, if a unit has a maximum range of 15 hexes vs a soft target, its medium range for that target type would be 6 to 10 hexes, and its short range would be 1 to 5 hexes.

If you do not wish a certain type of unit to ever conduct opportunity fire at a certain target type, set that unit type's range to "N" in the Opportunity Fire Dialog.

Setting Opportunity Fire for Individual Units

Opportunity Fire can also be set on a per-unit basis. This is useful when you want a certain unit to only fire at short range, but most other units of its type to fire at a longer

range setting. To set OpFire for an *individual* unit, select the unit, then press the **D** hot key to display the OpFire dialog. The OpFire dialog that appears applies *only* to the selected unit(s). Other settings are grayed out. If more than one unit is selected, the options that are not grayed-out will affect all units selected.

Note: The most *restrictive* OpFire option set for a unit takes precedence; e.g., a globally-set option for a unit type to fire at "short" range will take precedence over an individually-set option for an individual unit of that type to fire at "medium" range.



Indirect Fire

Most scenarios feature a combination of Direct- and Indirect-Firing combat units. Artillery, mortars and rockets can attack using Indirect Fire, which is used to attack units both in the firer's LOS as well as units out of the LOS of the firing battery. Note that such units can *also* conduct Direct Fire vs. enemy units that are their LOS in the normal manner. Indirect Fire attacks however, unlike Direct Fire attacks, potentially affects *all* units in the target hex. *Important:* All indirect fire is "pre-plotted" one turn in advance (simulating the time it takes for a forward observer to establish access to the battery, plot the fire mission, call in spotting rounds, etc.). Once plotted, an artillery mission cannot be recalled.

 Press the "Artillery Dialog" Tool Bar button to display the Artillery Dialog window, which displays each indirect fire unit for the current side. The best reason for using the Artillery Dialog is because it displays your "off-map" artillery as well as your on-map artillery. Each entry lists the Strength Points of the battery, the battery type, and its hex location. An entry listed in black is eligible to be fired that turn; if the entry is printed in gray that battery is not eligible to fire that turn (this may be due to the battery being in transit, out of range of all eligible targets, or because it is temporarily out of contact with its observer). Once the unit has expended all of its shots, it is automatically removed from the Artillery Dialog. Double-clicking on the unit in the Artillery Dialog will center the map on that unit, as will pressing the Locate button.

Units with an asterisk (*) preceding their name in the Artillery Dialog are considered "off-board" artillery. As such, these units are outside the playable map area, and cannot be moved or attacked and can only attack using Indirect Fire.

Note 1: If you plot an attack for an Indirect Fire-capable unit without using the Artillery Dialog (for instance, by simply selecting the on-map Indirect Fire unit and right-clicking on an intended target), the fire will automatically be resolved as Direct Fire if that target is in LOS of the firing unit.

Note 2: Most artillery units with full (i.e., 100) Action Points will be allowed two shots per turn, since the Fire Cost of most artillery units is 50 or less APs per shot.

Random Armor Disablement: An Indirect fire attack vs. an armored target has a very slight chance of disabling (i.e., eliminating) a SP from an armored unit. See also the section in the Appendix on Indirect Fire vs. Armor, page 215.

To plot an Indirect Fire mission:

1) Highlight the battery in the Artillery dialog. **Note:** Pressing the Artillery Dialog's "Locate" button will display that battery's Info Box and hot-spot the hex that battery is in.

2) "Roam" your cursor over the map. Note that enemy units within range of the selected battery are highlighted in red. As your cursor roams over eligible target locations, small boxes appear listing that battery's hard and soft attack numbers (respectively) vs. that hex.

3) Right-click on the map (in a location displaying the hard/soft attack numbers) to plot that artillery fire mission. Most indirect fire units can be plotted to shoot twice per turn.



On-Call marker: A map location that has been targeted for one or more Indirect Fire or Air Strike attacks is marked with a circled "crosshair" icon as a reminder of the incoming attack.

Indirect Fire Density Modifier: In addition to the normal modifiers (see the Combat Explanation beginning on page 47 of this manual), in an Indirect Fire attack (only) each target unit's Strength Points (SPs) are multiplied by the applicable nominal attack strength and the result is then divided by 6 to find the effective attack strength vs. that unit. (In other words, effective Attack Strength = [nominal Attack Strength * SP#] / 6)

Example: A 6-SP target will have the nominal Attack Strength applied to it. A target unit of 2 SPs will have 2/6 (1/3) of the Attack Strength applied to it. The rationale for this calculation is that the indirect-fire results against a single target unit of, e.g., 4 SPs should be the same as the total indirect-fire results against two target units of 2 SPs in the same hex. The calculation will apply the indirect Attack Strength against target units proportional to their SPs, thus resulting in a total combat result comparable to firing at a single unit of the same total strength.

Indirect Fire by the Map: If the Optional Rule for "Indirect Fire by the Map" is enabled, you can plot Indirect Fire missions at hexes you don't have a Line of Sight to. If this Optional Rule is not on, you are limited to plotting non-Smoke fire missions only into hexes that at least one of your combat units has a Line of Sight to.

Drift: It is possible that plotted Indirect Fire can "drift" off the intended target hex. This is especially likely to occur if the targeted hex is out of Line of Sight of all friendly units.

Laying Smoke

Smoke Ammunition: An unit capable of firing Smoke ammunition displays a small "smoke" icon in the icon bar on the left side of its Info Box. Engineer infantry, as well as many (but not all) units capable of indirect fire can "lay smoke". Laying smoke is similar to firing normally, *except the Alt key must be depressed when you right-click on the target hex.*

Effects: A unit firing into or out of a hex containing Smoke has its Attack Strength halved (fractions rounded down, to a minimum of one). Smoke has no effect on assaults. Additionally, line of sight is blocked *through*—but not *into* or *out of*—a hex containing Smoke.

The total number of smoke missions available in a scenario for each side is listed in the Unit List (hot key **U**). The number of smoke missions for the Allied side is listed first, followed by the number of missions for the Axis side. Additionally, the Status Bar lists the number of smoke missions remaining for the phasing side. Once the smoke number reaches "0" no more smoke may be laid by that side for the remainder of the scenario.



Air Attacks

At the start of each turn you will be informed of how many Air Attacks you have remaining for use during the *entire* scenario (which also includes the current turn). If you use all of your listed Air Attacks in one turn, you will not have any to use in following turns. Due to the importance and strength of Air Attacks, it is usually wise to be conservative in their usage. Not every scenario will have Air Attacks.



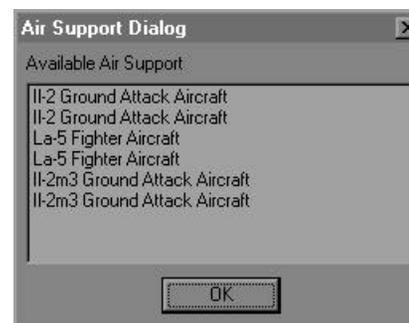
To call for an Air Attack, select ("Hot Spot") the location you wish to attack by left-clicking on it once. Then simply press the Air Attack button on the Tool Bar. A crosshairs icon will be placed in the selected location (the same icon used to denote an "on call" indirect fire attack).

Note that only one Air Attack may be plotted per location. If you want more than one Air Attack to hit in the same area, simply plot the additional one in a nearby location.

IMPORTANT: Once plotted, an Air Attack cannot be cancelled nor re-plotted, so be sure to have the proper location selected when you plot the attack.

Each Air Attack has been individually modeled with unique "hard" and "soft" attack values, as well as an individual defense value. The number of strength points that a given Air Attack represents varies depending upon that plane type. See the charts displaying data on the various types of Air Attacks on pages 210-211.

A plotted Air Attack has a 65% chance of arrival on each turn (and each turn thereafter until it arrives). An arriving Air Attack will not always attack the target you pick; it will "search" for a proper target within about a five hex radius of its plotted hex. The more targets that there are within that radius the less likely it is that the Air Attack will hit the plotted location. There is even a slight chance that an Air Attack may make a mistake and attack a "friendly" unit! Therefore, it is advisable not to request an Air Attack in an area that has a lot of friendly units.



If a side has more than one type of air attack assigned to it, the Air Attack that arrives is randomly determined from the "pool" of air attacks for that side (as determined by the scenario designer). The types and number of Air Attack still available to a side in a scenario (if any) can be viewed by selecting "Available Air Support" from the Status pop-down menu. This information is not shown for the opposing side if Fog of War is on.

Anti-Aircraft Attacks: Any unit capable of Anti-Aircraft fire, *and* that possesses sufficient AP to fire and is not currently loaded on (in tow by) a vehicle might conduct Opportunity Fire at an enemy Air Attack if that Air Attack occurs within the *soft-attack* range of that AA unit.

Note: Anti-Aircraft fire from AA units with guns larger than 40mm have their attack factor reduced by 75% to simulate their reduced (i.e., non-automatic) rate of fire and slower reaction time. Such batteries were less capable of reacting to low-flying fast-attack aircraft since they were intended more for defense against high-altitude aircraft. Such guns were also more likely to be employed in a Direct Fire role vs. enemy ground targets and thus be less prepared for usage in an AA role.



Assault

To assault, the attacker(s) must have an Assault Value greater than "0", must be *non-Disrupted* and in "Move" mode *and* must have enough APs to assault (20 AP *plus* the AP terrain cost of the hex being assaulted). Select the units to assault, then right-click on an *adjacent* enemy-occupied hex. If the assault is "legal", the assault icon will appear in the hex and a dialog box will appear announcing the assault. If desired, you can repeat this method to add more attackers to the assault (up to the normal stacking limits, irregardless of the enemy units in the hex being assaulted). The more units that participate in an assault, the better the odds that the assault will be successful. More than one assault can be conducted by a unit in the same turn, depending on the number of AP the unit has remaining. Because assault combat is assumed to take place *in* the hex being assaulted, terrain modifiers do not apply to assaulting *non-vehicular* units.

Terrain Prohibitions: A unit can participate in an assault only if it would normally be allowed to enter the hex being assaulted; e.g., no unit can conduct an assault across a cliff hexside, nor across any other hexside that the unit could not normally cross.

Assault vs Pillbox: A vehicle cannot assault a hex containing a Pillbox (but can Counter-assault units assaulting *from* a Pillbox hex). This does not apply to Bunkers.

Design Note: Vehicular units (even tanks) are prohibited from assaulting *Pillboxes* as these represent fortified concrete structures—impervious to overrun by even fully-tracked units.

Surrender: The target of an assault is more likely to surrender if its hex is attacked from multiple directions, especially if those directions are diametrically opposed.



To resolve a designated assault, click on the "Resolve Assault" Tool Bar button. To cancel a planned assault, select "Cancel Assault" from the "Assault" pop-down menu.

Assault Value and Defense Strength modifiers:

Each *vehicular* unit participating in an assault has its Assault Value modified by the terrain modifier of the hex being assaulted.

A Disrupted unit defending in an assault has its Defense Strength halved (fractions rounded down, to a minimum of one); when "counterattacking" (see below), such a Disrupted unit has its Assault Value halved (fractions rounded down, to a minimum of one).

The Defense Strength of a fortification (see the *Campaign Series* Parameter Data file) in the defender's hex modifies the assault factor of each attacking unit.

The Assault Value of an attacking unit, or the Defense Strength of a defending unit, is increased by the presence of a Commander of that unit's organization.

The Assault Value of a passenger on an armored carrier capable of assaulting (such as an SPW 251/1) is halved and added to the Assault Value of the assaulting carrier.

The Assault Value of an *attacking* unit that is Low on Supply is decreased by one-fourth (fractions rounded down, to a minimum of one).

The Assault Value of a Fatigued attacker is halved (fractions rounded down, to a minimum of one).

The Defense Strength of a Fatigued unit being assaulted is halved (fractions rounded down, to a minimum of one).

Mounted cavalry can assault (Assault Value of rider x3). However, *mounted* cavalry cannot assault any hex containing a Hard Target or vs. a target in "building-type" terrain (i.e., a hex containing a bunker, pillbox, suburb, village, special building or factory).

Smoke and Assaults: Assaulting into, and/or out of, a hex containing Smoke has no effect on the Assault Value nor Defense Strength of any involved unit.

Facing Effects: The facing of a unit (the direction from which it is attacked) has no effect, even if the Optional Rule for Armor Facing Effects is on.

Counter-assault: Each assault also results in a "counter-assault" by the defending units. Normal assault rules apply to a counter-assault except that a disrupted unit can make a counter-assault.

Assault Odds: Because each assault also results in a "counter-assault" by the defenders, the "Assault Odds" dialog will list the assaulting units' attack, as well as how they defend when being counter-assaulted (*Exception: The amount of information displayed depends on the*

Fog of War option in effect). The numbers displayed in the assault odds dialog are after all modification due to the presence of a leader(s), low ammo, disruption and/or the presence of a fortification (or terrain modifier, if the assaulting unit is vehicular) in the assaulted hex. For each assault, a number of attacks is carried out depending on the SP of the (counter-) assaulting unit(s). The results are then applied to the proper line of the Combat Results Table.

Example: A 3-SP platoon of Pz VIE "Tiger" tank (assault 8; defense 12) is assaulting a village containing a 2-SP platoon of BA-64 Armored Cars (assault 2; defense 3). The assault odds are displayed as "Attacking at 5 (x 3) to 3". This reflects the 8 assault strength of the Pz V (reduced to 5 due to the village terrain modifier of .65) vs. the 3 defense strength of the BA-64 armored cars. The "(x 3)" indicates the number of assaults to be performed due to the SP of the assaulting unit. The counter-assault line lists "Defending at 2 (x2) to 12", reflecting the 2 assault strength of the BA-64 when it counter-assaults the 12-defense of the Tigers. The assault would be resolved on the 3:2 line of the Combat Results Table, which contains a 10% chance of a 1SP loss, a 20% chance of a disruption, and a 25% chance of a Morale Check. The program conducts a number of assaults equal to the number of assaulting SP (three times in this instance), then takes each individual result and determines the net result vs. the defender.

If instead the BA-64 platoon occupied a village hex containing an Improved Position, the first line of the assault odds would list "Attacking at 3 (actual 5) (x 3) to 3", reflecting that the assaulting unit's actual assault factor of 8, reduced to 5 by the village terrain modifier, is reduced even more due to the defender's Improved Position. The counter-assault by the BA-64 platoon would be unaffected by the Improved Position.

Cancelling an Assault: If you decide that you do not wish to assault a hex, or wish to remove a unit from the assault, you must cancel the entire assault prior to its resolution. To cancel an assault, select "Cancel Assault" from the "Assault" pop-down menu.



Minefields & Engineers

A convenient way of slowing down or diverting an enemy attack is with minefields. Minefields are pre-set in a scenario and can only be removed by an engineer (referred to by the game program as a "Mine-Clearing Unit"). Each *non-engineer* unit that enters a minefield hex automatically triggers a mine attack vs. that unit, whereas a Mine-Clearing Unit can enter a minefield without being attacked (see Clearing Minefields and Blocks, below). The strength of a minefield attack is determined by the "level" of the minefield. A "1" minefield attacks on the 1:1 row of the Combat Results Table, a "2" minefield attacks on the 2:1 row, and a "3" minefield attacks on the 3:1 row. To view the strength of a minefield hex, switch to the "2D Normal View" map (hot key 4), or turn on the Unit List (hot key U) and click in (hot spot) the minefield hex. The strength of the minefield is displayed in the Unit List along the right side of the interface.

Engineers Laying Smoke: Engineer infantry have the unique ability to "lay smoke" in their own hex. See page 41 for more information about laying smoke.



Clearing Minefields and Blocks

An undisrupted engineer unit that *begins* its turn in a minefield or blocked hex will automatically lower the level of that minefield by one, or eliminate a "Block" fortification. In *Campaign Series* the only Mine-Clearing Units are combat engineers.

Note: To locate Mine-Clearing Units, use the "Highlight" menu item from the "Display" pop-down menu, then select "Mine-Clearing Units". All friendly units capable of clearing minefields will be highlighted.



Bridge & High Wall Demolition

An undisrupted engineer unit that has not yet expended any AP may attempt to destroy an adjacent "high wall" hexside or a hexside bridge using its inherent demolition capabilities. Select the engineer unit, then from the "Units" pop-down menu, choose

“Damage Wall or Bridge”. In the dialog box that appears, select the hexside “direction” (up, up-right, down-right, etc.) to attack, and press the **OK** button. An attack is performed, using the engineer’s attack factor and its SP strength, vs. the inherent strength of the feature. Attempting a demolition requires 100 AP.

COMBAT EXPLANATION

When one unit fires at another unit (whether by Direct or Indirect fire) the basic method in which the attack is calculated is as follows:

(Modified Attack Strength) vs. (Modified Defensive Strength)

This attack vs. defense comparison determines the location (i.e., the “row”) of the Combat Results Table where the attack will be resolved. Note that attack-vs.-defense strengths between those listed on the Combat Results Table (access *Campaign Series’s* Parameter Data from the “Help” pop-down menu) are calculated individually by the program on a pro-rated basis, based on the result probabilities of the two CRT lines the attack falls between.

Example: A net attack strength of 11 vs. a net defense strength of 4 has slightly lower result probabilities than an attack of 3 vs. a defense of 1, but higher probabilities than an attack of 2 vs. a defense of 1.

1. The Modified Attack Strength is calculated by:

(Attack Strength[®]* of attacker + c) x (terrain/fortification modifier of defender’s hex)**

[®]: The Attack Strength is the Hard- or Soft-Attack Strength listed when the fire-mode cursor is roamed over the target hex (or if roamed over the actual 3D icon). This number varies depending on the range to the target.

c: Command Rating of same-hex Commander provided that Commander currently has APs greater than or equal to the AP Fire Cost of the firing unit **and** the firing unit is subordinate to that Commander .

*: x .5 if firing unit is Fatigued, Disrupted, firing out-of/into Smoke (per each occurrence; FRD; minimum of 1).

Terrain/Fortification Modifier of Defender's Hex. To view these modifiers, see the *Campaign Series* parameter data file (from the Help pop-down menu).

***: certain terrain and fortification types will modify (increase or decrease) the Attack Strength of units that fire at targets in that terrain type.

2. The Modified Defense Strength is:

(defense factor of defender) + (fortification bonus*)

*: +20 if defender can claim benefit of bunker or pillbox.

When a unit attacks, the program actually conducts a number of attacks equal to the attacking unit’s SPs. The number of SP is halved (FRD, to minimum of one) if the attacking unit is Low on Supply. The number of SP can also be increased if the target hex is richly populated with targets; see Direct Fire Target Density

Value, below. The program then takes each individual result and determines the net result vs. the defender. Attack-vs.-defense strengths between those listed in the Combat Results Table are calculated individually by the program on a pro-rated basis, based on the result probabilities of the two Combat Results Table lines the attack falls between.

Direct Fire Target Density Value: If the total SP in the target hex exceeds 12, 12 is then subtracted from that number to arrive at an Excess Density Value. This value is then multiplied by 8% and by the SP of the firing unit (fractions rounded up), resulting in a density bonus. This density bonus is added to the nominal SP of the firing unit.

Example: A 3-SP firing unit is firing at a target in a hex that contains a total of 19 SP (the number of units that are in the hex is irrelevant). Since 19 is > 12, 12 is subtracted from 19, yielding an Excess Density Value of 7. This number is then multiplied by .08 (8%) and by the SP of the unit, resulting in 1.68, which is rounded up to 2. Thus, that unit would attack as if it had 5 SP.

Damage Report Details: By default, the game does not display Damage Reports as attacks are executed; i.e., “Low Details” are in effect. To change to Medium Details, select “Details” from the “Options” pop-down menu, then select “Medium Details” from the “Details” pop-out menu.

To change to “High Details”, Medium Details must *first* be in effect. Then, when a “Damage Report” box appears during the game, click on the toggle switch in the *upper left hand corner* of the Damage Report box (the small toggle switch with the “o”). When clicked on the button toggles to display an “x”, thus indicating “High Details” are displayed. Whenever High Details are toggled on, you must manually close the Damage Report box (by clicking on the “X” button in the upper right corner, or by pressing the **Enter** key on the keyboard).

Direct Fire: Most combat units attack using Direct Fire, whereby the shooting unit must have the target unit in “Line of Sight” and within its range. A Direct Fire attack must target a specific unit in the target hex (unlike Indirect Fire, which can potentially affect *all* units in the target location). If playing on the 3D map you can right-click directly on the 3D icon you wish to fire at; if in a 2D map mode, you will be given a Target Dialog box when you fire at a hex containing more than one target.

The following combat example assumes “High Details” are “on” (see Damage Report Details, above)...

Example: A Russian T-28 Medium tank is selected while in Fire Mode. It has 100 AP (enough to fire twice, since its “Fire Cost” is 45). The fire-mode cursor is put over a German Rifle Platoon two hexes away in a village hex. A small box displaying “4/11” is superimposed over the target hex as the fire-mode cursor roams over that hex. However, as the cursor is put directly over the 3D icon of a German Rifle Platoon, the box changes to “6 - Rifle Platoon @ 11”, indicating the target is a 6-

SP Rifle Platoon (that has a Defense Strength of 7) which can be shot at with an Attack Strength of 11. Right-clicking on the 3D icon executes the attack.

The "Damage Report" indicates: "Rifle Platoon; Attack = 11 Defense = 7; Modifier = 70%; Reduced by 1, Disrupted". This informs us that 11 attack factors shot at a target that had a Defense Strength of 7. The 70% indicates that only 70% of the attacker's firepower hit the target due to the village terrain modification of ".70" (see the Campaign Series Parameter Data, available from the Help pop-down menu, for a complete listing of the different terrain and fortification modifiers). The result of "Reduced by 1, Disrupted" indicates the target unit had its strength Reduced by one and is now Disrupted.



Combat Results

No effect: The target unit is unaffected by the attack.

Retreat (Morale Check): A unit that fails a Morale Check result is retreated out of its current hex. *Exception:* A gun battery and/or a unit in a Pillbox, Bunker hex is Disrupted instead. Each time a unit retreats it is subject to morale loss (see Morale Loss, below). A unit that cannot retreat takes an additional SP loss (which, of course, can still result in the unit's elimination).

Disrupted: The target unit is Disrupted, meaning that its Attack Strength and Assault Value are halved, it cannot *initiate* an assault (but can Counter-assault), it cannot move *closer* to the *nearest* enemy unit, and all AP expended for movement are doubled (to a maximum of 65 AP). An additional Disrupted result has no further detrimental effect on an already-Disrupted unit.

Reduction of Strength Point: A unit can lose one or more SP due to being attacked; a unit that has its SP reduced to "0" (zero) is eliminated. Each time a unit loses a SP it is subject to morale loss (see Morale Loss, below).

Elimination: If an attack results in the loss of all of a unit's SP that unit is eliminated.

Morale Loss: Besides the above "reported" combat effects, each time a unit suffers a Strength Point loss due to combat or a Retreat result, there is a 35% chance that its current morale will be reduced by one.

Note: A unit that has its **morale** reduced to 0 is eliminated regardless of the number of SP it has remaining.

Morale Recovery

A unit that has suffered a morale loss has its morale value printed in yellow in the Info Box. A Disrupted unit with a reduced morale cannot recover from Disruption until its morale value has been restored to its "nominal" (i.e., full strength) value. To quickly gauge the morale of your units when playing on a 3D map, turn on the On-Map Thermometers (hot key **T**), then click once on the Morale display box in a friendly unit's Info Box to have the On-Map Thermometers graphically display your units' morale.

At the beginning of each friendly turn a unit whose morale is currently less than its full morale will have its morale increased by one if it passes a morale check. The program rolls a 10-sided die for each such unit; if the die roll is equal to or less than the unit's current morale the morale check is "passed". The presence of a friendly leader in the same hex that "commands" that unit will improve the odds of that unit regaining morale (see Commanders, page 64).

Disruption Loss

At the beginning of each friendly turn a disrupted unit that *begins* its turn at *full morale* (i.e., its current morale rating is at maximum) will become undisrupted if it passes a morale check. The program rolls a 10-sided die for each such disrupted unit; if the die roll is equal to or less than the unit's morale its disruption status is removed. The presence of a friendly leader in the same hex that "commands" that unit will improve the odds of that unit passing the morale check and becoming undisrupted (see Commanders, page 64).



Fortifications

There are several different types of "fortifications", each with different effects on play.

Improved Positions: Any unit in a hex containing an Improved Position gains a defensive benefit, in that the firepower of all attacking units is reduced by 25%. This is the only

fortification type that can be “constructed” during play (see Digging In, page 51).

Trench: The firepower of a unit attacking a target in a trench location is reduced by 44% (or 56% of the firing unit's firepower is used). Only non-vehicular units gain a benefit from the protective modifiers of a trench. Most wheeled units must pay 65 AP to enter a trench location. Other units also pay an additional AP penalty to enter a trench location (the additional AP depends on the unit type).

Bunker: Units eligible to receive the defensive benefits of a bunker have 20 added to their Defense factor, as well as reducing firepower of all attacking units by 25%. Only non-vehicular units gain a benefit from the protective modifiers of a bunker.

Pillbox: Similar to Bunker, except that a unit receiving the benefit of a Pillbox can only be attacked as if it were a hard target (this to simulate a concrete emplacement). Only non-vehicular units gain a benefit from the protective modifiers of a pillbox. A vehicular unit *cannot assault* a hex that contains a Pillbox (see the Design Note on page 44).

Minefield: Whenever a *non-engineer* unit enters a Minefield hex a mine attack is immediately carried out against it. Minefields come in three strengths: 1, 2 and 3, which represent the strengths corresponding to the “odds” line of the Combat Results Table that the attack is resolved on; i.e., a “3” Minefield attack is executed on the 3:1 line. Mines can be removed during play by a non-Disrupted engineer unit that *begins* its turn in the Minefield hex. Mined hexes provide no defensive benefit to any unit occupying such a hex.

Blocked: A “blocked” hex represents an impediment to movement (roadblock, barbed wire, felled trees). Each unit that enters a Blocked hex must expend 65 APs. Blocked hexes provide no defensive benefit to any units. “Blocks” can be removed during play by a non-Disrupted Engineer unit that begins its turn in the hex containing the “block”.



✎ **Digging In:** Additional Improved positions can be constructed during play by “Digging In”. Only a unit displaying a small “shovel” icon near the bottom of the icon bar on the left side of its Info Box is *capable* of Digging In (generally, this includes most non-HQ infantry-type units, but not vehicles or guns).



To have an eligible unit begin Digging In, select an eligible unit, then press the “Digging In” Tool Bar button.

✎ When a unit is currently engaged in Digging In, the small shovel icon moves toward the top of that unit's icon bar of its Info Box. At the beginning of each turn there is a 10% chance that a unit will construct an Improved Position if it begins that friendly player turn Digging In (Exception: An engineer unit has a 20% chance). If a unit that is Digging In conducts an attack, its Attack Strength is halved (fractions rounded down, to a minimum of one).



Terrain Types of Campaign Series

The battles included in *Campaign Series* cover a large portion of European Russia and Eastern and Western Europe, from lands as varied as the cultivated fields of Poland and eastern Germany, to the swamps and deep, forested hills of central Russian, to the steppes of the Ukraine.

The following terrain section shows a representative picture of each terrain type, a typical 3D map hex of that terrain, a brief description of the terrain, as well as the terrain's combat modifier, concealment value (range modifier if “hexside” terrain) and other special information. The “TEM” given is the amount of the otherwise-applicable attack strength that is allowed to “hit” a target occupying such terrain. If two or more apply, they all have an effect; e.g., a unit attacking a target in a forest hex behind a hedge would use .72 (.8 x .9) or 72% of its “normal” attack strength.

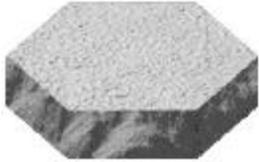
Clear



Clear terrain is open ground that provides little or no cover. Non-armored units (only) in clear terrain have their morale reduced by one when fired upon.

TEM: 1.0 Concealment: 0 Morale Mod: -1 Height: 0m

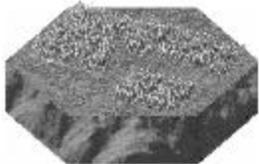
Beach



Beach terrain represents a large expanse of flat, open, sandy terrain along a coast line suitable for conducting amphibious operations.

TEM: 1.0 Concealment: +1 Morale Mod: 0 Height: 0m

Field



Fields come in three varieties: "in season", "plowed" or "out of season". If in season, a field's tall crops serve to block some lines of sight. A "plowed" field provides no cover (and is thus like open ground) but is a slight impediment to some units' movement. "Out of Season" fields are identical to "clear" terrain for all purposes.

TEM: 1.0 Concealment: -1 Morale Mod: 0 Height: 2m

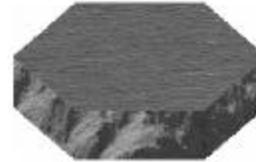
Shallow Water



This terrain represents water (most commonly found along a shore line) that is shallow enough to allow entry of vehicles and foot traffic. A unit in shallow water will not retreat (but will instead take an additional casualty) unless it can retreat into a land hex.

TEM: 1.0 Concealment: +3 Morale Mod: -1 Height: 0m

Water



Water represents an expanse of water, such as a lake, river, canal or sea, deep enough to prohibit entry by normal ground units without some form of conveyance (such as rafts, boats or some type of bridge).

TEM: 1.0 Concealment: +3 Morale Mod: -1 Height: 0m

Orchard



A cluster of cultivated fruit trees. Orchard terrain can also be used to represent an area of light woods.

TEM: 0.9 Concealment: -1 Morale Mod: 0 Height: 8m

Forest



This represents a large expanse of virgin timber, providing good cover and concealment benefits.

TEM: 0.8 Concealment: -3 Morale Mod: +1 Height: 25m

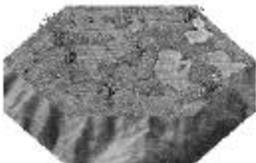
Swamp



An inundated, marshy forest area, quite common in northern Russia. Vehicular entry of an unfrozen swamp is prohibited unless via some type of road.

TEM: 0.9 Concealment: -3 Morale Mod: 0 Height: 25m

Marsh



An area of low-lying wet land with a small amount of cover. Vehicular entry of an unfrozen marsh is prohibited unless via some type of road.

TEM: 0.95 Concealment: -2 Morale Mod: +1 Height: 3m

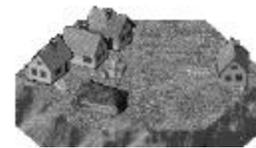
Rough



Rough terrain is an area with large, craggy boulders and small undergrowth, such that vehicles cannot enter the terrain unless via some type of road.

TEM: 0.8 Concealment: -2 Morale Mod: 0 Height: 2m

Village



A rural settlement. In *Campaign Series* village structures are considered to be of wooden construction.

TEM: 0.7 Concealment: -3 Morale Mod: +2 Height: 10m

Suburb



This type of terrain represents a residential community of tightly spaced dwellings such as workers settlements for factories, usually on the outskirts of a large city. A road is considered to enter a suburb from all hexsides, otherwise a suburb is identical to a village.

TEM: 0.7 Concealment: -3 Morale Mod: +2 Height: 10m

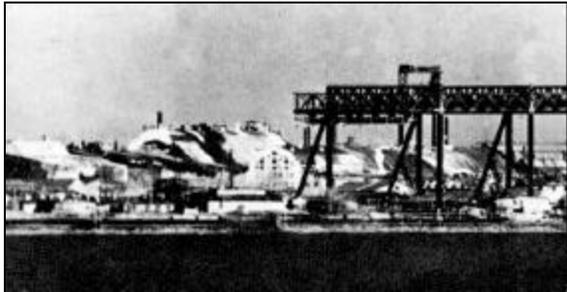
City



City terrain represents an urban area of large, brick and concrete buildings providing very good defensive benefits. A road is considered to enter a city from all hexsides.

TEM: 0.6 **Concealment:** -3 **Morale Mod:** +3 **Height:** 25m

Industrial



A large industrial complex providing excellent defensive benefits.

TEM: 0.5 **Concealment:** -3 **Morale Mod:** +4 **Height:** 20m

Special Building



This represents a specific large building and provides very good cover for non-vehicular units. While vehicles can enter a Special Building hex, they are considered to be outside the structure and thus gain no defensive benefits from it.

TEM: 0.6 **Concealment:** -3 **Morale Mod:** +3 **Height:** 15m

Rubble



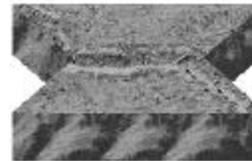
City, suburb, village and factory terrain (only) can be rubble. The terrain, concealment and morale modifiers remain the same as the original terrain.

TEM: * **Concealment:** * **Morale Mod:** * **Height:** 50%**

* Depends on the previous terrain type; ** Rubble height is 50% less than original terrain type.

Hexside Terrain features in Campaign Series include...

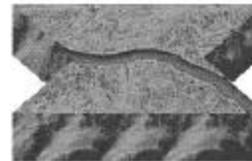
Gully



A small, dry ravine that acts as an impediment to movement.

TEM: - **Range Modifier:** 0

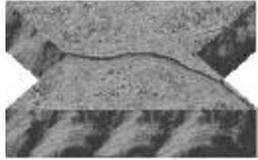
Minor River



Minor river hexsides represent bodies of water that are deep, or have steep enough embankments, to prohibit movement over them unless via a bridge. Note that the map art for minor rivers is a *darker* blue than the map art for streams.

TEM: - **Range modifier:** 0

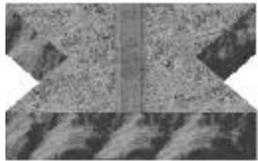
Stream



A stream represents a small body of running water that hinders movement of most units, but is not deep or wide enough to prohibit movement over it without a bridge. Note that the map art for streams is a *lighter* blue than the corresponding art for minor rivers.

TEM: – **Range modifier:** 0

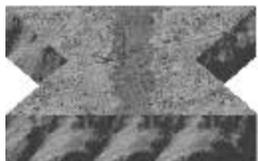
Paved Road



This represents a road with an improved (paved) surface—the best way for most units to travel fast.

TEM: – **Range modifier:** 0

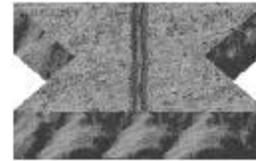
Unpaved Road



This represents a “secondary” road with an unimproved (usually dirt) surface. In the muddy season these are usually best avoided.

TEM: – **Range modifier:** 0

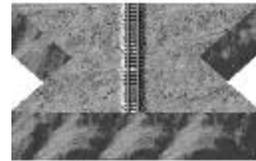
Path



This represents a cart path or wide foot path. An ideal way for infantry to move through wooded terrain. The muddy season can also play havoc with these features.

TEM: – **Range modifier:** 0

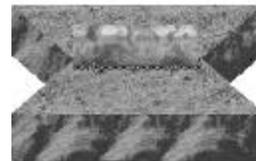
Railroad



While traveling along a railroad can be quicker than blazing a new trail through woods, it can still be a slow and bumpy ride for vehicles.

TEM: – **Range modifier:** 0

High (fortified) Wall



This represents a very thick concrete wall, similar to those built as part of massive fortifications, such as the forts at Sevastopol. High Wall hexsides cannot be crossed by any unit unless that high wall hexside has been destroyed by Engineers (see page 46).

TEM: – **Range modifier:** 0

Low (stone) Wall



This represents a low stone wall—sufficient to give cover but not high enough to have an effect on line of sight. Wheeled units cannot cross low walls.

TEM: 0.8 Range modifier: +2

Hedge



This represents a low hedge—sufficient to give cover but not sufficiently high or thick enough to have any effect on line of sight.

TEM: 0.9 Range modifier: +2

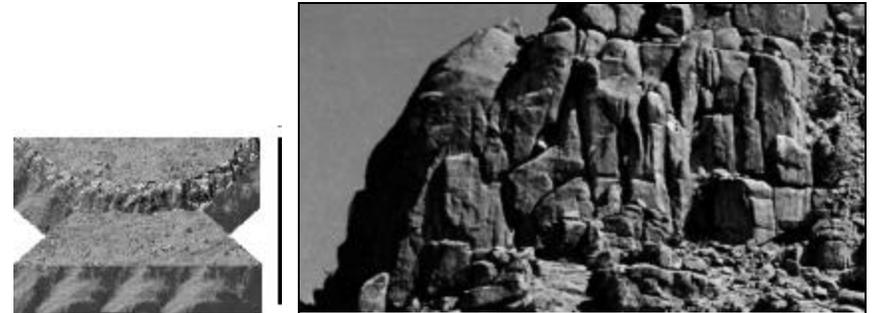
Embankment



An abrupt rise in the ground, sufficient to provide good cover. While all units can cross an embankment, there is an additional cost due to the steep slope.

TEM: 0.8 Range modifier: +2

Cliff



A high, steep face of rock, impassable to all units.

TEM: – Range modifier: 0 Special: No units may cross.

Heavy Bridge



This full hex or hexside feature represents a bridge that is sturdy enough to carry all types of traffic, including heavy tanks.

TEM: – Range modifier: 0

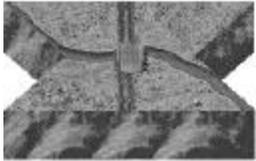
Medium Bridge



This hexside-only bridge is strong enough for trucks and light tanks, but not sturdy enough for medium or heavy tanks to safely cross.

TEM: – Range modifier: 0

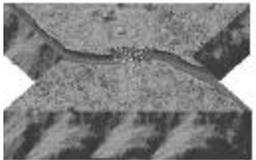
Light Bridge



This hexside-only bridge represents a small bridge that only infantry, cavalry, wagons and the lightest vehicles can cross.

TEM: – **Range modifier:** 0

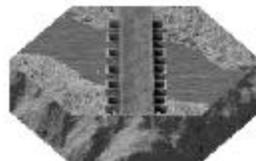
Ford



A shallow place in a minor river or stream.

TEM: – **Range modifier:** 0

Pontoon Bridge



A pontoon bridge can be light, medium or heavy, depending on the strength set for it in the scenario editor. The capacity of a "heavy pontoon bridge" is the same as the capacity of a "heavy (non-pontoon) bridge", etc.

TEM: – **Range modifier:** 0



Concealment Values & Fog of War

If "Fog of War" is on, enemy units are not automatically revealed when one or more of "your" friendly units has a line of sight to that enemy unit's location. Each unit in the game has a "Concealment value" ("UC#" in the formula below), and each full-hex terrain type has a "Concealment value" ("TC#"), that the program utilizes when determining whether or not that unit has been "spotted" by the enemy. The program uses the following calculation (in the formula, "FRD" means "fractions rounded down"):

$$(UC\# + SP \text{ of unit } [\text{halved, FRD if } non\text{-vehicular}] + TC\#) - (\text{modified range}/2 \text{ [FRD]})$$

The "modified range" is based on the hexside terrain (if any) being viewed "through" (i.e., if the line of sight from the viewing unit crosses a hexside terrain type as it enters the hex of the unit being viewed). The hexside "range modifier" is added to the range (in effect increasing the range). The number determined by the formula is then "bounded" by 0 and 8 (in other words, it cannot be lower than "0" or greater than "8"). The program then generates a random number from 0 to 9 (inclusive); if that random number is \leq the final number from the formula the affected unit becomes spotted (i.e., visible on the game map).

When a unit moves or fires it is always revealed. In order to become unspotted, a unit must regain its concealment status by beginning its turn out of the line of sight of all enemy units.



Commanders



A Commander (or leader) can perform several crucial functions. Not all organizations will have a Commander present on the map; consider any Commander that is present to be a “special” personality. To locate the units subordinate to a Commander (i.e., under his command), select that Commander and press the “Highlight Organization” Tool Bar button; all units subordinate to him will be highlighted.

The higher the Command and Leadership Ratings of a Commander, the more valuable that Commander is. These values are displayed in the Commander’s Info Box when he is selected.

A Commander in the same hex as a firing unit that is *subordinate to him* will automatically modify the Attack Strength of that attacking unit equal to his Command Rating (listed in the Commander’s Info Box), *provided* the Commander has AP greater than or equal to the Fire Cost of the *firing* unit. A Commander used thusly to “direct” fire automatically expends AP equal to the AP spent by the firing unit. Only the Commander with the highest command rating participating in an assault modifies his side by his Command Rating.

A Commander will modify the morale of each unit *under his command* (i.e., subordinate to him) that occupies his hex. This will be noted by the unit’s morale being **red** in the Info Box. The morale of the unit will be equal to the morale of the Commander if the Commander’s morale is higher than the unit’s. If the Commander’s morale value is less than or equal to the unit’s, the unit’s morale is increased by one. Since a Commander modifies the morale of each unit under his command in his hex, the chance of a such a unit regaining morale or losing Disruption is increased, as these are based on passing morale checks.

A Commander cannot be singled out as the target of an attack unless he is the *only* occupant of a hex. Therefore, it is advisable to keep your Commanders stacked with friendly unit(s) of his command. Each time a hex containing a Commander is attacked there is a 2% chance he will become a casualty.

Motorized Leader Exception: Even though a motorized leader uses “wheeled” movement type, the program allows this unit (unlike other wheeled units) to enter rubble hexes. In this way, a motorized leader can “keep up” with half- and fully-tracked units better.



HQ and Supply

At the start of each friendly turn, a supply check is made for each friendly unit that fired in the preceding turn. This check is made to *maintain* supply if the unit is not currently low on supply. If the unit is currently low on supply this check is an attempt to *regain* supply.

Maintaining Supply: A unit attempting to maintain supply does so through its “parent” HQ. If a platoon’s “parent” (e.g., battalion) HQ is not on the map, the program will search the map for other HQ commanding that unit; e.g., the unit’s regimental or divisional HQ. The program measures the range that the unit is from its parent HQ, and uses this range to determine a base probability. It then makes a percentile die roll and supply is maintained if that die roll is less than or equal to that base probability. Basically, the closer the unit is to its HQ the better its chance of maintaining supply. (If in the same hex as its HQ—and that HQ is “in supply”—supply will be maintained automatically.) If the unit’s “parent” HQ is not currently on the map, it uses that HQ’s “parent” HQ instead.

To check the supply range of an HQ, select it and press the **W** hot key. Any unit in a shaded hex has less than 50% chance of maintaining supply through the selected HQ. As a unit’s range from its HQ increases, the chance of it maintaining supply decreases, but never drops to zero due to range alone. At the ranges listed below, a unit has a 50% chance of maintaining supply via its HQ.

HQ Type	Range in Hexes
Army	unlimited
Corps HQ:	90
Division HQ:	30
Brigade HQ:	15
Regiment HQ:	15
Battalion HQ:	8

If a unit fails to maintain supply via its HQ, the program *then* checks for supply again, but this time using the friendly side’s base ammo level (turn on the Unit List to display the

base ammo level; hot key **U**). When checking to maintain supply using the base ammo level, a “percentile” (0-99) die roll is made and compared to that side’s ammo level. A die roll equal to or less than this ammo level means that the unit maintains supply. If the die roll is greater than the ammo level, that unit will be Low on Supply for the current turn.

HQs: An HQ can only provide supply to units under its command “umbrella”. In addition, an HQ is never able to provide supply on any turn following a turn in which it *changed its location* (this simulates the HQ having to set up and re-establish communications). Besides that, each HQ (exception: Army) must also make a supply check at the beginning of each turn. Like a normal combat unit, the HQ *first* checks supply based on the distance from *its* “parent” HQ, however, if that supply check fails it then checks using the base ammo level listed for for its side.

Indirect Fire units: Maintaining supply differs for Indirect Fire units (whether off-board or not) in that they check supply *only* against their side’s base ammo level (as described above). If the battery fails to maintain supply it will be unable to fire during the current turn.

Regaining Supply: At the start of each friendly turn, a supply check is made for each non-isolated friendly unit that is currently Low on Supply. The procedure is the same as for maintaining supply, except that the base ammo level is not used (i.e., supply can be regained only via a friendly HQ as described above). There is only one exception: Indirect Fire units check to regain supply *only* using their side’s base ammo level. If there is no “higher level” HQ on the map for a unit it will be unable to regain supply.

Effects of being Low on Supply: A combat unit that attacks *using Direct Fire* will only attack a number of times equal to its Strength Points divided by two, fractions rounded up (keep in mind that such a unit normally is allowed a number of attacks equal to the number of Strength Points it has). A Low-on-Supply *artillery* (indirect fire) unit cannot attack (this actually represents that battery not receiving proper fire orders, or a breakdown in communications or it being used to support other units in a nearby battle). A Low-on-Supply HQ is unable to provide supply to other units under its command. Note that units are never *out* of supply, a unit that is Low on Supply can still attack, albeit at reduced effectiveness (exception: Indirect Fire units and HQ reported as “unavailable”). Any Low-on-Supply unit that assaults does so at 3/4 effectiveness.

 A unit that is Low on Supply is indicated by a “hollow” bullet icon near the top of the icon bar along the left side of the Info List. To highlight all friendly units that are Low on Supply, from the “Display” pop-down menu select “Highlight” then “Units/HQ Low on Supply”. All affected units will be highlighted. Depending on the map size, you may want to zoom out to locate all the affected units.

Design Note: A unit that is “Low on Supply” actually represents a unit that is having to *conserve its ammo*—sometimes because communications have broken down and the unit is unsure of its current status or even its own whereabouts. Perhaps the unit is simply confused due to the stress of battle, has received confused or conflicting orders (or maybe *no* orders), or actually is hard-pressed and the order has been issued to “make every bullet” count.

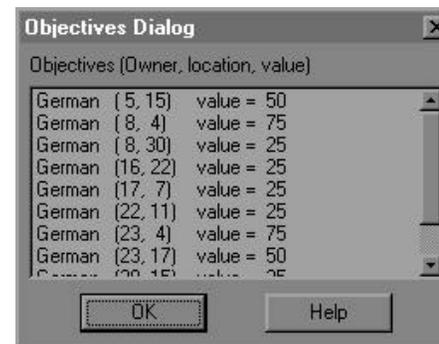


How to Win

Victory in a standard (i.e., *non-campaign*) scenario is determined by the number of Victory Points (VP) your side has amassed at the end of the scenario. Victory Points are scored in three basic ways:

1) Control of Objectives: Certain hexes on the map are deemed important enough that the side that controls them at scenario end gains extra Victory Points or denies those Victory Points to his opponent. Only the player designated as being the “First Side” (generally, but not always, the attacking side) gains Victory Points by controlling an objective—and only at the end of the scenario. The “Second Side” (also the side moving second in a Game Turn) simply gains a benefit of controlling objectives by denying those VP to his opponent.

Each on-map objective hex is designated by a special marker (this varies, depending on map view). On the 3D map views objectives are marked by rectangular “plaques”; on the 2D map views objective hexes are marked by oval or circular symbols. Regardless of the map view the objectives are always color-coded to the current controlling side (e.g., blue for German, tan for United Kingdom, green for U.S., etc.). Furthermore, on all views but the 2D zoom-out the objective markers also list the Victory Point value of that objective.



Note that objective markers are “on” by default. To toggle them off or on, press the **O** hot key. To quickly review the objective hexes in a scenario, select “Objectives...” from the “Status” pop-down menu (you might find it beneficial to first switch to the 2D normal or 2D zoom-out map mode before doing this). Clicking on an objective listed in the dialog will scroll the map to that objective.

At the start of a scenario each *non-exit* objective is controlled by one side or the other (most objectives are usually controlled by the defending side). Control of an objective (*Exception: "exit objectives" can never be "controlled"*) is awarded to the last side to occupy that hex with a combat unit (one capable of direct or indirect fire, even if such a unit is currently a passenger or rider). Leaders and unloaded transport units cannot claim control of an objective.

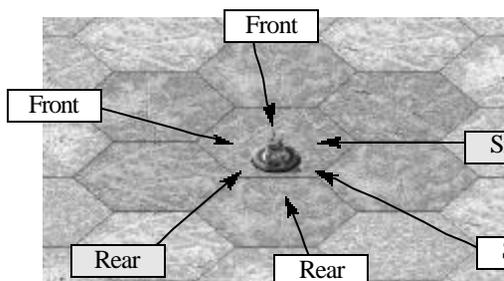
2) Elimination of enemy strength points: Victory Points are scored for each strength point of an enemy unit eliminated (depending on the VP value of that SP). To view the current number of VPs scored due to elimination of enemy strength points, select "Victory..." from the "Status" pop-down menu. The number in the "Total [side] Point Loss" window is the number of VPs scored in this manner. For a more precise breakdown of the exact type of losses inflicted, and their point value, select "Strength..." from the "Status" pop-down menu. The windows on the right side of this dialog list the number and type of each strength point eliminated (and, in parentheses, the VP value of each such SP).

Example: The right window of the Strength Dialog might contain "5 [3VP]PzKpfw IIIIF", which would indicate that five strength points of PzKpfw IIIIF tanks have been eliminated, each worth 3 VP, for a total VP gain for the Allies of 15 VP.

To find the VP value of the SP of a unit, select that unit and press the **F2** key to access the Unit Handbook (keep in mind that this VP value is per strength point, not the total VP value of the unit).



3) Exit Objectives: An objective initially listing a value of "0" is an "exit objective" for the side corresponding to the color of the objective. Each unit of that side exited from such an objective is worth VPs to that side. To exit a unit from the map (whether from an objective hex or not) move the unit into the map edge hex, and press the "Remove Units" button (or select the unit, then select **Remove From Map** from the "Units" pop-down menu). As



units are exited off an exit objective the current number of VPs exited from that objective are immediately tallied and reflected by the new number shown on that objective. (**Note:** If a unit is removed

from the map edge hex that is not an exit objective no VPs are awarded, but neither does the exiting side lose VPs for such a removed unit; this is a way to deny VPs to your enemy if the unit has no recourse but to exit.) A removed unit cannot be reentered during that scenario.



Victory Conditions

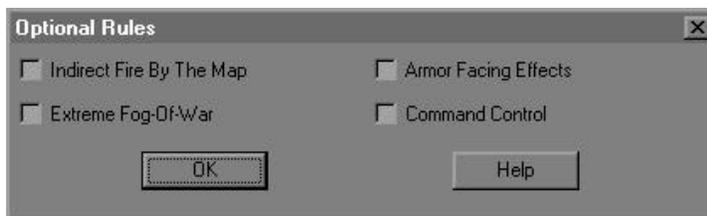
The objectives' values, when added to the casualties inflicted in the scenario, determine the level of victory for each army. (*Exception: Victory in a Dynamic Campaign Game scenario is determined differently.*)

The overall victory conditions apply only to the First Side; i.e., the side that moves first in each turn. The First Side has its objective points added to enemy point losses (i.e., casualty VP) then subtracts the point loss for friendly casualty VP, to determine the total number of VPs. To check the current level of victory in a non-campaign game scenario, select "Victory" from the Status pop-down menu.

A scenario does not end when one side achieves a Major Victory (or Major Defeat); the level of victory may change during the course of play as casualties occur and Objectives change hands. Only the level that exists at the *end* of the scenario applies for determining the winner.

Any of five levels of “victory” are possible for the First Side:

- A **Major Defeat** is declared if the point total is less than or equal to the total listed for “Major Defeat” in the Victory Dialog.
- A **Minor Defeat** is declared if the point total is greater than the total listed for “Major Defeat”, but is less than or equal to the total listed for “Minor Defeat” in the Victory Dialog.
- A **Draw** is declared if the point total is greater than the total listed for “Minor Defeat”, but is also less than the total listed for “Minor Victory” in the Victory Dialog.
- A **Minor Victory** is declared if the point total is greater than or equal to the total listed for “Minor Victory”, but is less than the total listed for “Major Victory” in the Victory Dialog.
- A **Major Victory** is declared if the point total is greater than or equal to the total listed for “Major Victory” in the Victory Dialog.



Optional Rules

Some Optional Rules are available to add variety to game play. Once the game begins, the player can select the rules at the A/I selection screen. Once a scenario has begun the Optional Rules in effect for that scenario can not be changed.

Indirect Fire by the Map allows you to target Indirect Fire on hexes that are not in the Line of Sight of units on your side. Such fire is likely to drift into another hex. Drifting can be up to two hexes from the originally plotted hex.

Extreme Fog Of War further modifies the Fog of War effects. Names of enemy units are hidden. The unit's Strength is also hidden, unless the unit is in “clear” terrain. Furthermore, assault odds will be unavailable.

Command Control Under this rule, the HQ supply “ranges” are varied depending on the year and the nationality. Each nationality has a built in modifier that modifies the base “50% range” of each HQ. For example: In 1942 each German HQ has a 120% (1.20) modifier that is applied to modify the base range of each HQ (as seen in *Campaign Series's* Pdata.hlp file). Thus, a battalion HQ, that normally has a 50% range of “8”, has that multiplied by 1.20, thus resulting in a new “50% range” value of “10”.

In addition to the above modifier (depending on year and nationality), any HQ that is stacked in the same hex with the leader associated with that HQ, has its base “50% range” increased by that leader's Leadership#. For instance, a divisional-level leader only increases the range of his division's HQ, not the regimental and/or battalion HQ of his division.

Command Post: If the Optional Rule for “Command Control” is enabled, a company-level “Command Post” (CP) is deemed to be inherently present with the first platoon of each company. If the first platoon is eliminated, the benefits of the CP are lost (it would be unrealistic to have the CP duties passed on in the time frame of a typical scenario). A CP unit is denoted by a radio icon displayed in the icon area along the left side of the Info Box. In addition, all friendly CP units are highlighted when you select Highlight HQ.

Units that operate beyond their company CP range (or if their CP is not present on the map) are subject to the following penalties:

- a) Less chance of Morale recovery (-1)
- b) Less chance of Disruption recovery (-1)

A CP has an effective range (radius) which is about half the range of that side's battalion HQ. A CP's range is highlighted if it's selected when the **W** hot key is pressed.

Note: The radius highlighted by the **W** hot key is the limit of company CP control while for battalions it is the 50% chance of re-supply. This in effect means that units slightly beyond the battalion HQ radius can still be re-supplied, but at a rate slightly less than 50%. However, units outside the Company CP radius suffer the penalty as described above.

Armor Facing Effects only applies to Direct Fire vs. armored (i.e., “Hard”) targets. When this Optional Rule is in effect, the Defense Strength used when resolving *Direct Fire* is based on the facing of the defender relative to the firing unit (the basic Defense Strength is still used when resolving assaults). These values can be found in the Unit Data charts in the Appendix of this Players Guide, or by pressing the **F4** hot key during the game (displays the Miscellaneous (Platoon) Data File). See the diagram below; note that “shot angles” with shaded labels lie *directly* along a hex “spine” of the targeted hex.

Design Note: The *standard* (i.e. non-optional) defense value of an *armored* unit represents an overall rating based on the vehicles' size (height in particular), armor thickness, close-defense weaponry, and the assumption that not all of the vehicles may be facing in the same direction, especially in a defensive stance.

The *Campaign Series* optional rule for Armor Facing Effects introduces individual front, side and rear defense values for each armored unit. These values are based on the standard defense values and hard attack factors, weighted by the actual armor thicknesses of the vehicles themselves. Hence they do not represent armor thicknesses *per se*, but rather the influence of individual armor thicknesses *in conjunction with* the game's existing values.

V. Campaign Games

Campaign Series features two **types** of campaign games: the Dynamic Campaign Game and the exciting new Linked Campaign Game. All Campaign Games are listed in the "New Campaign" screen. The Linked Campaign Games are listed following all of the Dynamic Campaign Game. Note that the introduction (historical) copy about each campaign game identifies whether it is a *Linked* or *Dynamic* Campaign Game.

The **Dynamic Campaign Game** (DCG) features a series of linked, albeit randomly-generated, scenarios (aka Missions) that follow an historical path. In a DCG you are freer to choose the side you want to play, as well as the organization type and command level. Too, "you" are represented on the map as an individual leader; if that leader is eliminated the DCG will end somewhat "prematurely". *Take care of yourself!*

In a **Linked Campaign Game** (LCG) the side you play and the organization you control is predetermined. You command that organization, and all of its inherent units, through a series of exciting, historically linked pre-designed scenarios. Your level of victory in each scenario will determine the scenario you play next in that LCG. Your success in the LCG will determine *how many* scenarios you play, as well as *what* scenarios you play.

As you play either type of campaign game, your "progress" (current position) is reported to you before each scenario as a red dot on the overall campaign map displayed on the "Mission" screen (see page 76).

There are a variety of each type of campaign games to choose from, each of different length and at differing periods of time during World War II. To start a new (or to resume an existing) campaign game of *either* type, select **Play Campaign** from the Main Menu screen.

The following chart helps to explain some of the other differences between a "Linked" and a "Dynamic" campaign game:

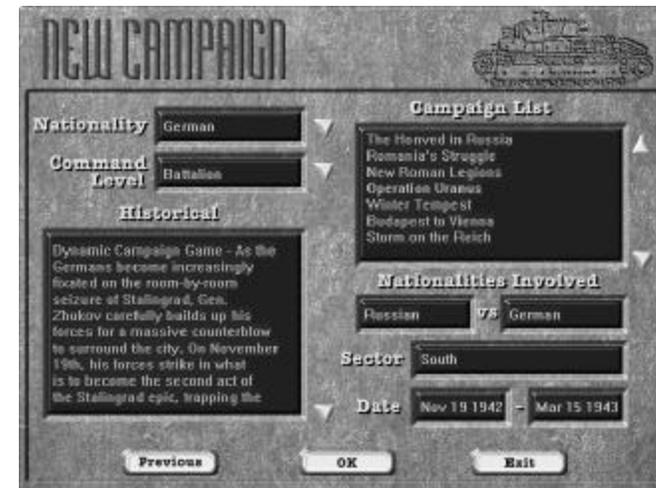
FEATURE	DCG	LCG
Do I have a "Personal" leader?	Yes	No
If "my" leader is killed, is the CG over?	Yes	No
Do I have a choice of side I play in the a CG?	Yes	No; preset
Do I have a choice of Org in a CG?	Yes	No; preset
Do I have a choice of command level?	Yes	No; preset
Are the scenarios historically accurate?	No; random	Usually
Is the map historically accurate?	No; random	Yes
Does my level of victory in a CG scenario have an effect on the next scenario played?	No	Yes
Does my "core" unit take casualties?	Yes	Yes
Do my units get replacement SPs?	Yes	Yes
Does my "core" units get upgraded?	Yes, usually	Not usually



The Campaign Commanders Screen

At the Campaign Commanders Screen you can choose to start a new campaign of either type, resume a current campaign, or delete an old campaign game that you no longer wish to use.

If you wish to start a new campaign, press the **Begin New** button and you will be taken to the New Campaign screen.



The New Campaign Screen

At the New Campaign Screen you will have several choices to make, depending on the type of campaign game being played:

Nationality (DCG only): Depends on the nationalities involved in the selected campaign. Note that in an LCG the nationality you play is predetermined.

Command Level (DCG only): This determines the command level (and to a lesser degree the complexity level) that your character will begin the campaign at. For instance, a battalion commander has less units to command than a regimental commander, which has less than a divisional commander, etc. During the campaign, as your commander gains Experience Points, he may be offered the command of the next-higher organization type. You can choose to accept or decline this offer. Note that in an LCG your command level is predetermined (usually a battalion).

Campaign Game: Displayed in the Campaign List are the various campaign games of *each* type (DCG & LCG) that you can play. As a different campaign game is highlighted (use the up/down scroll arrows to the right of the list) the features of the highlighted game are listed in the various windows: the campaign's historical background, the nationalities involved, the date span of the game, and the sector. The end date of an LCG is not listed, as it can vary greatly depending on how well you progress.

Press the **OK** button once you are satisfied with your selections.

If playing a DCG (only) you next see a dialog box that allows you to select:

Portrait: Use the left & right facing buttons to find an appropriate portrait for your character.

Name: You can use the default name that appears, or type in one of your choice.

Organization Type: Choose whether you wish to be an "Infantry" or "Tank" commander.

A/I Level: Select the level of difficulty for this game. As the difficulty increases the enemy side will receive more units. At the two hardest difficulty levels the enemy side also receives beneficial modifiers for combat and resupply.

Press the **OK** button once you are satisfied with your selections.



When first beginning a DCG, you will be presented with a number of windows that are used to define the precise organization you will command in the upcoming campaign. Highlight the desired organization type and press the **OK** button. Continue this procedure until the program no longer prompts you for a selection. If a certain organization type did not historically exist in your chosen side's army at the current date, you will see a message stating "No Lower Level Org Available", in which case you should select a different organization type.

When a DCG's organization selection process is complete, the program will take a few moments to generate your character's "core" OOB (organization of battle). As soon as this is complete, you will be presented with your character's Character Screen.



The Character Screen

The Character Screen provides information about the currently selected saved campaign game. The information displayed on this screen varies, depending on the type of campaign game. In a DCG, your character's portrait, his name, and his current rank, organization, and experience points, and the current date are displayed. In an LCG, the portrait is replaced by a military patch/symbol of the higher organization (usually division) of your "core" organization, and the saved file name appears in the "Name" slot. Medals received due to the performance of your organization are displayed in the "Decorations" box. The number and type of medals won have no effect on overall victory in the campaign game and are for "aesthetic" purposes only.

From the Character screen you can:

Begin Next Mission: This button launches the next campaign mission (unless the campaign is over or if you are currently involved in an ongoing campaign mission, in which case you must first complete the unfinished mission; see "Resume Mission", below).

Resume Mission: This button is only available if you are currently involved in an ongoing (i.e., saved) campaign mission.

Restore Character: This button can be used to "restore" (bring "back to life") a Dynamic Campaign Game character that was eliminated in a previous scenario.

Review Command: Press this button to display your current Order of Battle (OOB), including the current strength of each unit, as well as its accumulated Experience Points.

Campaign History: Once you have at least one campaign mission "under your belt", this display lists a brief summary of each completed mission, including the mission's date and location, and your victory level.



The Mission Screen

Before each *new* campaign mission begins, you will see the Mission screen displaying a map and a mission statement outlining the general purpose of your next scenario. The location of the encounter is pin-pointed by a red and yellow dot on the map.

Dynamic Campaign Game Setup Mode (DCG only)

At the start of each mission of a “Dynamic Campaign Game” (*DCG - only*) you are given the opportunity to adjust the initial setup of all *friendly* units (only) that begin the game set up on the map.

When a new DCG mission begins, the Player Turn appears indicating turn one. This is followed by a “New Scenario Message” dialog, stating: “Entering Campaign Setup Mode. Select friendly units and right click to move them. Click Next Turn to exit.”

To adjust the initial placement of a friendly unit, select that unit, then *right-click* in the location you wish to move it to and the unit will be repositioned. There are some areas on the map where the unit cannot be placed. If you attempt to place the unit “out-of-bounds” you will see the message on the status bar: “Unit Placement is out of bounds”. When you are finished adjusting your units’ setup press the **Next Turn** Tool Bar button and the first turn will begin.

Note: You cannot “save” the game in the Campaign Setup Mode. If you exit the game during Campaign Setup Mode and then re-enter later, the game will begin the first turn.

To adjust the initial placement of a Block, Improved Position, Trench, Bunker or Pillbox fortification, left-click in the hex with the fortification, hold the **Ctrl** key down and *right-click* in the location you want to *move* it to. *Minefields cannot be adjusted.*

Note: If you move a *fortification* to a location that none of your units currently have a line of sight to, it will be placed there but will not be visible until a friendly unit has a line of sight to it.

The Campaign Mission

Experience Points: During a campaign game mission your units gain “Experience Points” based on “kills” of enemy units and your character’s overall performance in the mission. If a combat unit accumulates enough Experience Points its morale will increase. When this morale increase occurs, the unit’s accumulated Experience Points are reduced by the amount of Experience Points necessary to reach its current level.

Character Promotion (DCG only): As your DCG character gains experience points he might receive a rank promotion. Experience also affects if and when your DCG character is offered the command of a larger organization—an “organization promotion”—which can be declined if you wish to have your character continue at his current “command level”. Note that electing to decline an “organization promotion” will not have effect on victory or your character’s progression in the DCG. Normally an “org promotion” will award your character the next higher command level; e.g., if he’s currently a battalion commander, he’ll move up to regimental command. However, in some rare instances there will not be a regimental formation for him to assume command of, and he will instead be awarded the command of a division. *For instance, since there historically was not an SS panzer regiment in 1941, the commander of an SS panzer battalion will assume divisional command when awarded an “org promotion”.*

Winning: Victory in a DCG mission is based largely upon a *ratio* of enemy kills to friendly casualties, as well as objectives controlled and units exited (as applicable), but there are other factors that enter into the calculation as well, whereas victory in an LCG mission is determined in much the same manner as victory in a regular, “set piece” scenario.

Aside from a different method in which victory is calculated for a DCG mission, playing any type of campaign scenario is identical to playing a regular “set piece” scenario.

Exception: The “Save As” function is disabled when playing a campaign game, and the game saves automatically whenever you exit. You do not need to save.



Replacements

Your command will occasionally receive “replacements” in the form of Strength Points. In a DCG replacements will arrive, at most, once per week; in an LCG you might can potentially receive replacements before each CG scenario. Replacement SP can be assigned to any platoon of your “core” OOB which is currently not at full strength. Note that as replacements are added to a platoon the “morale” of the platoon may decrease. This simulates the absorption of “new”, less-experienced troops by your more-veteran core units. In a DCG, the *number* of replacement points you receive, and *when* they are received, is based on the size of the “core” organization, the sector you are playing in (different sectors receive replacements at different rates), and the current date.



Equipment Upgrades (DCG only)

At certain points in some DCG your character’s OOB may be subject to being “upgraded” with new equipment. For instance, obsolete tanks may be replaced by newer models that have just arrived at the front, or a mortar platoon may “trade in” its 81mm mortars for 120mm versions. Sometimes the upgrade may be relatively “hidden”, such as when the “hard attack” factors of your infantry platoons increase to simulate their receiving new and better types of light anti-tank weapons. Occasionally, the upgrading process may even “downsize” your command (for instance, if your character is a regimental commander you may find he now commands two battalions instead of three). Note that you will not always (and probably only rarely) get upgraded with new equipment at the very *first* date it is available. It may be a few months before the new stuff works its way down the supply pipeline to your front-line unit.

The upgrading process happens *automatically*; you will only see a message mentioning that upgrading has occurred. To inspect the new units/equipment, open your character’s OOB (by pressing the **Review Command** button in the Character Screen or, if playing a mission, by accessing **Find Org...** from the Display pop-down menu).



VI. The Editors

There are four basic steps to designing a successful scenario for *Campaign Series*:

- 1) Laying out your Map (creates a "map" file)
- 2) Laying out your Order of Battle (creates an "org" file)
- 3) Laying out your Scenario (creates a "scn" file)
- 4) Testing your Scenario

Note 1: Each scenario requires a "map" file, an "org" (i.e., organization) file, and an "scn" (i.e., scenario) file. Even though more than one scenario can use the same "map" or "org" file, each scenario will have a separate "scn" file. Most of the "set piece" (non-campaign) scenarios that come with the game use a naming convention whereby a major geographic reference appearing on the map is used as the file name for each respective file.

Example: The scenario entitled "Death Dressed in White" uses the *Belgorod.scn*, *Belgorod.map*, and *Belgorod.org* files (as well as *Belgorod.bmp* for its picture; see page 90). In this way, the files conveniently appear together in the Campaign Series directory when it is opened in the Explorer and organized according to "Name".

Note 2: You can even use (import) any of the pre-existing map or org files in scenarios you create. However, it is imperative that you **do not edit** any of these files (nor any of the scn files), as doing so may result in any scenario using such an altered file not opening properly or an upgrade not installing properly. If you do want to make changes to one of the pre-existing scenario files, be sure to first **rename** that file using the "Save As" command from the "File" pop-down menu.

In each editor the Menu Bar will be displayed across the top of the screen. Many functions for each editor can be accessed from the Menu Bar. For details on each menu and its function refer to the General Help file in the Help pop-down menu of the Menu Bar.



The Map Editor

At the Main Menu Screen, press the **Edit Map** button.

The Map Editor screen will appear. At this screen you can choose to use the various controls and slider bars (see illustration above) to create a new random map, or you can press the **Edit Existing Map** button to bring up a dialog box listing all .map files contained in the *Campaign Series* directory.

If you are starting a *new* map, you have two basic choices:

- 1) Use the various controls (slider bars, toggle switches and up/down arrows) of the Map Editor screen to set basic parameters for the map. These parameters include the map dimensions, base level of the terrain, whether or not you want the map to have a coastline, lake or a major river. Also provided are "slider bars" for each terrain type. The higher the value of the slider bar, the more prevalent that terrain type will be on the map (or the wider the river). When you have adjusted these levels to your satisfaction, press the **Make Map** button and the program will create a random map based on your settings. You can then edit this map in the map editor program.
- 2) If you instead wish for your map to start with a "clean slate" so that you can define all of the terrain, simply adjust the map dimensions to the desired size (leaving all "slider bar" settings at the default "0") and press the **Make Map** button. The program will generate a blank map and open it in the map editor program.

Editing your Map

Once you have pressed the **Make Map** button (or have elected to edit an existing map), the map editor program will open.

By default, the map editor starts in the 2D Normal view. You will probably find it is easier to create maps in this mode. However, you can change the view at any time to whatever map view you find easiest to work in.

The entire map can be "rotated" 180° (thus allowing you to view it with its "top edge" at the "bottom"). It is a good idea to plan the layout of your map so that the

opposing forces will end up being situated roughly along the top and bottom edges. Thus, a player can always view “his” units along the “nearer” bottom edge, facing the enemy along the “further away” top edge.

Map Dimensions

You may have decided that the original dimensions you selected for your map were not large enough, or too large, depending on the overall scenario you wish to create. To change the size of your map select **Resize** from the “Extent” pop-down menu. Type in the desired width and height of your map, in hexes.

Note: There is a restriction that confines each map to having an even number of hex columns; i.e., you can't have an “odd” number for a map's width.

TIP #1

SCALE: Keep in mind that each hex in the game represents an area approximately 250m from side to side or top to bottom (thus, one km would be 4 hexes).

Map Elevation

You can also change the base elevation and adjust the elevation change delta. To change these values, select **Elevations** from the “Values” pop-down menu. To define the height (in meters) of the *lowest* elevation on the map, input a number for the “Base” value. To set the difference (in meters) between elevation levels, input a number for the “Delta” value.

You can raise (or lower) the entire map's “base” terrain by selecting **Extent** in the Menu Bar, then selecting **Raise** (or Lower).

Next you may wish to adjust your map's elevations (hills, gullies, etc.). To change a hex's elevation select the appropriate number from the Elevation pop-down menu. You can then left-click in a hex to change the base level of that terrain to the selected level. See also “Cluster Fill” and “Rectangular Fill” on page 82.

Note: A vehicle (only) is not allowed to cross a hexside if the elevation “delta” of that hexside is >50m (regardless of the number of elevation level changes along that hexside). This applies regardless of the presence of roads.

Important: It is important that all elevation “breaks” (the elevation changes between adjacent hexes) be limited to a maximum of three (though most breaks should still only be a height of one), as the 3D map hexside **graphics** do not support elevation changes of four or more.

TIP #2

BASE ELEVATION & DELTA: The map editor's default values for these are “0” (sea level!) and “25” respectively. Most likely you will need to change these.



The Map Editor's Tool Bar

The various buttons of the map editor's Tool Bar provide an easy means to quickly switch from one map editing tool to another. A description of each button is provided when you roam your cursor over the button. For even more information on what each Tool Bar button is for, as well as descriptions of all of the items of each pop-down menu, press the **F1** key, or select **Contents** from the “Help” pop-down menu.

Note: In order to click on hexes of the map without changing the data, use the “None” tool on the Tool Bar. This allows you to examine an individual hex without making any changes. If you accidentally change a hex you can always use the “Undo” button to return the hex to its original state.

Each terrain type and hexside type have a corresponding button on the Tool Bar. Select the terrain you wish to place, then left-click once in the hex that you wish to have that terrain. For hexsides, select the hexside type you wish, then click on (or near) the hexside you wish to have it on. See pages 52-63 for more information on terrain types.

You can remove a terrain (hex or hexside) type you have placed by *right-clicking* on the hex. This will return that hex to a clear terrain.

Map Labels: You can also use the Tool Bar to name or label certain areas or features of your map. Press the Tool Bar button displaying **T±**. Then left-click on the hex you wish to label. A dialog box will appear allowing you to input a name. You can also adjust the size of the copy, and the color (“Plain” for a black label, “Water” for a blue label, and “Forest” for a green label). The “Justification” allows you to center the map title, or have it “flush” left or right. **Warning:** If the “T±” (map labeling) button is “on” (i.e., depressed), a right-click on the map will delete the nearest map label to the area right-clicked on.

To toggle map labels on (or off), press the **T** Tool Bar button.

Fill: To quickly fill in large areas of your map with one particular terrain type or elevation there are two “fill” features that you can use:

Cluster Fill: Hold down the **SHIFT** key when left-clicking a “full hex” terrain type on the map to fill in the clicked-on hex, as well as the six adjacent hexes. This does a 7-hex “cluster” fill.

Rectangular Fill: Hold down the **Ctrl** key after selecting the upper/left corner, then, while continuing to depress the **Ctrl** key, click on the lower/right hex to have the selected terrain type fill in.

After using either “fill” feature, you may want to “touch” them up so they do not look like they are placed on the map in a pattern. Adding or removing some terrain hexes to the outer edges will make the terrain “fill” look more natural.

Bridges: If you wish to create a bridge across one or more *full hexes* of water, simply create a road (paved, unpaved, RR or path) in a “straight line” (i.e., without curving) across that water hex and the program will automatically create a “full hex” heavy bridge. Roads placed across water should not “turn” or the program will not place a bridge.

Note: Full-hex bridges can be damaged, and pontoon bridges can be placed, in the Scenario Editor.

Saving the Map File

From the File pop-down menu, select **Save**. When the Save As window appears, type in a name for your map. Your map file will be saved in the *Campaign Series* directory with the extension *.map*.

Once you have completed and saved your map you can leave the map editor by selecting **Exit** from the File pop-down menu.

Note: It is a good idea for you to save your map file, your order of battle file, and, eventually, your scenario file, all with the same name. The computer will automatically add the proper extension. For example, if you are creating a Lvov scenario, save your map as Lvov.map, your order of battle as Lvov.org and your scenario file as Lvov.scn.



The Order of Battle (OOB) Editor

Besides needing a map, each scenario also requires an “org” (short for “organization”) file. It is this file that the various and sundry company, battalion, division and corps organizations are “written” to—organizations that contain the actual combat units that move around and fight on the map. The *Campaign Series* Order of Battle (OOB) Editor allows you to pick from a very wide variety of historically accurate military organizations.

From the Main Menu, press the **Edit Order of Battle** button to launch the OOB editor. It is a good idea for you to have some familiarity with the organizations that you wish to include in your scenario. Once you locate them in the OOB editor, you can create an OOB using those “org” (organization) types.

The first step in setting up your OOB is to set the date. Usually, this date should be the same as your scenario’s date. Set the date (month and year) with the pop-down boxes on the OOB editor’s Tool Bar.



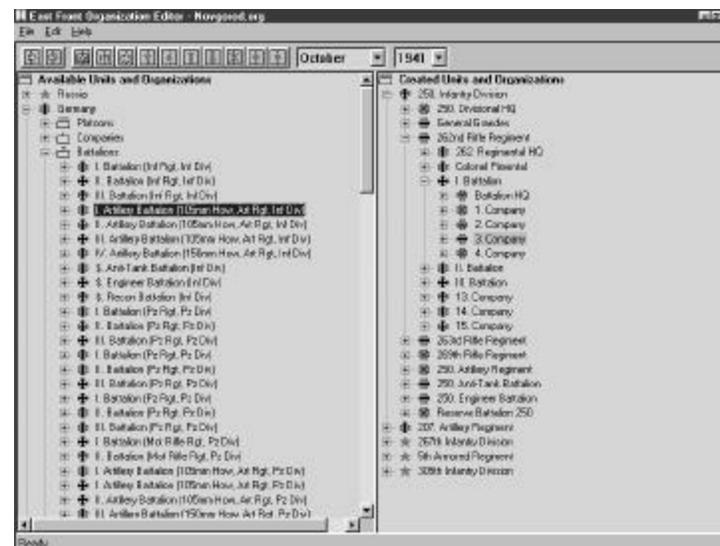
Note: For accuracy in your scenarios, the date is very important. Setting the proper date ensures that only units that were available at that period of the war are available in your scenario.

Campaign Series Organization Editor Availability Dates		
Nationality	Earliest Date Available	Latest Date Available
Finland	November 1939	September 1944
Germany	September 1939	May 1945
Hungary	July 1941	May 1945
Italy	August 1941	March 1943
Poland	September 1939	September 1939
Romania (Allied)	August 1944	May 1945
Romania (Axis)	July 1941	August 1944
Russia	November 1939	May 1945
Slovakia	June 1941	July 1944



OOB Editor Tool Bar

The OOB Editor’s Tool Bar is located near the top of the OOB Editor’s Interface (see illustration below), and provides tools useful in moving selected “orgs” and units from one place to another. If you position the cursor over a Tool Bar button a brief description of that button’s function will be displayed after a moment. For more information on these buttons consult the OOB Editor’s on-line Help file, and see pages 85-86 of this manual.



Locate your Organizations

The list displayed in the left-hand “Available Units and Organizations” column lists the different organizations available, from Platoons to Corps. You will most likely want to be selecting battalions, regiments, brigades, and/or divisions, depending on your scenario’s size. Each nationality’s organizations are grouped together by organization type.

To see all the units in each organization type for a nationality, click on the box with the “+” to the left of the organization. The “folder” for that organization type will open, displaying all the available different types of organizations, for the selected nationality, of that command level. Allow a few moments for the program to organize all the organizations and units in a nationality’s folder after clicking on that folder to open it.

IMPORTANT: It is **very** important that each platoon added to your OOB is within some type of organizational structure (usually within a company or battalion “folder”) in order for the game’s A/I to know how to “use” the unit properly. That is, you should not simply bring over “loose” (i.e., “independent”) platoon units; they need to be “grouped” under a battalion (or higher-level org’s) “roof”. Therefore, it is highly recommended that you build an organization with a battalion as the **minimum** organization. If you still wish to customize it by adding a special platoon to it, be sure to put that platoon “inside” that organization using the “Lower Unit/Org” Tool Bar button; see “Customizing Your Organization” on page 86.

TIP #3

MINIMUM ORG SIZE: It probably cannot be emphasized enough that the *minimum* organization in your scenario's Order of Battle should be a battalion (as this is the lowest-level unit that contains an "inherent" HQ). If you "import" lone platoons or companies into a side's OOB, be sure you then put them "inside" a battalion or higher-level org that has an HQ. In other words, don't simply import a lot of platoons or companies without adding them "into" (i.e., putting them inside an org "folder" that has...) an org with an HQ.

Example: Determine the "size" of the encounter you want to depict, and find the battalion or higher-level orgs (from within the list of organizations) that best match the type of units involved. As necessary, supplement that org with specialized platoons and/or companies, but be sure to put those companies "inside" that org.

Adding Units to Your OOB

Once you have located the organization you wish to add to your OOB, highlight (select) the org's name by a single left-clicking on it.

 Left-click once on the **Add Unit/Org (Auto)** Tool Bar button to place the org highlighted in the "Created Units and Organizations" column (where all units of your scenarios org will be listed). This will automatically assign a random organizational number(s) to that org if it is battalion-level or higher.

 Left-click once on the **Add Unit/Org (User)** Tool Bar button to place the org highlighted in the "Created Units and Organizations" column, which will allow you to assign a specific organizational number to that org (as well as to many of its sub-organizations, if applicable); i.e., use this method of adding an org if you know that you want the *352nd Infantry Division* added to your org, not just any rifle division. You will also have to select all the units otherwise randomly chosen by the computer.

Warning: Using the *Add Unit/Org (User)* Tool Bar button for a division or higher org requires that you input a **lot** of names for the lower orgs of that organization (e.g., the regiments of a division).

Placing Commanders in Your OOB

You can manually add a commander (leader) to any org from company on up. To do so, open that nationality's "platoon" list on the left side of the screen and scroll down to the bottom of the platoon list until you see the various "commanders".

Note: A "5" Commander is better than a "1" (one) Commander; also, if the org you wish to add the Commander to is "motorized", be **sure** that you add a "mot." (motorized) Commander type.

What Leader type do I use? Motorized ("mot." type) Commanders should be used unless the organization he is being added into is a non-motorized formation. If your Org file features ski units, ensure that any leader you add to such an org is a ski-type leader.

To add the commander to the unit you desire, highlight the commander in the "Available Units and Organizations" column.

 Then left-click once on the **Add Unit/Org (Auto)** Tool Bar button to add the commander to the "Created Units and Organizations" (right-hand) column.

 Then left-click on the **Move Unit/Org Up** Tool Bar button as necessary to move the highlighted commander until he is displayed directly beneath the org you wish to incorporate the leader into.

 Then, with the leader still highlighted, left-click once on the **Lower Unit/Org** Tool Bar button. This will "lower" the commander into the org directly above him.

TIP #4

DON'T FORGET LEADERS: It is your responsibility to add leaders to your OOB; the org editor will not do this for you. Adding more (and better) leaders to one side or the other is a good way to help balance a scenario, and also to help simulate a side's "resourcefulness".

For example, in a German vs. Russian scenario, the Germans should usually have more and better Commanders in the early part of the war (1941-42); the Russians should still have some, but usually not as good, and never as many (man for man) as the German ones. However, if your scenario is a "late war" (e.g., 1944-45) scenario, the Russian Commanders should usually be as good and plentiful as the German Commanders (by then the German cadre of seasoned veterans had been severely diminished, and the Soviet experience level was rising by leaps and bounds).

Customizing your Organization

If you wish to make your own custom orgs by say, adding in a certain battalion type into a regiment, you can do this similar to adding a commander. To add the unit or org to the org you desire, highlight the unit/org in the "Available Units and Organizations."

 Then left-click once on the **Add Unit/Org (Auto)** Tool Bar button to add the unit/org to the "Created Units and Organizations" (right-hand) column.

 Then left-click on the **Move Unit/Org Up** Tool Bar button as necessary to move the highlighted unit/org up until it is displayed directly *beneath* the org you wish to incorporate it into.

 Then, with the unit/org still highlighted, left-click once on the **Lower Unit/Org** Tool Bar button. This will "lower" the highlighted unit/org into the org directly above him.

Other OOB Editor Tool Bar Tips

 To quickly move the selected unit/org all the way to the top of the org it is in, highlight the unit/org and left-click once on the **Unit/Org to Top** Tool Bar button.

 To delete the selected unit/org from the "Created Units and Organizations" side, highlight the unit/org and left-click once on the **Delete** Tool Bar button.

 To quickly adjust the morale level of *all* units in an org, highlight that org's name on the "Created Units and Organizations" side, and left-click once on the **Adjust Morale** Tool Bar button. A dialog box will appear. Left-click on the desired number to set the morale of *all* units in the highlighted (selected) org to that level.

Finishing Your Order of Battle and Saving It

Continue adding orgs (for both sides) until the "Created Units and Organizations" column on the right side of the screen contains all of the units/orgs you will need in your scenario.

If you later discover that you did not include a unit or org that you needed for your scenario, you can reopen your org file in this editor and add the unit.

Note: Not all units appearing in an OOB need to be placed in the scenario.

To save the OOB file select **Save** from the File pop-down menu. When the Save As window appears, type in the name you would like to use for your OOB.

Your OOB file will be saved in the *Campaign Series* directory with the extension *.org*.

Once you have completed and saved your OOB you can leave the OOB editor by selecting **Exit** from the File pop-down menu.



The Scenario Editor

Once you have finished the *.map* and *.org* files for your scenario, you can begin to lay out the pieces on the map and define the “parameters” of the contest.

Upon starting the *Campaign Series Scenario Editor* you will be prompted to open one of the preset scenarios already in the game, from the Open dialog. *Unless* you have a scenario already in progress that you wish to continue editing, cancel this command immediately.

WARNING! Although you can edit the pre-set scenarios that come with the game, it is **highly recommended that you do not tamper with any pre-set scenarios**, as this may not only alter how the scenario functions, but it may become unusable, and may also prevent an upgrade from properly working if any of the files of such a “tampered” scenario are being updated by that upgrade. If you do edit a preset scenario (without renaming it through the “Save As” routine) you may need to reinstall the game to have it (or an upgrade) work properly.

Once the Open dialog is closed select **New** from the File pop-down menu to start a new scenario. You will then be prompted to insert the names of the *map* file and the *org* file that you wish to use with the scenario you are creating. In the dialogs that appear, locate the file and click on the **OK** button.

Once the map and *org* files for the new scenario have been selected the following Header Dialog will appear.

Parameter	Value
Title	Tightening the Noose at Izyum
Visibility	12
Length	25
First Side	Axis
Allied Air	0
Allied Ammo	70
Allied Smoke	4
Axis Air	8
Axis Ammo	90
Axis Smoke	10
Major Defeat	300
Minor Defeat	300
Minor Victory	800
Major Victory	1300
Allied Victory Points	20
Axis Victory Points	80

In the scenario's **Header Dialog** you define the following:

The **Title** of the scenario is what will be displayed in the Scenarios screen where the scenario to be played is selected.

The **Visibility** value determines the maximum distance in hexes that can be seen during the scenario. The default value is 20.

The **Length** value is the number of turns you want the scenario to run. The default turn length is “10”.

The **First Side** (generally, the attacker) determines which side moves first in each turn.

The **Ammo** value is used to determine the percent chance that a unit will be resupplied if not otherwise resupplied by its HQ; see pages 65-66. The default value for ammo is 80.

The **Smoke** value determines the number of times smoke can be fired by a side.

The values for **Major Defeat**, **Minor Defeat**, **Minor Victory**, and **Major Victory** determine the victory levels of the scenario. The main program calculates Victory Points (VP) for a battle based on objectives controlled and losses incurred by both

sides. If the VPs for the First Side fall below the Major Defeat value, then the First Side receives a Major Defeat for that battle. If the VPs fall between Major Defeat and Minor Defeat, then the First Side receives a Minor Defeat. If the VPs fall between Minor Defeat and Minor Victory, then that battle results in a draw. If the VPs fall between Minor Victory and Major Victory, then the First Side receives a Minor Victory. If the VPs are greater than Major Victory, then the First Side receives a Major Victory for that battle. See also pages 67-69 for more on victory levels and how a scenario is won.

The **AI** values determine the aggressiveness of a side when it is played under the control of the computer. These values range from 100 (most aggressive) to 0 (least aggressive). It is recommended that the army you wish to “attack” be set from about 60 to 100 (100 would be an “all out” attack). The side you want to defend should have a lower AI setting, perhaps 10 to 40. To find the best AI level for your scenario you will probably have to experiment with different settings.

The **Mission Type** dialog can be used to select a “type” of scenario. This will only affect how the AI will perform if one side or the other is AI-controlled.

NOTE: The **Air** value displays the number of Air Attacks available to a side during the scenario. This section is “greyed out” as Air Attacks are now set by selecting “Airplanes...” from the “Scenario” pop-down menu. The dialog that appears lists all Air Attacks available, grouped according to nationality.

TIP #5

AMMO: Don't forget to consider the ammo levels. In general, you will probably want a value between 70 and 85 (anything less than 70 should probably only be used for a side if it is disorganized, cut-off and/or short on supplies; anything higher than 85 should be used only to represent a side that is especially well-supplied).

TIP #6

VICTORY LEVELS: Don't forget to put in four different values in each the victory levels boxes of the “Header Dialog” (the default values of “0” just won't do!). Obviously, you will have to weigh the amount and value of the objectives that your scenario has and which objectives you expect the First Side (usually the “attacker”) to capture in order to achieve a minor and major victory. You also need to consider acceptable casualty levels for the attacker, as well as if you intend for your scenario to always be played as the human controlling a certain side vs. the computer (as opposed to balancing it solely for “two player” play). Getting good victory levels will be important for your scenario to be properly balanced, and is easily one of the hardest things to get “just right”.

TIP #7

AI VALUES: Easily the most commonly overlooked dialog, and quite important for proper AI behavior. These values are set in the scenario “Header Dialog”. The “AI” value for the “attacking” side should be set from about 60 to 90, in general. The higher the value, the more aggressive and “all out” the attack will be. If a scenario has a clear-cut defending side its AI value should probably be set from about 0 to 40. A “0” would represent a “die where you stand” defense. Experiment with different values and watch how the units move and react.



The Conditions Dialog: The Conditions Dialog will then appear so you can establish the environmental conditions for the current scenario.

The **Ground** selections are Normal, Soft, Mud, and Snow. Ground conditions affect movement during the battle. When snow Ground Conditions are in effect, marsh is treated as open terrain and swamp becomes forest.

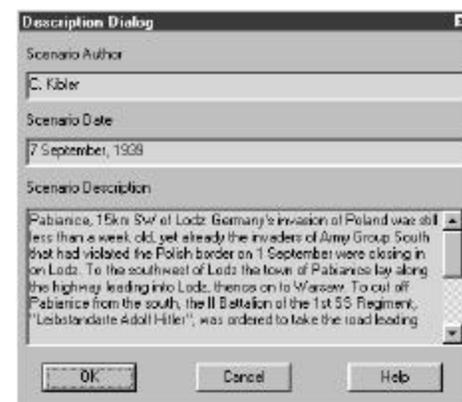
The **Water** selections are Normal and Frozen. When the water is Frozen, all water hexes are treated as open hexes, and streams and minor rivers become gullies.

The **Tree** selections are Normal, Brown, Barren, and Snow. These selections are purely graphical and have no affect on play.

The **Field** selections are Normal, Plowed, and None. Normal fields affect line-of-sight and movement, while Plowed fields present no line-of-sight obstacle and only affect movement.

TIP #8

CONDITIONS: Be sure to set the environmental “Conditions” (available from the “Scenario” pop-down menu) to conditions that are “logical”. For instance, fields should not normally be in effect in January, you should not have frozen water and/or snow in July, etc.



Description Dialog: The Description Dialog is used to enter a description of the scenario, the author's name, and the date.

TIP #9

SCENARIO DATE: It is important that you use the format *day-month-year* (e.g., “5 May, 1942”) if you want your scenario's date to be consistent with the dates of the preset scenarios and to display in proper chronological order with the other scenarios.

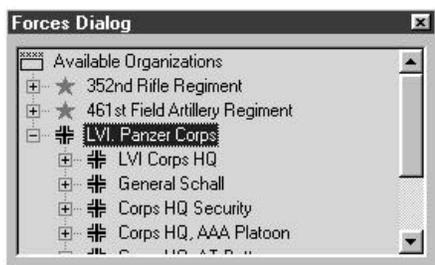


Note: If you want your scenario to have a unique picture (one that will be displayed whenever your scenario's title is selected in the Scenarios screen) you can insert a graphic file with the exact same name as your scenario and a **.bmp** extension into the *Campaign Series* directory.

Example: If your scenario's file name is Lvov.scn, the title of the graphic should be Lvov.bmp. The dimensions of the picture you select should be 256 pixels wide by 125 pixels high, **and** the graphic should be saved as a Black and White or 256-color bmp-type file, in order for it to display properly.

Picking out Air Attacks

Air Attacks are set by selecting **Airplanes...** from the "Scenario" pop-down menu. The dialog that appears lists all Air Attacks available, grouped according to nationality. Most nationalities have several Air Attack types to choose from. To add an Air Attack, select the desired type then press the **Add** button to add one Air Attack of that type for that nationality. For a chart listing the Air Attack types available and their values, see pages 210-211 of the Appendix.



Forces Dialog: The Forces Dialog is used to place units on the map or to add them in the form of reinforcements.

The Forces Dialog lists the units of the "org" file that was selected for the scenario, and contains all available units for a scenario. As units are placed on the map they are removed from the units displayed in the Forces Dialog. If a unit that has been placed on the map is deleted, it

is automatically added back into the list of available units in the Forces Dialog.

If the Forces Dialog is closed, you can reopen it by selecting **Forces Dialog** from the Units pop-down menu.

Placing Units on the Map

To start placing the units for your scenario on the map, find the unit you want in the Forces Dialog. With the specific unit highlighted in the Forces Dialog (i.e., not an organization, but the actual platoon-unit), **right click** on the hex you wish to place it in. Once that unit is placed, the next unit in the Forces Dialog will be highlighted and automatically selected. Continue to place units until you are satisfied with the units on the map. Not all the units in the Forces Dialog need to be placed in the scenario.



You can use the "Turn (counter)clockwise" Tool Bar buttons to adjust the facing of the unit. Once the facing is set for one unit, all subsequently placed units will have that facing, until the facing is changed again. To see a unit's facing, you will need to view the 3D icon, either on one of the 3D map displays, or by checking the icon shown in its Info Box.

Placing Off-Board Artillery

Occasionally you may wish to place an artillery unit off-map to represent a battery far removed from the field of battle.

To place an artillery unit "off-board", you must first locate and select the unit in the Force Dialog. (Do *not* place the unit on the map.) Once you have the artillery unit thusly highlighted, from the "Settings" pop-down dialog select **Add Off-Board Artillery...** A dialog box will appear.

There are two ways that you can define the location of an off-board artillery unit:

- 1) Left-click in any "blank" area surrounding the miniature map displayed in this dialog box. Note that as you click, the "x, y" coordinates displayed in the small windows in the lower left will change.
- 2) You can also type in the desired "x, y" in the "Hex Coordinates" boxes. Note that you can get long-range artillery (such as naval guns) much farther away using this latter method.

When you are satisfied with the selected location, press the **OK** button.

Note: *Campaign Series* artillery units include the guns of "off-shore" ships. Naval guns should be placed *only* as off-board artillery; i.e., they should never be placed "on-map".

Placing Reinforcements

If you wish to have some units enter as reinforcements during the scenario, you must place them in the hex you wish them to enter (which should be along the edge of the map). Once the units are placed, select the unit(s) by double clicking on it, then select **Add Reinforcements** from the "Settings" pop-down menu. The Reinforcement Dialog will then appear in which you can set the turn number of the unit's arrival and the percent chance that the unit will arrive at that time.



Air-Landed Reinforcements: If you want a reinforcement group to enter via Paratroop or Gliders, put a check mark in the appropriate box of the Reinforcement Dialog. You can set the amount of "scatter" for an air-landing reinforcement group by inputting a number in the "Scatter" window. There are currently no restrictions on which units can land via parachute or glider; it is up to *you*, as the scenario designer, to make logical decisions here.

Note 1: If unit facing is important to you, you will also want to have the reinforcing units facing the proper way before you remove them from the map via the reinforcement process.

Note 2: When selecting transports to arrive with their passengers as reinforcements, you should ensure that the passengers are loaded on their respective transport before you remove them from the map via the reinforcement process.



The Scenario Editor Tool Bar

The scenario editor's Tool Bar allows you to set different types of hex fortifications, place pontoon bridges, set your Objective hexes, and adjust the status (Fixed, Fatigued, reduced-SP, etc.) of units. Holding your cursor over a Tool Bar button will display a brief description of that button.

Adjusting your Placed Units

After you have placed your units on the map (or while you are placing the units) you can use the Tool Bar to alter various conditions of the selected unit. You can set up a unit as fixed, fatigued or disrupted, and adjust its starting Action Points, Morale or Strength. You can also rotate or remove units using different Tool Bar buttons.

To adjust the values or the status of a unit you must select the unit by double clicking on it. You can then use the proper Tool Bar button to adjust the desired value or status.

Note: Though you can adjust Action Points, Morale and Strength they can never go above the nominal level set in the .org file.

If you want to have one or more of the organizations in your scenario begin "Fixed" (so that units of it cannot move until fired on or released), you may want to set when that org will be released during the scenario. To set up the release time of an org, select **Add Release** from the "Settings" pop-down menu. This will open the Add Release dialog. Using this dialog, you can select the individual unit or organization, and set the turn of its release. Highlight the unit or org you want to release in the Add Release Dialog, then input which turn it will be released, as well as the percent probability that it will be released at that time. You can check or delete a release you have set using **View/Delete Releases** from the Settings pop-down menu.

Setting Objective Hexes



Each scenario must have objectives for the opposing units to try and capture or defend and/or to exit from. To set up an objective hex, left click on the hex that you wish to give an objective value to. Click on the Objective Tool Bar button to bring up the Objective Dialog. Select which side currently controls the hex and set the point value for the hex. Selecting a point value of zero, or setting the controlling side to "None", will cancel the objective hex.

To create an *Exit Objective Hex* select a hex on the map edge and assign it to the side you wish to have exit from that point. Then define the point value for the objective as **-1**. Each unit of the side corresponding to the color of the objective that exits from that hex during the scenario will add its VP value to that side's Objective Points for the scenario. Note that the value of a unit of the "Second Side" *exited from an Exit Objective Hex* for its side has its VP value subtracted from the First Side's Objective Point total.

Saving the Scenario

When you have completed your scenario save it by selecting **Save** from the File pop-down menu. When the Save As window appears, type in the name you would like to use for your scenario.

Note: It is a good idea to save your map file, your order of battle file, and your scenario file, all with the same name. The computer will automatically add the proper extension. For example, if you are creating a Lvov scenario, save your map as Lvov.map, your order of battle as Lvov.org and your scenario file as Lvov.scn.

Your scenario file will be saved in the Campaign Series directory with the extension .scn.

Once you have completed and saved your scenario you can leave the scenario editor by selecting **Exit** from the "File" pop-down menu and open the file in the game. In the Scenarios screen, look for the title you input in the Header dialog (see page 88).





VII. Multi-player Modes

Campaign Series has a variety of multi-player modes that can be used for “head to head” contests with other *Campaign Series* aficionados. All multi-player game modes require that *both* players have the *Campaign Series* CD in the drive for each computer.

MODEM CONNECTIONS

Internet, Modem and Serial (Null Modem) connections are all started as Modem games. You can either begin the game as the Modem Host or the Modem Caller.

INTERNET TCP/IP PLAY

Prior to beginning an Internet game of *TalonSoft's Campaign Series*, the Host Player should ensure that he has a valid TCP/IP connection established on his computer. Typically this is a service of your Internet Service Provider.

Multi-player *Campaign Series*: *Campaign Series* supports internet or network games of up to 16 players! The quality of play will depend several things, including how heavy internet traffic is at the time, the quality of each participant's service provider, and the speed of each player's computer. You may want to experiment with letting different players “host” the game to find the best quality of play.

Once connected, you will need to run winipcfg.exe from your Windows® directory to find out your current Internet address. The easiest way to do this is at the Run command in the Windows 95/98® Start Menu. Type **C:\windows\winipcfg.exe**

You will be looking for the IP address. **Note:** Typically, this address is changed by your Internet Service Provider each time an Internet Connection is established.

The Modem Host player should then provide the Modem Caller player(s) with the IP address prior to launching Campaign Series. This can be done by calling the Caller on a separate line, by sending the address through E-Mail, or by using an Internet "Chat" program.

1. Select **Play a Scenario** from the **Main Menu** screen.
2. Select the **Modem** option from the **Scenario Type** Screen.
3. The Modem Host should select a new scenario or resume a previously saved game.
4. The Host, when prompted for the type of Direct Play connection, should choose Internet Connection.
5. The Caller(s) should connect and provide the appropriate IP address when prompted.
6. At this point, both players will have a Communication Dialog and play will start or continue similar to a standard game.

Connecting to an Internet Session of Campaign Series

Once you have the host's "IP" address launch *Campaign Series*. From the Main Menu screen select "Play Scenario". When the Scenario Type screen appears select "Modem Caller" the select "Start New Game". When the Scenarios screen appears select any scenario (we suggest a low-complexity one) and press the **OK** button. The actual scenario selected does not matter, as the *host* loads the scenario. The host should also inform you if he wants you to enter the game on his side, or on the other (non-host) side.

When the "Player Dialog" appears type in your name or nickname. Here is also where you choose to play on the same side as the host or not.

Next you'll see the "Connection Dialog". Select "Internet TCP/IP Connection for Direct Play", then press **OK**.

Next the "Locate Session" dialog appears. This is where you type in the IP address of the host. Then press **OK** and the program will try to connect to that IP address. This usually happens flawlessly, but, if not, keep trying a few times. If you get a "no valid sessions" message, perhaps the host got knocked off-line and had to establish a new IP address by re-logging on. Perhaps check your e-mail or Internet chat again for a new IP address.

If you're playing a multi-player game, you will want to open the "Multi-player dialog" from the "Special" pop-down menu. Once the game is up, you can chat with the other players in the "Comm Dialog". If playing a multi-player game check the "Send to my side only" before sending the if you want only players of your side to see the message.



Multi-player Comm Dialog: When playing a multi-player game you can prevent the messages that you type in the Comm Dialog from being seen by players on the other side by checking the "Send to my side only" box located at the bottom of the Comm Dialog (check this before you press the **Enter** key to send the message).

To send a "global" message to all players in the game, simply uncheck this box before pressing the Enter key.

Multi-player Timed Game: The Host player in a live multi-player game has the option to use **Set Network Play Timer** from the **Special** pop-down menu to input a time, in minutes, that will be used by the program to automatically end each turn. This time can be reset at any time, but only by the Host. If the time is reset, a message is displayed to all other players of the new time that has been set.



Timer Warning Light: When playing a multi-player game using the timed play option (see above), a colored "light" appears in the lower right-hand corner of the status bar (just to the left of the hex coordinate numbers). When a green light appears here it's your side's turn. When the green light changes to yellow it is a warning that your side now has less than one minute until the turn ends. When this light is red it is the other side's turn. When the red light turns orange, it is simply warning you that the enemy now has less than one minute remaining to finish their turn.



The Multi-Player Dialog: This dialog can be accessed from the "Special" pop-down menu, and is only useful in games with more than two players. The dialog is divided into a top half (listing all Allied players) and bottom half (listing all Axis players). Note that the "Captain" of each side is always listed in bold at the top of the player list for that side. The "host" is always the Captain of his side.

Along the bottom of this dialog are four buttons. Each of these buttons is used by selecting (clicking on) a player's name and then clicking the button. The functions of these buttons, and who can use them, follows:

The **Assign** button is used to assign an organization to the selected player. Only the

Captain of a side may use the Assign button.

The **Deassign** button is used to take the command of an organization away from the selected player. Only the captain of a side may use the Deassign button.

The **Promote** button is used to assign a new "Captain" to a side. Only the "host" may use the Promote button.

The **Switch** button is used to change the nationality (side) of a player. Only the "host" may use the Promote button.

Scroll to View Enemy Action has also been added to the "Special" menu. This is "off" by default in order to speed up game play. With this enabled, during a multi-player game (only) the computer will scroll the map to display visible enemy actions.

NETWORK IPX PLAY

You can use this connection to play over a Local Area Network (LAN).

The Modem Host will begin a game and choose the scenario to be played. When prompted he will be asked which type of connection will be used, choose IPX play.

The Modem Caller will start the game and choose Modem Caller. When prompted he will also select IPX play and when prompted select the *Campaign Series* game.

Note that all multi-player features discussed above in the "Internet TCP/IP Play" section (i.e., multi-player Comm Dialog and Timed Game) are *also* available during a multi-player "LAN" game.

MODEM AND SERIAL CONNECTION PLAY

You can use this connection to play over a modem or by a direct serial connection (also known as a null modem).

The Modem Host will begin a game and choose the scenario to be played. He will be prompted for which type of connection will be used during play. Choose the appropriate connection and enter the necessary settings.

The Modem Caller will start the game and choose Modem Caller. When prompted he will also select the type of connection you have and enter the appropriate settings or phone numbers.

TWO-PLAYER HOT-SEAT

If you have a local opponent who doesn't have a computer or you want to play on the same computer, you can use the Two-Player Hot-Seat option. Note that Fog of War is *automatically* in effect for both sides.

To begin a Hot-Seat game follow the same procedure as beginning a regular scenario, except when you are in the **Scenario Type** screen choose **Two-Player Hot-Seat**.

Once the scenario begins, the person playing the First Side will be prompted to begin his turn. When that player has completed his turn, click the Next Turn button. The map will clear, and the other player will be prompted to begin his turn. Continue in this manner until the game is completed, or you need to break and save the game. **Note:** *Two-Player Hot-Seat saved game files are saved with the extension .btt.*



PLAY BY E-MAIL

To Start a PBEM Game...

1. Select the **Play Scenario** option from the **Main Menu** Screen.
2. When the **Scenario Type** screen appears, ensure that the **Play-by-E-Mail** option is selected, then click on the **Start a New Game** button.
3. The **Scenario** Screen will then appear. Choose the scenario to be played.
4. When the map appears, choose the local side (i.e., the side *you* will play) and whether or not Fog of War will be used. You can also set the Advantage and Optional Rules at this point (note that once a PBEM game has begun, the Optional Rules & FoW settings cannot be altered). Then select **OK**, and proceed with play.
5. When finished with your turn be sure to press the **End Turn** Tool Bar button (or select **Next** from the "Turn" pop-down menu). You will then see a message that local control is over. You will be prompted to save the game (note that it must retain a ".bte" extension) and E-mail the saved-game file to your opponent (veteran PBEM gamers usually "zip up" the file to protect the data.). You will then be prompted to enter an "Encryption Key" (i.e., a password). If you elect to input a password be sure to remember it, as it will be necessary to input this before you can start your next turn. Keep the password simple; it is wise to use the same password for all on-going PBEM files.

Be sure to end your turn! Not ending your turn, and then sending that file to your opponent, is the *most common* PBEM error.

To Resume a PBEM Game...

1. To resume a Play By E-mail game, you must download the file into the Campaign Series directory.
2. Then launch Campaign Series.
3. Select the **Play Scenario** option from the **Main Menu** Screen.
4. When the **Scenario Type** screen appears, ensure that the **Play-by-E-Mail** option is selected, then click on the **Resume Saved Game** button.
5. When the **Scenarios** screen appears, select the file you wish to resume and click **OK**.
6. After the map and scenario are loaded and you have input your password, you will be given an option to see a "Replay" of your opponent's most recent moves/attacks. After the Replay is finished (or if you choose not to view it), the next phase begins and play resumes. At the end of local control, a prompt to E-mail the file will appear.

The same procedure is followed to play the remainder of the game, with each player alternately playing and E-mailing his turns to his opponent.



Having Fun with Play-by-E-Mail!

By Glenn Saunders

PBEM and pitting your skills against another human is one of the more challenging aspect that *Campaign Series* has to offer. I'll never forget my very first PBEM game. My heart was literally pounding as I saw the units move across the map, but this time not under computer control. There was another human at different terminal trying to defeat me. This was getting *personal!*

But for someone new to this aspect of wargaming, it can sometimes lead to frustrating experiences where files just don't seem to cooperate. The purpose of this section is to point out some "tried and true" techniques that have proven themselves over time to reduce, if not completely eliminate, most PBEM difficulties.

First of all, you can **not** keep your game files in a *separate* folder (or directory). As much as it may seem like you can, this Windows95/98® file management ability does not work with *Campaign Series*. In order to work properly, **all** saved game files **must** be kept in, and opened from, your *Campaign Series* directory, that by default is usually:

C:\Program Files\Talonsoft\Campaign Series

Secondly, when playing the game, always, *always*, ALWAYS, ALWAYS keep the same game file name. Here is a couple of tips on this:

- a) Consider starting your PBEM game file name with 00 as these files will alphabetically appear at the top of your directory list in Windows® Explorer.
- b) Use your initials and your opponent's initials separated by a dash. Therefore if I, Glenn Saunders were playing a game with John Brown, our game file might be: **00gs-jb.bte**.

It may seem complex, but it really works.

Avoid trying to send files back and forth that include the turn number. If you wish to

use the **File | Save As...** function to save the game at every turn, then that is your own business. But if you try sending these variable file names you will inevitably make a mistake and save the file with the wrong name resulting in lost time and relaying turns or exchanging email while you sort out the mess with your opponent.

Passwords can be used with PBEM games. The whole purpose of the password protection in *Campaign Series* is not to prevent cheating *per se*, but to prevent your opponent from *accidentally* opening your game file in the wrong phase and thus spoiling the Fog-of-War effect by seeing the position of your hidden units. Passwords are for honest players and are not meant to stop cheating. There are some people out there who are going to cheat, but by and large, I've found that the vast majority of wargamers are honest.

Keep your password simple. This is not your bank account or your company secrets that are being guarded here. Use common words that are before your eyes or so easy to spell as to be difficult to forget. Avoid complex names using special characters and shifts in case from capital letters to lowercase. Here are some examples of my favorites: as I look around my office I see the words "monitor" and "laserjet". I see "pocket" and "oxford". I drive a "van". Use your dog or cat's name, perhaps. Anything you won't easily forget.

Use a compression utility and **always** "zip" (compress) your files, even if they are not big. Compressing the file adds a little time to the PBEM process, but it saves tons of lost time. Compression utilities can be found as shareware on many sites around the Internet. You will certainly find something at: **www.winzip.com**

Compressing (i.e., "zipping") the game file has two purposes:

- 1) It reduces file corruption when the file is being sent across the many miles that typically separate you from your opponent. I will not go into the technical details, but it is like "rolling up a map before you step out into the wind" – there is much less chance the map will be ripped away by the wind if it's properly rolled up.
- 2) When sending and receiving files by email using many different types of email programs, ZIP files are usually handled in a consistent manner that can be handled by the person receiving the file.

For example, I have been sent files that were not zipped and they are sometimes appended to the end of the email message. In these cases, it is possible but difficult to copy the entire message into an editor and remove the unwanted parts – but you have to be very careful and know what data's important and what's "excess". Miss a *single* character and the file will not work properly. "Error opening file" is not a message you want to see!

Any email message that includes a game file should have the word "GAME FILE" in the subject line of the email. Some people like to chat and exchange email messages, either game comments or other news with their opponents. Sometimes they attach the file. But sometimes they *think* they attached the file, and never mention the game in the message. The result can easily be several lost days while the person who "thought" he sent the file (and didn't) waits for the person who doesn't have the file to return it.

If you are chatting with the person you are playing, be careful to remove the "GAME FILE" word from the subject line if your message does *not* contain the file. When in doubt ask! It only takes a second and might avoid days in lost gaming.

Make yourself a backup copy of your game *before* you press the "END PHASE" button and get the file ready to send. What I recommend is that you do a **FILE | SAVE AS...** view.bte – then "SAVE AS" again – back to the GAME FILE name. This does two things:

- 1) It allows you to look at and ponder the situation while you wait for your opponent to respond (it could be days and you may wish to look at the situation map), and...

2) It gives you a backup. If the file does become corrupted during the transfer and your opponent can't open it at his end for whatever reason, you merely open that file, then SAVE AS - Game file - END PHASE - ZIP and resend it to him. You'd be surprised how many games have been saved that way.

Finally, *always* press the "END PHASE" button before you send the file. Sounds simple but you'd be surprised how often it is forgotten. Simply by rushing to send out the file and get on with the game you are more likely to cause delays. And that is a fact proven over many matches.

In the event that you *do* have a problem with a PBEM game, reading a file or getting an error, here is what is recommended. **1)** Try checking your password **2)** Completely shutting down your PC and "cold start" it (that has opened 3 or 4 file that would co-operate) **3)** if #1 & #2 fail, then ask your opponent to check and make sure he remembered to END PHASE. These three simple things correct 98% of the PBEM problems.

If problems continue, come up to *TalonSoft's* "Campaign Series" discussion page and see if one of the helpful contributors can help you out.

Good Luck and Good Gaming!



Observations of an East Front II Playtester

By Eric Larsen

The following hints come from extensive playtesting of the scenarios of *TalonSoft's East Front* and its subsequent expansion, *Campaign CD 1*, and should provide some useful clues to help better your score and enjoyment of the game system. Since I always play with "Fog of War" and all Optional Rules "on", the following hints are based on these settings, which, in my opinion, create the proper tension that is part of commanding in warfare and helps to keep the game from deteriorating into a "play by the numbers" contest.

First and foremost is think of a plan for winning the scenario. Be careful to be realistic about what you want to do to win certain victory levels and try to stick to your basic game plan. Of course be flexible to making changes as your opponent unveils his plan. You normally don't need to take or keep all the victory-point (VP) hexes to win a major victory. Be aware of the point differential between each side's casualty Victory Points and try not to give your opponent easy VP.

The dominant weapon system in World War II was the tank and this game system models it well, but beware of thinking that they are invulnerable against other unit types. The best way to employ them, in attack or defense, is *en masse* with infantry supported by artillery.

When attacking with tanks make sure to take advantage of roads when moving to contact and if using roads move them singly rather than in large stacks. One other maxim that works well is concentration of force. Concentrate your tank units on a small area and overwhelm the defense. Don't waste your tank forces spread out as infantry support. Don't be in a hurry to use their last Action Points (AP) getting into the defender's view. Hide out of view until the next turn when you can have a better chance of moving and firing. Try to take advantage of covering terrain like villages and forests with the initial units moving into view that will draw opportunity fire (OpFire) from the defenders. Also, try to get them to fire at your units at longer ranges initially and with other unit types like infantry. Then move up with other tanks and try to get off one to two shots per vehicle on targets that most threaten your tanks. Anti-Tank (AT) guns tend to be easier units to kill than machine-gun (MG) or infantry as soft targets go and pose the greatest threat to vehicles so try getting them reduced and disrupted first.

German tanks, especially the heavier models later in the war, tend to have longer effective killing ranges so using them in long-range duels with Russian tanks is the best way to go. Russian tanks, except the heavier models and the ones equipped with larger than 76mm guns, usually need to close the gap with their German opponents to get effective shots off. This is where concentration of force is critical as the Russian really has to exhaust the German tanks' OpFire and be

willing to take some punishment when closing to an effective range. With the Optional Rule for Armor Facing Effects “on”, getting flank and rear shots makes killing tanks easier. Work on getting tanks to retreat while still in view and then hit the retreated tanks in the rear where their armor is thinnest. Once you’ve disrupted a unit it’s time to start working on trying to disrupt other units. Once tanks have been disrupted they are more vulnerable to assault by units with good assault values such as infantry. Try to surround them before assaulting by having units on opposite sides of the unit cutting off its retreat route. Don’t be surprised if they do retreat anyway, and they will frequently if they aren’t disrupted. Sometimes it’s best to surround a target completely to so that it has no retreat route available.



Another good use for tanks is in assaulting units with low Defense Strengths but high VP values like headquarters (HQ) and artillery. Be careful of how you use them when assaulting villages and other rough terrain, as they aren’t as effective and are more prone to losses and disruptions.

Infantry units aren’t as weak as they may appear if handled properly. When attacking, their most effective ability tends to be assault combat. Know what types of units have what types of characteristics and use them accordingly. Try to use covering terrain to advance and don’t be in a hurry with them trying to get to the defensive position before the defenders are at least disrupted. It’s better to move and fire each turn in advancing and keeping units spread out without too much stacking if the defender has artillery available. Unless you can get about 6-8 attack factors on a soft target you should keep moving until you can. If the defenders are in improved positions (IP) in village/forest hexes then you need a bit more. Therefore it really pays to have units use the digging-in function to improve their defensive chances. Just be sure to turn them off when the enemy is in close proximity as they are less effective in firing.

When attacking a bunker, unless you can get a quick *coup de grace* on a weak defender like an HQ, it is best to surround the hex first on all sides to prevent reinforcement and to cut off its supply. It’s best to clear a few hexes in every direction on a well-defended bunker first so the attackers aren’t susceptible to fire from nearby hexes. If the defender has more than 13 strength points in the hex then you should be able to keep firing away with units with high soft-target Attack Strengths to get disruptions on all units. Leaders with good Command Ratings

stacked with a machine gun or a tank with a good Soft-Target Attack Strength can attain Disruptions and reductions. Try to damage AT, MG, and Mine-Clearing Units first, as they usually pose the highest threat, and then work on the infantry types (like rifle and Russian sub-machine gun units) that have higher Defense Strengths against assault. Bunkers don’t benefit vehicular targets so they are easier to take on than the non-vehicular targets. Artillery is rather ineffective against non-vehicular Soft Targets in bunkers, so you may want to move up 105mm and 150mm guns to 2-3 hex range to get in the upper 20’s in Indirect Fire points to register Disruptions. Rocket artillery that can exert over 30 attack factors on a bunker hex are very helpful. Once all or most of the defenders are Disrupted, and most likely Low on Ammo, then the bunker is easier to assault successfully. Be sure to use a leader with plenty of units with good Assault Values like engineers, but avoid using Low-on-Ammo units. If the bunker isn’t in clear/orchard/field terrain then try not to use tanks, but if you do, use ones with really high Assault Values and, if available, flamethrower tanks or halftracks. Just be careful in bringing up those lightly-armored flamethrower halftracks so they don’t take OpFire and get disrupted. Usually bring them in at the very last just before assaulting.

When using infantry against tanks most infantry can’t do much with Direct Fire attacks. Only German engineers and late-war German infantry types have high Hard-Target Attack Strengths that will readily reduce or disrupt heavier tanks through fire combat. The best way for infantry to kill tanks is to assault Disrupted tanks that are surrounded and flanked.

Infantry can also attract OpFire while advancing, and the best way to attract OpFire is to move a unit more than one hex at a time while in an enemy LOS. This also works for vehicle units.



When defending it is best to stack an infantry unit with an MG or AT unit and to make some kind of defensive line that takes advantage of as much good defensive terrain as possible, and that doesn't allow the enemy easy ways to isolate and surround parts of it. Try to also get good fields of fire over likely enemy avenues of approach, but don't waste too many units trying to make a screen. Also, try to defend in depth so that you can switch Disrupted/non-Disrupted units back and forth. On the defense, Commanders can come in handy helping Disrupted units become undisrupted so keep them back out of sight for that purpose. Keep reserves handy, if possible, so that penetrations can be pushed back to maintain your lines and to keep your units from being surrounded. Don't be afraid to pull some units back from the line if they do become nearly surrounded. This is easier to do defending a good size city or forest area.



Artillery units can provide good support for the attack if used properly. Try to move your attacking artillery up close to the battle lines so that you get better indirect fire strengths. Make sure to keep them out of sight though, and preferably in good defensive terrain. Avoid stacking them so that a lucky Indirect Fire hit doesn't do too much damage. Smaller mortar units (82mm and smaller) can move on their own, albeit slowly, so once transported to the battle area it's better to move them on their own so that they are ready to fire each turn and are not as vulnerable as when loaded on a transport. The same goes for smaller gun types of 75mm or

less that can move on their own. Bigger artillery need their transport handy to move up but only when they are ready to move so it's usually a good idea to unstack and move the transports back to safe hexes but within easy movement range of their respective guns. This keeps the transports safe in case of Indirect Fire attacks and keeps the stacking points down in case of a lucky hit. To have any effect against IP's in village/forest hexes you really need to get your artillery close, as Indirect Fire tends to be ineffective vs. fortified positions at less than 15 points of attack strength. If the defender has large stacks then go for them heavily. Don't be afraid to hit hexes several times with different calibers of artillery working from the smaller calibers on up. Go for HQ, AT, MG and Commander units first as they tend to be more vulnerable to Indirect Fire. Don't waste much Indirect Fire as Direct Fire because if your artillery is visible it's vulnerable!

Artillery in the defense can break or weaken an infantry attack if used properly. With larger caliber guns, 105's and up, you can even do some damage to an armor attack when you can get 4 or more hard-attack points on a hex. Very small tanks and halftracks can be susceptible to less. Don't expect too much though as the best you can do to stop an armored attack is to get the Commanders eliminated by your artillery thereby cutting down that advantage. When faced with an attack it's best to try and bombard in depth in front of the enemy trying to get them after their next move. Know how far your opponent's infantry units can move in a turn and then you start with the smaller caliber artillery bombarding the most likely forward hexes that can be reached and bombarding in a line and then walk it back. If done well you can catch units retreated in earlier bombardments a second or third time! Save the largest caliber artillery for the most likely hexes where stacks of units may be and hexes where you don't want the enemy to stay after their next move. If your opponent leaves units stationary for a few turns and it's likely he will continue then bombard those hexes if they contain worthwhile targets. In the beginning turns of a scenario you may want to move some artillery forward to get higher attack strengths, or to get to better defensive positions. Small artillery capable of moving by themselves that are in the front lines should be moved back if possible as they are easy targets and are better at providing sup-

port rather than Direct Fire combat. Depending on the situation, either move them on their own or transport them back to a better defensive position. If you can figure out where and when your opponent will be moving while loaded on transports, then try an area bombardment, even if out of your sight. If you catch loaded transports (especially soft ones!) with Indirect Fire you can cause some serious carnage. If the enemy shows his artillery then bombard it at the first opportunity.

Smoke Indirect Fire can be a real help if not squandered. There usually is never enough Smoke so use it for really important things. One of my favorite uses is to plot Smoke in a Minefield hex in an enemy OpFire zone the turn before a Mine-Clearing (engineer) Unit is scheduled to enter the hex. That way it falls just before your engineer moves into the Minefield, thus reducing any enemy OpFire, and lasts through the enemy's next turn. You can use Smoke to suppress enemy fire in bunker hexes when first approaching it, but remember that firing into a Smoked bunker hex is usually a futile waste of AP. Using Smoke for the defense is tricky. It can be used to block fire from units, encouraging them to move, but if you Smoke their hex make sure you want to minimize *their* fire effects (and not waste ammo having your units firing at them), as they will gain a defensive benefit from your Smoke. You can also lay Smoke on threatened friendly units to protect them, but remember that it will also reduce all fire *out of* that hex, too.



Commanders are one of my favorite unit types as they have some wonderful capabilities and add some personality to the game. Make sure to use the Display Organization function to know what units each Leader commands. Leaders with high Leadership Ratings are very useful for helping units that have suffered a morale loss to recover. This is essential if the units are Disrupted as they will not undisrupt until they have recovered their base morale. If possible, keep your higher morale-level Commanders back for that purpose. Leaders that have good Command Ratings can increase attack strengths, hopefully making ineffective shots effective. They also help in assaults, so

include them in assaults where you really need to overcome defensive advantages of terrain, especially bunkers. A Leader with a good Command Rating can increase an MG unit dramatically. Take care of your Commanders by keeping them in good defensive terrain and don't waste them early. Keep them stacked with units at the end of each move so that they can't be easily assaulted or fired at. Leaders don't benefit HQ's for supply purposes, and are wasted if kept stacked with them. Get them into action or near areas where you need a little extra help in overcoming the enemy. Concentrate on units that have Leaders stacked with them when plotting bombardments and Direct Fire attacks. You never know when you get that lucky result that eliminates an enemy Commander *and* gives you some good VP's.

Headquarters are units best not seen by the enemy. Check the HQ ranges for the various HQ types (see page 65) and know how far back to keep them. Battalion HQ's need to be closer; I find it better to keep them back about six hexes, out of Line of Sight, and in good defensive terrain. I'd rather move a low-ammo unit back toward its HQ to resupply than to bring an HQ up into an enemy fire zone. Find a good spot for your HQ, but avoid stacking them, and then don't

move them until you're ready to move up or back a good ways. Don't move them a little every turn or they will never provide supply. Move them long distances every once and a while when the supply line becomes too long. If you have several levels of HQ's then move one level while leaving another in position so that one level will at least be able to provide supply. Then you can alternate moving various levels of HQ's in turn and maintain contact and still provide supply when advancing. If your opponent reveals his HQ be sure to make them a priority target as they yield high VP's and, if eliminated, deny your opponent supply.

Recon units, though weak, can be very useful units if you remember what they are for. They should be used for spotting, and (sometimes) to draw fire (i.e., OpFire "fodder"). If kept back initially they may come in useful near the end of the scenario by flanking and hunting weak enemy units like trucks and HQ's. Some of the German armored cars are quite good but should still be used carefully. They can be fairly effective against infantry from two hexes away if there aren't any enemy tanks or AT guns around.



FlaK units can be used for many purposes but if the enemy has Air Attacks then you want to make sure you use them to protect valuable tanks or Soft Targets until the Air Attacks are expended. The lighter FlaK units mounted on trucks have good Attack Strengths against Soft Targets, but they are themselves a vulnerable Soft Target so use them wisely. Keeping them, as well as the other FlaK units that aren't mounted on vehicles, in good defensive terrain is the best rule. FlaK units mounted on halftracks are good for protecting tanks in an advance since they are better able to keep pace with them. Heavy FlaK units, like the German "88", are best kept back in good defensive terrain with nice wide fields of fire. They should be used to ensure any roaming enemy tanks in your rear will have a nasty surprise. They don't have many shots per phase so they will not stop a large tank attack alone. Make sure they have some support and can come to their aid quickly if they become threatened.



Trucks and transports are another unit type that needs to be used wisely. First and foremost they are vulnerable (since most are Soft Targets) and have no attack capability (*exception*: armed and armored halftracks, such as the German 251/1). The sole function of your “soft” transport is to carry units to the front—then get them the heck back to safety, as they are easy to kill and provide quick easy VP’s. Although I’ve seen some players use “kamikaze scout” trucks as bait, this is a desperate practice that will yield easy VP’s to you. Don’t use your transport for fire fodder or scouting as they really don’t do either role well. When you find them stacked in your front lines when you’re defending move them back if they aren’t necessary. There’s nothing like giving your opponent a 13 strength-point plus stack to shoot at because you left your transports in the front lines instead of evacuating them. There are times when a transport unit can help you “screen” something more valuable, like an HQ, but this is a desperate measure and should not be relied upon regularly. If you do this try to keep them in good defensive terrain so that the enemy may not have enough movement left to assault. Transports are very vulnerable to assault by any unit with an Assault Value. It’s better to assault them rather than use Direct Fire, as they are sure kills when assaulted but not when shot at.

Air Attacks are handy for tank-busting, especially the heavier tanks that may be difficult for your ground units to damage or destroy. Don’t be in a rush to use your Air Attacks early as the mere threat of them can keep your opponent worried for a longer period of time. Watch for stationary tanks in clear hexes if possible as Air Attacks against units in good defensive terrain aren’t as effective. Don’t be afraid to use them against larger-caliber AT guns and artillery, especially when they are out of your artillery’s range. Also be wary of enemy FlaK as they can damage an Air Attack. When you are subject to enemy Air Attacks remember that movement is the best defense. Not being where you’re expected to be (in case an opponent is presumptive in placing Air Attacks) may save you losses.

One function that I use with regularity, if pressed by a good opponent in my rear areas, is the “Remove Unit from Map” function. It’s better to remove units

and deny your opponent easy VP’s than to try to run them around the edge of the map. One of my favorite point-getters is chasing down enemy trucks with halftracks, tanks or armored cars and assaulting stacks of them, hex after hex like dominoes, because some opponent didn’t move his trucks back to safety and I crashed the party. Same goes for HQ’s, especially since they don’t provide supply when moving *and* yield high VP’s. Any unit that can’t really defend itself when near the edge may better off being removed so that the enemy can’t get easy VP’s. This is mainly something the defender should consider, since he frequently won’t have enough troops to keep the enemy from running around rear areas.

Terrain is another aspect that cannot be overlooked. I can’t emphasize enough the importance of good defensive terrain like villages, suburbs, city, special buildings, forests, or rough hexes. They provide a good defensive help against all attacks. When IP’s, trenches, or bunkers are in those hexes the combined effects really help the defense in all attacks. When entering forest or rough hexes be sure to try and use roads or paths to help reserve some AP’s for firing as they cost 65 AP’s to enter and not all units have a 35 point (or less) Fire Cost. Sometimes it’s better to take an extra turn getting units into good defensive terrain to protect them for firing the next. Populated areas are good as they require less AP’s to enter thereby allowing for more shots to possibly be fired. The player that takes best advantage of terrain will have an improved chance of winning.

Hills are another good position to be in, especially for tanks. With the height advantage tanks are harder to hit and have an increased chance of damaging targets at lower levels. This is one instance when being in open terrain isn’t so bad. Having the height advantage also allows for better field of view of the enemy for spotting Indirect Fire.



The art of appearing out of nowhere and crossing open ground takes some practice. It is always best to use covering terrain until you absolutely have to break out into the open. Try to ensure that when you do break out into the open you're using that unit's first AP's—not its last. Be careful of when to rush in, and when to take your time and fire while moving. Keep your infantry assets spread out to minimize Indirect Fire casualties, and concentrate them when you're ready to assault. Remember to keep valuable "soft" units like HQ's, artillery, and loaded transports out of your opponent's sight.

In order to win remember that nothing substitutes for proper planning. Think out what you want to do as either attacker or defender. Look the scenario over from both sides and know what each side has and basically where it is. Check the Reinforcement and Release schedules to get an idea of when and where reinforcements come from. Look over the terrain: note the road system and spot blocking terrain types so that you can plan where you want to go and how to get there fastest. Check where the Objective hexes are and how you plan to take or keep them. Remember you don't have to take or keep all the Objective hexes to win. The difference will usually be in the disparity of casualty VP one side has over the other, so concentrate on killing the enemy force more than taking specific hexes. With two evenly-matched opponents, Objective hex control will be important so take care to plan well on which ones to end up with.



When attacking, being there "firstest with the mostest" is very important. If your Order of Battle is blessed with lots of tanks, concentration of this asset can prove deadly to an opponent who is spread out. The "armored fist" approach works well when you can concentrate early on a point in the enemy's line to break through, and then fan out into his rear area. Just be careful that your attack doesn't bog down so that you are

not able to take enough Objective hexes to win. Flanking maneuvers are effective if your opponent isn't expecting them if you can overrun his rear areas where his artillery and HQ usually are. But beware: split forces can be overwhelmed by a good opponent who recognizes the split early and has the force to concentrate. Split forces also may not have enough force to overwhelm an enemy or be able to take a good defensive position. When attacking have patience while being in a hurry. Sometimes it's better to spend a few turns getting some units up to spot for artillery to soften up the defense before bringing in your attacking force. On the defense don't keep all your units up front. Try to defend in depth and defend rear Objective hexes if the enemy may be able to get to them, even if you have to leave units there the entire game. You don't want to give up some quick and easy VP's at the end of the game because you moved everything out early and didn't keep something back to defend. Spread out a bit so you don't overstack, or allow units to be easily flanked and surrounded. When defending remember to keep reserves capable of counterattacking and sealing off possible enemy penetrations both in the short term and the long term.

Above all else, there's also no substitute for *volume of fire*, so remember to shoot as often as possible and take good shots. Try to bring as much fire to bear as possible, and make sure to shoot at targets in a manner that will cause reductions, Disruptions, and retreats. Once a unit is Disrupted move onto another non-Disrupted target.

Opportunity Fire (OpFire) is also important in keeping an enemy from running his units at you without fear of losses on the way in. Adjusting OpFire ranges with the "Assign Opportunity Fire" function is an important and ongoing process. Don't let an opponent figure out what your OpFire ranges are set at, otherwise he will be able to take advantage of this knowledge. Vary them from time to time, and don't allow empty trucks to draw OpFire, thus draining your antitank OpFire capability before the enemy armor closes. Also keep the ranges realistic as far as what types of firing units are being used against the various target types. As the settings are universal to unit types, you'll find situations where you'll need to pick carefully as some areas may need different settings from other areas.

A few hints on playing the A/I (artificial intelligence) that I've noticed will help you avoid regrettable situations when thusly engaged. The A/I will some-

times stack up in Objective and fortification hexes to the exclusion of maintaining a good line around it, so first clear the area and surround such a hex. When the A/I is defending it will tend to counterattack Objective hexes you control. In this way you can influence the A/I into attacking certain areas you want it to. Then you can “play defense on the offense” and catch enemy units in open terrain rather than in good defensive positions where they were. The A/I will frequently expend Smoke and Air Attacks early in a scenario, so be prepared to take advantage of that tendency. It has been known to move HQ’s too far forward, so take out the A/I’s HQ’s early when they move into firing range. Don’t push your luck too far with the A/I, though, as it will at times come up with good combinations of fire combat and assaults. It will assault at times you’ll least like.

Although these games are visually stunning in 3D modes, it’s not always easy to differentiate the terrain elevations on the 3D maps, so don’t entirely disregard the 2D view mode. In 3D view mode, you might want to turn on “Hex Contours” and use the “Rotate Map” function to see how a hill may go up and down, as it can be hard to tell how the hill slopes away on its “far side”. The 2D mode also allows for a far larger view of the battlefield, and allows you to see hexside terrain like embankments far easier. You can also see all the units in a hex better in 2D mode when there are more than four or five therein, as they sometimes get hidden in 3D mode. When in 2D mode, using the “Reachable Hexes” function makes it easier to make long moves in one move. You can see the limits of a unit’s movement better, and if you want it to move its maximum select the farthest highlighted hex you want to move to and it will get there. Be careful of making interim smaller moves, as the movement algorithm may decide on a straighter, less-efficient path. You can use the “Save AP’s for Unloading” and/or the “Save AP’s for Firing” functions with the “Reachable Hexes” function to show the limits of movement with either (or both) of those features set. You can see just how far your unit can go and still be able to unload or shoot. You can also use 2D mode as a faster method of playing, with the sound effects turned off, for really large scenarios. I also find that it takes far less time to watch the replays when in 2D mode with the sound effects off. When playing the largest scenarios remember to have patience while it loads the saved game.

Above all, *Campaign Series* is a fun and playable game system for humans to play each other, so my *best* advice may be to find some PBEM or on-line opponents. Nothing beats pitting your wits against another gamer, and you never know when you’ll learn new tricks in defeat that will help you win later and enjoy the game even more.

Have fun and enjoy TalonSoft’s *Campaign Series*!

Eric Larsen





Battlefield Tactics

By John Underwood

Most of this information was derived from the Department of the Army Field Manual [FM] 100-5 Operations, 1993. I am not wanting to dazzle or confuse you. What I intend to do is to give you a straight forward look at Modern Battlefield Doctrine which is applicable to any day or era.

The Principles of War;

1) Objective: The Ultimate military purpose of war is the destruction of the enemy's armed forces and will to fight. Of course the application of firepower against the will to fight may be difficult in a game...unless of course you send your opponent a computer virus.

Direct every military operation toward a clearly defined and attainable objective.

It is not necessary to take every hex, only take what you can hold and live to fight another day. Games with Exit Objectives may only require you to exit your forces, taking the other static Objective hexes may only expend combat power and not be necessary to attain the victory. *Remember Security.*

2) Offensive: Offensive action is the most effective and decisive way to attain a clearly defined common objective.

Seize, retain and exploit the initiative.

Enough said. Decide what must be done to win and do it. Save tactical reinforcements to pursue and finish off the enemy. *Remember Security.*

3) Mass: Synchronizing all elements of combat power where they will have decisive effect on an enemy force in a short period of time is to achieve mass.

Mass the effect of overwhelming combat power at the decisive place and time.

“Piece-mealing” your units, once the decision has been made to attack, only allows the enemy to fight smaller units—exactly what he was hoping for. *Remember Security.*

4) Economy of Force: ...is the judicious employment and distribution of forces.

Employ all combat power available in the most effective way possible; allocate minimum essential combat power to secondary efforts.

Use enough force to outnumber your enemy at the point of attack, and try to always keep a reserve available to exploit the gains or to hold the objective from counter-attack. *Remember Security.*

5) Maneuver: ...is the movement of forces in relation to the enemy in order to gain positional advantage.

Place the enemy in a position of disadvantage through the flexible application of combat power.

Fight the enemy on your terms; make him move to engage you, at a time and place of *your* choosing. Keep an eye on the game length and do not be too anxious when time is on your side. *Remember Security.*

6) Unity of Command: ...means that all the forces are under one responsible commander.

For every objective, seek unity of command and unity of effort.

The new multi-player mode poses special challenges here!

7) Security: Risk is inherent in war; however, commanders must not be overly cautious. To be successful, commanders must take necessary, calculated risks to preserve the force and defeat the enemy. Protecting the force increases friendly combat power.

Never permit the enemy to acquire unexpected advantage.

Always protect your flanks. Especially when attacking, protect your flanks from a counter-attack. Send reconnaissance out in front and to both flanks so to help you find where the enemy is. Do not get caught napping. *Remember Security!*

8) Surprise: ...can decisively shift the balance of combat power. By seeking surprise, forces can achieve success well out of proportion to the effort expended.

Strike the enemy at a time and place or in a manner for which he is unprepared.

Surprise is what happens to the enemy when proper security precautions were not taken. We will always have security.

9) Simplicity: Everything in war is very simple, but the simple thing is difficult.

Prepare clear, uncomplicated plans and concise orders to ensure thorough understanding.



The Tenets of Army Operations

1) Initiative: sets or changes the terms of battle by action and implies an offensive spirit in the conduct of all operations.

In the attack, initiative implies never allowing the enemy to recover from the initial shock of the attack.

In the defense, initiative implies quickly turning the tables on the attacker. Defending commanders act rapidly to negate the attacker's initial advantage.

2) Agility: is the ability of friendly forces to react faster than the enemy and is a prerequisite for seizing and holding the initiative.

3) Depth: is the extension of operations in time, space, resources, and purpose.

To think in depth is to forecast and to anticipate so that the enemy can be attacked simultaneously throughout the depth of the battlefield.

Depth allows commanders to sustain momentum and take advantage of all available resources to press the fight, attacking enemy forces and capabilities simultaneously throughout the battlefield.

4) Synchronization: is arranging activities in time and space to mass at the decisive point.

5) Versatility: is the ability of units to meet diverse mission requirements.



Myth vs. Fact: Reality in World War II and in *Campaign Series*

Myth: *The German Army had a technological advantage over their enemies.*

Fact: *Most French Tanks in 1939/40 were better armed and armored; many British tanks in the Desert were better than their German counterparts; the Russian T-34 and KV tanks, in 1941 and well into 1942, were better than anything the Germans could field.*

What the Germans *did* have was a combat doctrine that utilized their tanks to their fullest potential, and tank crews that were by far the best trained in the world—until attrition and years of combat depleted their ranks and training time available.

Not until the Panther and Tiger tanks did the Germans have a technological advantage, but by then many of the experienced tank crews were gone.

This is a game with a time frame for completion. Do not get in too big of a hurry if you do not know what you are facing. Recon the area, make a feint against the objective and see what you stir up, but always: *remember security.*

Unlike war you do not always have to kill the enemy to win. Sometimes simply avoiding the enemy and exiting your units off an Exit Objective may give you the necessary points for a win.



EAST FRONT II TUTORIAL

LIMA JULIET VICTOR... LIMA JULIET VICTOR...

This is TANGO CHARLIE KILO...
...do you hear me Hauptmann Neitzel?

Your signal is very weak Herr Hauptmann...

Neitzel! Get those Panzers rolling, I want you out front with your Scout Cars. Move forward man! I need to locate that Russian Tank Division!

I don't care if you don't know where the Russian positions are! MOVE forward now and I am certain you will find them. Find them and eliminate them. Now MOVE or I will find someone who will! Is that clear Hauptmann!?!
Hauptmann!?!
Hauptmann!?!

Take the hill overlooking the town of Tornoff - and then secure the town.

And one more thing Hauptmann: We're a little short on ammo. Use your fire missions very carefully.

Now MOVE OUT!

You're the cutting edge Herr Hauptmann.

Now - for the Fatherland - get those Panzers moving!



The following tutorial has been put together as a training exercise to introduce you to some of the moves and techniques that may help you in playing *Campaign Series*. While no tutorial can completely explain all issues, it's hoped that you will find the information in this document useful.

In order for the tutorial to work, it is necessary for you to load and run *Campaign Series*. Once the Main Menu screen has opened press the "Play Scenario" button to start. Once you press the Play Scenario button you will be taken to a new menu where you can pick the type of scenario you want to play. For the tutorial, you need to pick "Start a New Game" and have the "Standard" box checked on. You will now find yourself at the scenario selection screen. From here you can choose one of many scenarios to play. Scroll down the list using the arrow button located on the right side of the scenario selection dialog; the buttons with the "double arrows" will move up or down the list a "screen" at a time. Locate "**Tutorial: Reconnaissance**", make sure it's highlighted, and then click the OK button near the bottom of the screen. This will now launch the game.

Be certain to set the **Allied** as to be played as "**Computer with Fog of War**" when you load the scenario. For now, you should leave **off** the Optional Rule for Extreme Fog of War as well as the Optional Rule for Armor Facing Effects. You may decide to use these rules later. Note that Optional Rules can only be defined at the *beginning* of a scenario.

In *Campaign Series*, there are often many different ways to perform the same task. These options are based on your personal style of play. This document will attempt to introduce you to a few and illustrate how you can find others. Use this just to get started.



TOUR DE FORCE

You should now be viewing a screen that has a map of the battlefield on it. To get started – push the **M** Key. This hot key toggles ON/OFF the menu bar located at the top of the screen. You’ll need to access the menu items here from time to time. We’ll discuss some of these options later. See the list of Hot Keys on the back cover of this manual.

Next, before we get the game started, push the number **1, 2, 3, 4, & 5** keys near the top of your keyboard. This will load each map view into memory and gives you the overall lay of the land for your scenario. Be sure and allow enough time for the computer to load each map view before pressing the next number. The first time you load each map, expect a short delay as your computer accesses the information for the first time. Once the various map views have been loaded, the next time you select a different map view the display will change faster.

When you cycle through the maps at various views you may notice the objectives (which are all enemy-controlled at start) are marked with a red star on a brown background. If you do not see them, click on the menu item “Display”, then click on Objectives (or press the **O** hot key).

Put your map in 3D Normal View by selecting this option from the “Display” pop-down menu. Alternatively, you can press the **1** key on the top of the keyboard. In the center of your map you can see your units. Move your mouse to the right side of the map – all the way over – and notice how the display “auto scrolls”. You can scroll in any direction using this “auto scroll” technique.

 At this time we need to use some of the buttons located in the Tool Bar at the bottom of your screen. Move your mouse cursor over the buttons and a brief description will appear above each. The fourth button from the right is the “Jump Map”. This feature gives an overview of the entire battlefield and can be especially useful on large maps. You can also use it to move around the battlefield by “Left Clicking” anywhere on the Jump Map that you wish to view. The German units are shown on the Jump Map as small blue squares. For descriptions of other buttons, consult pages 17-18 of this manual. Now Left Click on the map where your units are located.

 Next, click on the “Toggle Display of Bases” button, so you don’t overlook any of your units or to see if some of the Russians might be visible at start. (In this scenario there are no enemies visible at start.) With this feature enabled, each icon will have a colored base, blue for the Germans and brown for the Russians.



Click on the empty area of the hex containing your lead units – the two Pz 38(t)’s and leader in hex 9,10. Note the hex co-ordinates are in the lower right corner of the screen. Later instructions will refer to these hex co-ordinates.

Move your cursor over your units. Notice as the cross hairs pass over a unit, the Icon is highlighted in yellow and the unit’s Info Box is displayed superimposed over the map. The info box changes as a new unit is highlighted. In basic terms, the Info Box contains a sketch of the Unit, the name of the unit in a label at the top of the box and several game information factors. Refer to pages 20-21 of this manual for more details about the information in the Info Box and the information presented by it. If the Info Box is not conveniently positioned on your map, you can left click and drag it to a new position.

Now, place your cursor over the lead Pz 38(t) in hex 9,10 and left click once on the icon. Notice the base turns a brighter color and the label of the unit’s Info Box also turns a brighter grey. The Unit is now **Selected** so be careful, you don’t want to move it just yet.

Put your cursor over the Info Box and *right click*. Notice that the bright grey goes away. You have *not unselected* the unit, you have just switched to the other Pz 38(t) in the same hex. *Right click* once more on the Info Box and now you see the commander in that hex. As you *right click* on the Info Box you *cycle through* each unit in a hex, one at a time.

With a Pz 38(t) selected press the **F2** key. The “Unit Handbook”, which provides extended information about each unit, is displayed in the center of the map.

NOTE: There is no overall movement cost chart in *TalonSoft’s Campaign Series* Parameter Data. That is because, with the game’s system of APs, each unit has its own movement chart for each particular ground condition. Basically, the “faster” a unit is, the less AP it will have to spend to move. The movement cost for this unit, considering the *current* scenario’s ground condition, is listed on the left side of the Unit Handbook in green numbers.

Full Name	PzKpfw 38(t) Light Tanks	
Short Name	Pz 38(t)	
File Name(s)	PzKpfw 38(t) Light Tanks	
Full Hex	Hex side	Full Organization
Open	33	Up Elevator
Plant	13	Subsistence
Shield	16	Wedge
Barrel	22	Gully
Village	14	Stream
Jungle	11	Marsh
City	10	
Indst	17	
Sp. Mtg.	12	
Height	65	
Quarry	0	
Marsh	0	
Water	0	

VF's per SP: 3
Full Size: 6
Max Range: 3
vs. Hard Target: 3
vs. Soft Target: 7
Range Display: R
Close: x

The PzKpfw 38(t) was a Czech light tank (the LT vz 38) just entering into production when Czechoslovakia was occupied in 1939. The Germans found it to be a rugged and reliable vehicle, and kept it in production for their own use. 150 of the initial model were produced, followed by 325 of the Model B, C and D.

On the right side of the Unit Handbook is a short historical review of the unit. As many of these historical notes scroll off the bottom of the box, you may need to use the arrows to the left of the copy or the Page Down (**PgDn**) key to read all the info. Unit weight and weapons are listed at the end of these notes.

At the bottom/center of the Unit Handbook you can see the Weapon Range vs. Hard and Soft Targets. Beside this info is the word “Range Display” with a small button (with an “R” on it) just to the right of it. Press the “R” button now.

A small graph is shown with range on the X-axis and Fire Factors on the Y-axis. There are two bar curves; the **red** line graphically shows the unit's Attack Strength vs. *Hard* (i.e., armored) targets, and the **blue** line shows its Attack Strength vs. *Soft* (i.e., unarmored) targets. Press **Esc** or **Enter** to make the Graph disappear and a second time to make the Unit Handbook disappear. You are now looking at your units in the center of the map.



With your Pz 38(t) in hex 9,10 selected, click on the button depicting a pair of binoculars. With the "Binoculars Button" depressed, you can see how much, or in this case, how little, of the map you can actually view from the hex the unit occupies. The selected unit can not see the area of the map that is shaded. In *TalonSoft's Campaign Series*, you do not need a unit to occupy a hex to check visibility. Clicking on any vacant hex in this mode will show which hexes can be seen.

Select the lead Pz 38(t) and now press the **H** Key. With the **H** key toggled on, the hexes that are not shaded are within movement range of this unit.

Next Select one of the trucks near the back of the column. Notice this transport unit depicts a helmet in the lower right of the Info Box. This means that this unit is currently transporting something. *Right click* on the truck's Info Box and you will see the Info Box of the unit being *transported* by the truck. A passenger unit is not displayed as an icon on the map until it is unloaded.

Note: When you unload a transported unit from a truck, the helmet on the truck's Info Box will change to a yellow outline. When unloaded, the truck is still a functional unit in the game and can move independent of the unit that it transported. Motorcycles, bicycles, horses and boats however are transport units that cannot move unless the unit is carrying a passenger.

TURN 1

As you have been ordered, select Captain Neitzel (the leader that represents your Battalion commander) from his position near the rear of the German recon force (in hex 8,10) and *right click* on the hex containing the two Armored Cars (hex 10,10). The commander unit moves and has expended 18 APs. He now has 82 APs remaining in the AP section of the Info Box. *Right click* on the leader's Info Box and one of the PSW 231 Armored Cars appears. Now *left click* on the PSW 231's Info Box and the Armored Car platoon will also be selected.

Note: Both the commander and a single Armored Car are selected, but one unit is not selected. Both selected units have darker bases and the 3D Icons are outlined in green. Also, if you now cycle through the units by right clicking in the Info Box, the selected units have brighter nameplates.

Right click on the road hex two hexes to the right of your selected units (hex 12,10). The commander represented by the "Kubelwagen" along with a Armored Car platoon move down the road.



Press the **2** key to zoom the map *out* one level. Alternatively you can hold down the **ALT** key and click on the zoom button which looks like a magnifying glass. The zoom button zooms *in* a level if pressed by itself, and zooms *out* a level if pressed while the **ALT** key is held down.



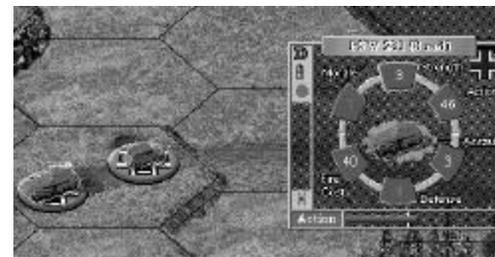
At this new view, more of the map is visible. *Right click* on the road hex two more hexes east (to your right, hex 14,10). Both units respond again to your movement orders and there is no enemy action. Press the Binocular Button (or **V** Key) now and you will see that more hexes are visible. Press the **SPACE BAR** to center your units on the screen. You can observe the Objective hex on the hill now from this position. *Still no enemy!*

It is **important** to note however, that even though you can see more terrain, there *may* be enemy units that are now in your LOS (line of sight) that are not shown. Enemy units tend to hide in whatever cover is available. A hex in *TalonSoft's Campaign Series* represents terrain that is approximately 250 meters across, and even in open country there is deemed enough cover to hide, at least for a short while. *Exercise caution!*

The enemy units are revealed *during* your turn *only* if they open fire on one of your units or if your unit(s) try to enter an enemy-occupied hex. Otherwise, they will remain hidden until the beginning of your next turn. Press the **V** key again to turn off the visible hexes.



Before you move again, click on the "Save APs for Firing" Button. Notice that when you toggle this option on, a small full-color bullet appears in the top left corner of the unit's Info Box. Now your unit will move as far as possible while still retaining enough AP's to fire. With the two units still selected, continue right-clicking on the road and advance your units as far as they can go. There is always the chance that the Russians may open fire as you move. If they do, remember your orders and keep moving forward. Your progress should halt in hex 18,10.



When your Armored Car platoon and commander have reached their destination, click on the Display Menu. Choose the On-Map Thermometer item. You will notice a small bar graph with the red portion representing the "Unused" APs. Notice that some of the units that have not moved or fired so far have a completely red bar graph. The commander and Armored Car platoon that just moved shows a graph with only some red in the On-Map Thermometer. This On-Map Thermometer option is a very fast way to display units that may still move and/or fire. Note that the On-Map Thermometers can only be viewed in the 3D Modes.

If your On-Map Thermometers are not red, click on the red "Action Value" in the Info Box to set the On-Map Thermometers to display APs. Similarly, clicking on the green "Strength Value" turns the graphs green and shows units at full strength. Clicking on the blue "Morale Value" will highlight units at less than their at-start Morale levels.

At this point it is *possible* but not *certain* that Russian forces have engaged you and your Armored Car platoon may have suffered Damage and/or Disruption.

Disruption is not a nice thing in that it causes your units to lose their ability to move closer to the *nearest* enemy unit. It also reduces their attack strength to half its normal value and the AP expended to enter terrain is increased. Disruption is

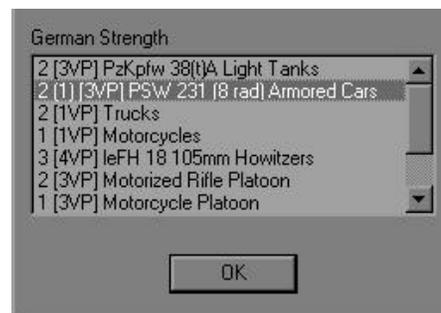
removed at the beginning of the next turn if the disrupted unit passes a “Morale Check”. The Morale check in statistical terms is a 10-sided die roll that is modified by the presence of any friendly leader in the hex and the terrain of the hex occupied (the better the defensive modifier of the hex, the better the chance the unit will undisrupt). Any unit taking a morale check that is stacked with a commander of that unit’s organization uses that commander’s Morale rating if it is greater than the unit Morale rating. If the commander’s Leadership Rating is equal to or less than the unit’s current morale, the disrupted unit will get a +1 to its normal Morale rating.

Notice the Morale value on your Armored Car platoon in the Info Box. It is a red number which indicates the commander present is from that formation and is providing a positive modifier. A commander can only assist units from the same organization. Captain Neitzel is the Battalion commander and he will modify all German units in this scenario. The other commanders, will only modify forces of their own organization. To determine which units are in the same organization, select a unit and click on the “Highlight the Organization” button.

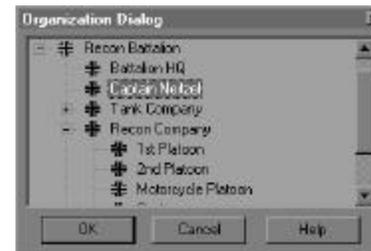
Moving the commander up with the advancing unit may have exposed him to enemy fire. However, should the unit suffer disruption, the commander will improve the chance of disruption recovery when the next turn begins, allowing the unit to move and attack normally. Note that *TalonSoft’s Campaign Series* does not try to represent every officer and non-commissioned officer (NCO) in the army. Only the exceptional leaders are represented by their own game piece.

As a further note, the commander icon of a motorized German unit is depicted as a small car known as a Kubelwagen. Leaders on foot such as non-motorized infantry are depicted as a single soldier. In either case, a representational photo of the leader is always shown in the Info Box.

By now, you may have been fired on, struck a Minefield, or both. In this scenario, there is nothing you can do about removing Minefields, as that is a function of Mine-Clearing units, and you unfortunately do not have any. However, there are several methods that can be used to explore the types of units you have at your command and confirm that this is the case.



To explore the force under your command, click on the “Status” menu item and select “Strength”. The dialog that appears contains the list of your units by type, number of platoons, and VP (per SP). Your losses thus far, as well as the enemy’s losses, are also shown in this display. When playing with FOW on, the enemy strength window is blank. As you scroll through the list of your units you can see that there are no Mine-Clearing Units available.



Next, click on the “Display” menu and select the “Find Org...” This dialog lists units, but groups the units by combat formation and commands. A plus (+) sign indicates an expandable branch of that command tree. Scroll through this information now to see how your Recon Battalion is organized. This menu item is very useful in larger scenarios to sort out units from different commands. If the “Highlight Organization” button is “on” when the Organization Dialog is opened, the formation you click on in the Org Dialog’s organization list will be highlighted on the map.

Finally, again under the “Display” menu, select “Highlight” and a separate list of unit types and unit status is shown. In this example you would select “Mine-clearing units”, but you could also use this option to find any of the items listed here.



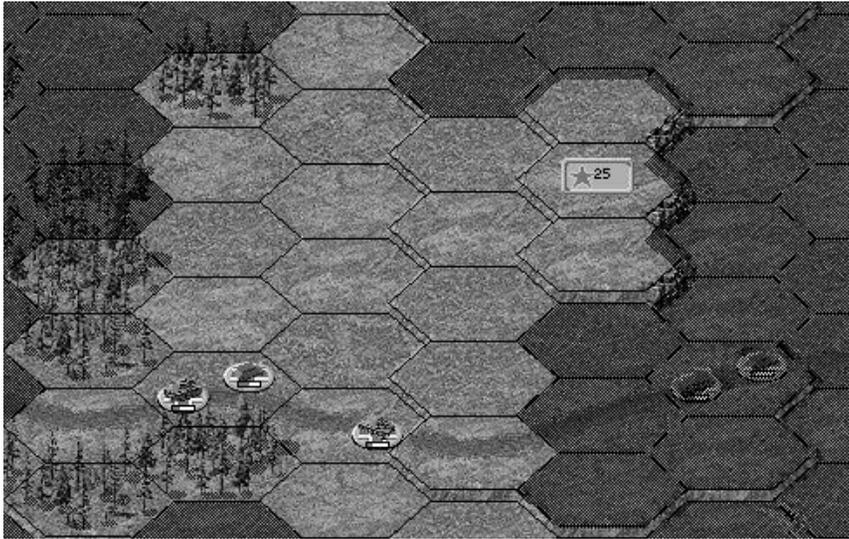
When units are highlighted using either of the last two methods, it is often useful to zoom out to review your selection over a wider area. Click the “Highlight Organization” button off when you have finished your investigation. Consult the Help menu—“General Help” (or press **F1**) for a full description of the menu items. The information above is intended only to give you the feel of “How?” and “Why?” to use some of the options that are available to you.

Now let’s continue with the rest of the German Move...

First, so we must “unclog” the road in hex 10,10. Select the Armored Car in that hex and move it “backwards” into the hex containing the motorcycles (8,9). We will move this unit again later. Now that the road in 10,10 is clear, *double click* in the hex containing the two Pz 38(t) platoons (9,10). *Double-clicking* in a hex selects *all* units, so both tank platoons and the commander are selected and highlighted. *Right click* on the road five hexes to the east (right) of the tanks. The panzers will move in column up the road to hex 14,10. Since we moved the Armored Car out of the woods road hex (10,10), all units moving now receive the benefit of the road movement rate. Normally, only two units receive the road movement bonus, but the commander doesn’t count against this limit. If a third non-commander unit had been selected with these two panzers, it would have moved at the non road movement rate.



Click on the Binocular button (or press the **V** key) and note what you can see from this position (14,10). Remember that you are not looking for the enemy in this step, only evaluating what you can see when your next turn begins. Notice the two hexes behind the trees south of the road (14,12 & 15,13) are shaded and unseen. It might be worthwhile if they were visible.



Unselect one of the two tank platoons and the commander by left-clicking on the Info Boxes and *right click* on the next hex further along the road (15,11). Now your panzer platoons can see over a wider area. Turn off the Visible hexes using either the Binocular button or the **V** Key.

At this point we have mostly moved units only on the road and you have seen that it is not necessary to *right click* on each hex. The same principle holds true for “non-road” movement, but rather than simply clicking on the desired destination hex and letting the computer select the route, it is recommended to plot a course a few hexes at a time.



For this example we will move the armored car (now in hex 8,9) “cross-country”, north of the road, to take up a position to the German left flank. To do this we want to select the unit, but before we move, click on the “Save APs for Firing” Button.

Right click one hex north (8,8 - up the map) on the clear terrain hex. Continue right-clicking on clear terrain hexes between the forest hexes (such as 10,7 and then 12,7) toward the northeast until the unit can move no further and the status line on the bottom of the screen says you have “Insufficient Action Points”. Your Armored Car will probably be stopped in hex 10,7 with 47 Action Points remaining, and you can see from the Info Box that the Fire Cost for this unit is 40 APs. From hex 10,7 its position is not very good to either observe the enemy.

Toggle off the “Save APs for Firing” and continue moving on the clear hexes to a point that will cover your left flank. By now you may have found some enemy unit (depending on if the computer opponent has elected to fire).

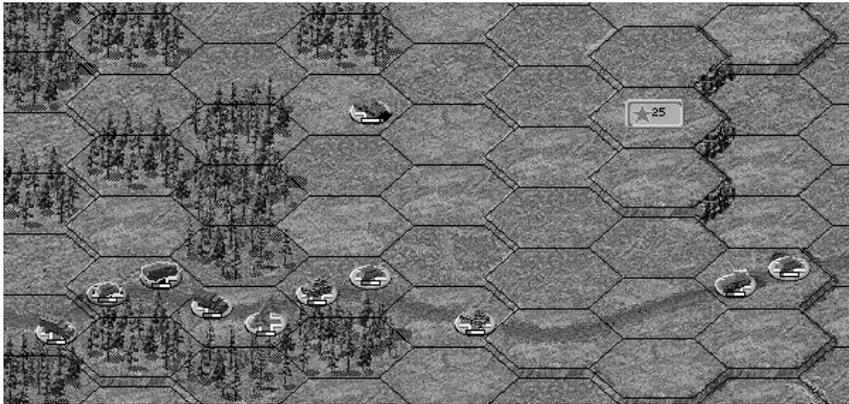
To support your advance you should also move your motorcycle troops and trucks up the road. First select a position for them on the road but covered from suspected enemy LOS by trees. The enemy loves to fire on loaded transport as they are very vulnerable. It is better to keep your infantry loaded and unseen until the enemy positions have been clearly determined. For now, leave the HQ unit where it begins, in hex 7,11.

Use the **V** key (or the Binoculars button) to toggle on Visible hexes and click around the map to choose your destination hex. It is always better to know what hexes can see your vulnerable units before you actually move to that location. When you are ready, select your trucks and motorcycles and *right click* on the location you have chosen.

When the BtlHQ unit is the only unit still unmoved, select it and press the **W** key, useful to display units that may be straying beyond the optimal range of their HQ. Units in hexes that are shaded will have a less than 50% chance of *re-supply* from that HQ should such a unit become Low on Supply. You might want to press the **2** key to zoom out to the 2D map. Finally, advance your motorized Battalion HQ up the road positioning it one hex behind your infantry. The purpose of the HQs is to provide supply and “command control”. Each turn a unit fires there is a chance that it will run *low* on ammo. **Note:** *Units never run out of ammo in the game. When a unit is low on ammo, its fire effectiveness is halved.*

Supply effects are discussed on pages 65-66 of this manual. For our purposes we will attempt to keep the Battalion HQ within eight to ten hexes of our advancing force to maximize re-supply of units that run low on ammo.

Note however, an HQ can never provide supply during the turn *after* it moves, so only adjust your HQ position when it is required to keep up with advancing troops. With your Battalion HQ positioned on the road in the vicinity of hex 11,11, it should be safe from observation and thus any enemy indirect fire, and can provide support for your units until your forces advance beyond the hill. It’s a good rule of thumb to move an HQ as little as possible but when you do, maximize its movement so that as many units as possible will in re-supply range.

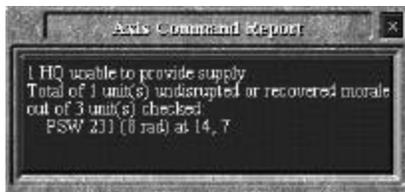


 A quick look around the map with the On-Map Thermometer toggled ON (set to display the red AP-remaining graph) will show that all German units have moved. To be certain that nothing has been missed, press the “Cycle to Next Unit” button. The message appears saying “All units have been considered”.

Your move is now complete. Before you Click on the “Advance to Next Phase” button press the **2** key to change the map to 3D Zoom-Out view or select whatever view that you find most appropriate to watch the opponent’s phase. You may also wish to save your game by selecting the Save option from the File pop-down menu before proceeding.

 Now press the “Advance to Next Phase” and *left click* once on the “Russian Player” box that displays in the center of your screen (if you right click on the turn box, it will only display a few seconds without need of clicking it each turn). Sit back and see what the Russians do and how your troops respond.

TURN 2



At the start of your second turn, a German “Command Report” is displayed. It tells you that one HQ is unable to provide supply, but we accepted that when we moved the Battalion HQ forward. Information is also given about how many units have become Undisciplined or regained a lost level of morale out of

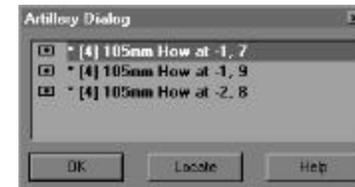
the total number of units suffering from such effects. Click on the **X** in the top right corner of the dialog box to close the report (or press the **ENTER** key). Then click on the turn indicator dialog to start your turn. You will note on the bottom left of your screen a game progress bar graph showing you that you are on turn 2 of 14.

As much as “planning, planning and more planning” is the way of the military, there is a saying among all Old Soldiers, that “all battle plans go out the window after the first shot is fired”. At the start of your second turn, the battle has begun. Some units may be disrupted or may have suffered losses and some of your units may have even retreated. It is also possible that some of your units even fired back. All this has happened completely out of your control.

Because of possible disruption and losses, it is now difficult to provide exact instruction for the battle from here on out. You should now have observed and perhaps exchanged fire with a Russian BA-10 Armored Car on the hill top objective. Capt. Neitzel and his Armored Car Platoon will probably have seen several Russian T-26 Light Tanks. It looks like you’ve found what your commander wanted you to locate!



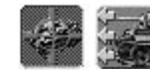
Click on the “Indirect Fire Button” located in the bottom Tool Bar and the “Artillery Dialog” box appears. You can see that you have three batteries of 105s available. Note the * beside the battery name. This indicates that the battery is “Off Map”, but available to you on call. If your artillery is on the map, the Locate button in the dialog would center the map on the artillery unit selected from the list.



With the Artillery Dialog open, the cursor has changed from a cross, to cross hairs in a circle, and the game has automatically toggled from **Move** to **Fire** mode. Select a unit in the “Artillery Dialog” and pass your cursor over the map. You will see two values separated by a slash (/).

These two numbers represent the selected battery’s Hard and Soft Attack Strengths (respectively) against any target in the hex the cursor is “roaming” over. This is per gun in the battery. Notice the Hard Target value is “1” on any hex at this range, and the Soft Target value is “13” in the area of the hilltop objective, but “12” further back behind the hill where the Russian tanks are located.

When the game was started, the “Indirect Fire by the Map” option was on, so you can target “empty” hexes that you think might contain Russian units if you wish. With the Hard Target fire factor of 1 for the Russian tanks, no soft targets visible, and artillery ammo in short supply, it is best to instead close the indirect fire dialog box and wait for better targets.



Closing the Artillery Dialog will return the game to **Move** Mode, so press the Move/Fire Mode button to put the game in Fire Mode. The cursor changes to a cross in a circle. Select one of your Pz 38(t)s and pass the cursor over the Russian BA-10 Armored Car on the Objective. The unit’s Info Box changes to display the Russian, but no Fire values appear on the map! *Right click*, and nothing happens! Note the message on the status bar at the bottom of the screen: “Range of the Weapon Exceeded by 1 hex”.

With the Pz 38(t) selected, press the **Z** hot key. Colored lines are displayed on the map that indicate the limit of the selected unit’s hard (shown by the red lines) and soft (blue) attack factors. You can also get range information by pressing the **F2** key and consult the “Unit Handbook”. Note the range vs. Hard targets for a Pz 38(t) is three hexes and your panzers are four hexes from the BA-10.

Select the Pz 38(t) without the commander and move it to hex 15,9. The Russian will likely fire at you, but this is the best unit you have for the task at hand and you have to get within range to shoot. Also, the Russian can’t shoot too many times and you have several units. Move the Pz 38(t) now and see what happens.

 Now, with your Pz 38(t) two hexes from the BA-10, press the Fire/Move button and pass your cursor over the *hex* containing the target. Move the cursor around the Russian unit. You should be able to bring up one box showing the basic Hard/Soft Fire Factors (actually 5/4).

 Now, if you happen to position the cursor *directly* over the 3D icon representing the target, another, larger attack information box is displayed which tells you the target is 5 BA-10 @ 5 (where the “@ 5” represents your tank’s 5 “Hard Attack” factors - five per tank in your panzer platoon) — or, if the target is still not positively identified, the box might say “Unknown” (as shown above).

Zoom right in close now: press the **1** Key and the map zooms in to 3D Normal view, centered on the selected unit. Now *right click* on the Russian to *fire!* Hopefully you will do some damage.

Your Pz 38(t) has 34 APs left, not enough for another shot, but you can move it further if you wish. No need to worry about that yet, you can always come back to a unit with APs remaining, even after you have moved and fired. However, if your Pz 38(t) is disrupted, it can advance no closer to enemy units.

 Press the Fire/Move button and *double click* on the hex containing the unmoved Pz 38(t) with the commander (in order to select all units in the hex). *Right click* on hex 16,8, just below the hilltop objective. You are going to assault the BA-10 on the objective. If you attempt to assault from hex 17,9 on the same elevation as the BA-10, you risk possible Russian fire and disruption from the Soviet T-26 tanks. If this Russian fire causes your Pz 38(t) to disrupt, your assault will not be permitted, as disrupted units are not permitted to assault.

With your Pz 38(t) and the commander *selected* in hex 16,8, and with the game in **Move** mode, *right click* on the Russian BA-10. Red assault-indicator arrows display on the target hex and the Assault Status Dialog appears showing the odds for your attack. Commanders cannot assault on their own, thus they have a zero Assault Value in the Info Box. The commander in this case will provide a positive modifier to the assaulting Pz 38(t) — but only if assaulting with a unit of his organization.

If your other Armored Car platoon (the one that moved out on the German left flank) is undisrupted, you can add it to the assault also. Select it and move it to a hex adjacent to the target. Then, making sure that you are still in Move mode, *right click* on the unit to be assaulted.

 If you wish to cancel the assault after viewing the odds, click on the “Assault” menu item (on the top of the screen) and select the “Cancel Assault” option. Click anywhere on the map to cancel the menu and return to play. If you accept the assault odds and have no further units to add, press the “Resolve Current Assault” Tool Bar button. With any luck you have captured your first objective and are well on the way to enjoying many fine hours of gaming with *TalonSoft’s Campaign Series*.

Good Luck Hauptmann Neitzel!
Now: MOVE FORWARD and secure that town!

You’re on your own from here!



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Campaign Series FAQ

Q.) How can I find anything in this FAQ?

A. For your convenience, the Campaign Series Frequently-asked-Questions is divided into logical sections: it's

- General Game Parameter
- Game Mechanic
- Combat
- HQs, Supply & Leaders
- Tactics
- Air and Artillery
- Campaign Game
- The Editors
- Miscellaneous
- Hardware & Operating System

General Game Parameters

1) What am I supposed to do in a scenario?

A. First, the scenario description at the start, and also available from the Status menu provides some indication of the forces involved, where it took place and what is expected of your side. But it is often only a hint however. Look at the map. The 2D Zoom-out View is useful for this. The size of the map (length and width) can provide an indication of how fluid the scenario might be, but can also be misleading. Most importantly, note the objective hexes. Their location indicates where you are expected to drive your forces (or what features it is important to defend). The victory point assignment of each objective also provides information on relative importance of various objectives. The final piece of information is the victory point levels. Compare them against the total points of the objective hexes. Victory is determined by destroying as many enemy forces as possible while preserving your forces, while capturing as many of the objectives within the time frame allowed.

2) What is the game scale?

A. The game scale is six minutes per turn and 250 meters per hex. Each strength point (SP) of an infantry platoon represents a half squad (thus, 6 SP represents a platoon of three squads). Each SP of a Machine Gun platoon represents one MG "team" (and, thus, one MG); each SP of a gun (i.e., gun, mortar, or howitzer) battery represents one gun and its attendant crew; each SP of a vehicular platoon (regardless of type) represents one vehicle and its crew. Crews and guns are considered the same units for game play purposes.

3) Does the game have any "Zones of Control"?

A. No. This is a game where zones of control do not come into play.

4) Does it matter which way my units are facing?

A. By default there is no unit facing effect in the game. In the Optional Rules you can select Armor Facing Effects if you desire, in which case the facing of armored units (only) becomes a concern. Facing never plays any effect for non-armored units. The Armor Facing Effects optional rule is best suited for Human vs. Human games.

5) How can I tell what the terrain type of a hex is?

A. If you press the U hot key (on the keyboard) it will bring up the Unit List on the left side of the screen. This displays many pieces of game information with the name of the

terrain type and the elevation at the top. Consult the on-line Parameter Data by pressing **F2** for more information on the effects of terrain on combat and morale. See also the section on terrain in this Players Guide, beginning on page 52.

6) I can see the “full hex” terrain listed in the Unit List, and in the Parameter data I see hexside terrain features. How do I find locate these hexside features on the game map?

A. Info on identifying the hexside terrain features are not shown in the Unit list or other places. View the map in “3D Normal View” for your best look at these features. Then consult the Terrain Types section of this Players Guide (the info on hexside terrain begins page 57). Compare the image on your screen to the image in the manual. There is also a photo and a description of the hexside feature. It won’t be long before you will be able to see the difference between a mere low stone wall and a high wall.

7) What is the complexity of a scenario?

A. The complexity of a scenario is based on the number of units in the scenario (counting units that start on the map and all units potentially available as reinforcements). Refer to the chart on page 6 for the actual number of units for each complexity level. You might also want to take into account the length of a scenario, since longer scenarios take longer to play.

Game Mechanics

1) How can I make the my foot soldiers move faster? Can I order my men to run?

A. All non-motorized units can take advantage of “Double Time”. Select the unit and press the “Double Time” button (or, with the unit selected, select “Double Time” from the Unit pop-down menu). The unit’s move will be extended as it will pay only 3/4ths of the normal AP cost to enter a hex. Many gamers will toggle on the “Reachable Hexes” (the **H** hot key) to see the extra distance gained by double-timing.

2) What are the effects of fatigued units and how do they recover from fatigue?

A. Marking a unit to use “double time” automatically causes the unit to become fatigued. A unit that begins its turn “fatigued” can not use double time (essentially, a unit can double time only once every two turns). A Fatigued unit has its Attack Strength halved. There are no ill effects against a fatigued unit that is fired upon. A unit automatically recovers from fatigue at the start of a turn in which that unit did not use double time during the previous turn.

3) How do I load and unload units?

A. You can select the unit and the carrier and then use the Load\Unload Units Tool Bar button. You must have enough Action Points to perform this action. The AP cost will vary depending upon the passenger unit. Infantry units normally cost 25 AP to Load or Unload (Engineers cost 50 to load/unload), while Artillery units usually cost 50 AR

4) I cannot load my units, even though both the transport unit (e.g., truck, wagon or other) and my passenger (infantry or artillery unit) have plenty of AP’s. Why?

A. There could be several causes. The message on the status bar (bottom of the screen) will indicate the reason why the loading isn’t executed. Here are some possibilities:

- a) Both the carrier *and* passenger units need sufficient AP’s to execute the loading. The loading costs vary by unit type, and the Unit Data lists (press the **F4** key) will indicate loading/unloading costs of the carriers & passengers.
- b) If the *carrying* unit has fewer strength points than the *passenger* it will be unable to load that unit. Basically, you’re short on transport.

c) There might be a problem with what you’re trying to load onto. For instance, you can’t pull guns with a tank. Too, infantry can’t ride on most “light tanks” or “tankettes”.

d) Some larger artillery batteries are not allowed to be pulled by wagons.

Consult page 22 of this Players Guide for a list of information icons concerning item listed above, and pages 30-31 for more detailed information on transporting units.

5) I want to use the “Extreme FOW” Optional Rule, but when I do, I cannot see what the enemy units’ names are. I want to know exactly *what* I’m fighting without knowing the units’ values. what can I do?

A. In this case, there is no middle ground that allows you to see the names (types) of the enemy unit but not their SP and assault odds. The best option is to play using Extreme FOW, but before you shoot carefully examine the list of killed enemy units (choose “Strength” from the “Display” pop-down menu). Then shoot; if you kill a SP, examine the “Strength” list again to see what has changed. Before too long you will get an idea of what 3D icon represents what unit. Just like a veteran commander, as you gain more experience on the battlefield you will be able to correctly identify more enemy unit types.

6) How do engineers clear minefields or “block” hexes?

A. Move the engineer unit into the minefield/block hex during its turn. Each turn an engineer unit *begins* its turn undisrupted and in a minefield/block hex, it will automatically lower the strength of the minefield by one, or remove the block obstacle.

7) How can I have units move boats or rafts to the water?

A. First get the unit into the *same* hex as the boat/raft. Then select *both* units and use the Load\Unload button to have them “carry” the boat. The boat/raft must have SP at least as great as the SP of the unit. Move the unit toward, and into, the water.

8) Can morale be recovered?

A. At the start of each turn each non-disrupted unit with a morale level lower than its “at start” (nominal) morale will make a Morale Check. If it passes this check, it recovers morale. *Hint: Placing a leader that commands a unit in the same hex with that unit will boost its morale, hence making it more likely to pass its morale check and thus recover morale. A unit with its morale being “boosted” by a “same-organization” leader has its morale value displayed in red.*

9) What does the range graph obtainable when unit data is accessed via F2 actually represent ?

A. This graphically represents the units hard (red) and soft (blue) attack factors at various ranges. The number shown along the “y” (vertical) axis

10) How can I view the names of the villages and other points of interests during a scenario?

A. Press and hold the **SHIFT** key in any map view mode. This will turn on the map labels. However not all the villages have place name labels.

11) How is smoke utilized in the game and how do I deploy smoke? Can smoke be utilized from historically smoke capable tanks and other AFVs or units like engineers?

Smoke can only be fired by smoke capable units. This include some artillery units and engineers, as seen by the smoke icon on the unit info box. However, a unit not only has to be smoke capable, the side must have available smoke ammo, as indicated on the status bar (bottom of the screen) or in the Unit Window.

Combat

1) When I combine units for Direct Fire, do the units combine their attack strengths for improved odds?

A. No. All units fire individually, with a number of attack dice rolls equal to the SP of the units (halved if low-supply, etc.).

2) Sometimes, when combining units to fire, not all units seem to expend their AP's when the firing is concluded. Why?

A. If the target unit retreats or is eliminated due to fire from the first unit(s) to attack, still-unfired unit(s) don't expend AP's shooting at a target that no longer exists (or has relocated). In a group of firing units, the units' fire order is determined by their (2D-map) stacking order, with highest units firing first.

3) I see two sets of odds when performing an assault. What do they mean?

A. The first set is the odds of the attacker vs. the defender. The second set is the counter-attack of the defender vs. the attacker. The higher the assault odds, the greater chance the attack will be successful. For more information on assaults, and an example, see pages 43-45 of this manual.

4) Why does it seem that my disrupted units never become undisrupted?

A. A unit is not eligible to lose its disrupted status until it *begins* its turn at full morale. Thus, a unit has to first recover any lost *morale* (frequently caused by being forced to retreat or even as an adverse combat result). Once a disrupted unit starts its turn at full morale it is eligible to lose disruption (by simply making a "10-sided" die roll equal to or less than its morale level).

5) Can you specifically target the passengers or riders on a transport unit, such as the riders on a platoon of tanks?

A. No. Your fire is at the *carrying* unit. However; if the carrying unit is damaged, the passengers will also frequently incur damage. There is an exception: you *can* fire at riders on a platoon of tanks with a unit not normally capable of firing at a hard target (i.e., with infantry-type weapons) at greater than one hex range. If so, the tank riders are the only target that can be affected. Riders on tanks are very vulnerable to fire and do not receive protection from the tanks.

6) When the Optional Rule for "Armor Facing Effects" is "on", which defense factor is used by an armored ("hard") unit defending in (counter)assaults?

A. The "armor facing" defense values apply only to direct fire; the standard defense value (as shown in the unit info box) is always used when defending in (counter)assaults.

HQs, Supply and Leaders

1) How does supply and ammo work and effect my units?

A. A Low-Ammo combat unit that attacks using Direct Fire will only attack a number of times equal to its SP divided by two, fractions rounded up (keep in mind that such a unit normally is allowed a number of attacks equal to the number of SP it has). A Low-Ammo Indirect Fire unit cannot attack (this represents that battery not receiving proper fire orders, a breakdown in communications, or perhaps its being used to support other units in a nearby battle). A Low-Ammo HQ is unable to provide supply to other units under its command (HQ or normal combat units). Note that normal units are never *out* of supply; a unit affected "Low Ammo" can still attack, albeit at reduced effectiveness (exception: Indirect Fire units).

2) How do Headquarters (HQ's) provide supply?

A. At the start of each friendly turn, a "supply check" is made for each friendly unit that fired in the preceding turn. This first supply check is made using the unit's "parent" HQ. If that check fails, another check is made against the base supply level. The closer the unit is to its "parent" HQ, the greater the chance that the first supply check will be successful – from 100% if the unit is stacked with its HQ, to 50% out at the "range" shown by pressing the **W** hot key while the HQ is highlighted. Beyond the 50% range the chance of re-supply continues drops off. If this "percentile" die roll fails, then a second percentile die roll is made using that side's "Ammo" level (seen on the Unit List, press the U hot key display this value); if this second die roll is equal to or less than the friendly Ammo level the unit does not run low on supply for that turn.

Note: An HQ is automatically "low on supply" on any turn after it has moved (representing it being out of communications for a period). Furthermore, each HQ also does a supply check at the start of its turn, failure of which will result in it being "Low on Supply" (see pages 65-66 of this manual for more info on low ammo and supply).

3) When I have a commander unit in a hex with several units under his command, and all units perform direct fire, do all firing units automatically benefit from his command rating?

A. The commander will automatically expend AP's to support the "first" unit conducting direct fire; the "first" unit is the unit "highest" up in the stack (on the 2D map; also the "highest" one depicted in the Unit List) of the firing units. The AP expenditure of the commander will be equal to the AP Fire Cost of the firing unit. **Note:** If you do not want an eligible commander to support the direct fire attack when a unit under his command in his location fires, you will have to move the commander out of the hex prior to the attack.

Tactics

1) What are the morale implications of fortifications and terrain?

A. The morale of units in an Improved Position (IP) is improved by 1; if in a trench it is increased 2; a unit in a bunkers or pillbox location has its morale increased by 4. Morale is also modified by terrain. This affects a unit's chance of retreat (a positive modifier increases the morale of a unit, thus reducing the chance of retreat due to morale check failure). Note that the morale modifier of a fortification is cumulative with the morale modifier of the terrain in that same hex. Furthermore, a unit in a bunker or pillbox never retreats; it is disrupted instead; if already disrupted there is no further effect.

2) Sometimes, during an assault, I see the message "Units Captured". Is there a victory point bonus for capturing a unit instead of killing it?

A. No. The only "bonus" is that there are no "survivors" that have retreated out of the assaulted hex that have "lived to fight again another day". The "captured" result occurs most frequently when the assaulting units are attacked from "surrounding" directions.

3) Do engineers improve combat odds in firing or assaults?

A. No. However, engineers have a higher assault value *and* a higher anti-tank attack factor than normal "rifle platoons" of the same nationality, representing their close-range flamethrowers and demolition charges. Engineers also have an increased chance of constructing Improved Positions. For this same reason, engineer infantry move slower (pay a higher AP cost to enter terrain) than non-engineer infantry.

4) How can I set up an ambush?

A. *Campaign Series* and its predecessor, *West Front*, introduced single-unit (i.e., individual) settings for Opportunity Fire (OpFire). With this game enhancement, when you set

OpFire and have a unit or stack selected, only the *selected* unit(s) is affected. *Note: The most restrictive OpFire option set for a unit takes precedence; e.g., a globally-set option for a unit type to fire at "short" range will take precedence over an individually-set option for an individual unit of that type to fire at "medium" range.*

5) If I use the "Save AP's for Opportunity Fire" button do I receive a benefit?

A. No. Whether you use this button (during your unit's move to ensure you save enough AP to allow it to fire) or whether you save APs without using the button makes no difference. Having this "on" for a unit as it moves simply ensures that the moving unit will still have enough AP remaining at the end of its move to fire once – whether in your "friendly" turn, or during the enemy's turn as opportunity fire.

6) Will I have a better chance at a shot or a first shot if I save double the Action Points for Opportunity Fire?

A. Your odds will be the same, however, your unit might get to fire twice, thus increasing its potential effectiveness.

7) Most infantry units can only fire at hard targets at a range of one hex. At the same range the units can assault. What are the advantages and disadvantages of each?

A. You have to examine the characteristics of your infantry units to see which is better – the assault value or the 1-hex direct fire hard attack factor. Each can vary markedly from one type to another, and also vary due to date (generally, the 1-hex hard attack factor increases as the war goes on). You will find that engineer infantry always have a good anti-tank capability regardless of date, reflecting satchel charges and similar weapons that they carried. Other units, such as a submachinegun platoon, also have adequate anti-armor capabilities – as well as a high assault value. Some units, such as Soviet anti-tank rifle sections have no assault value, and thus can *only* direct fire. Later in the war, units such as PanzerGrenadiers become quite powerful in their assault and anti-tank capabilities, reflecting new weapons such as Panzerfausts and Panzerschrecks (the German counterpart to the Bazooka), and increased firepower from new machine-guns and sub-machineguns. Whether you should assault or direct fire can also depend on the tactical situation. Assault may cause more damage, particularly if units assault from different directions. But there is even a possibility that the assaulters can become disrupted or incur casualties – even on an otherwise successful assault! Also, a successful assault will end up with the assaulting unit(s) occupying the assaulted hex; if they had been in good terrain (e.g., factory, trenches, bunker) before, this could increase their risk. Direct fire carries less risk.

Air & Artillery

1) Does indirect fire have to be plotted at the start of a turn (since it takes effect at the start of the next turn)?

A. No. Indirect fire can be plotted at any time during your turn. In fact, it is probably best to wait until the *end* of your turn (after you have moved and fired most of your units) to plot indirect fire. By plotting indirect fire at the end of your turn you reduce the risk of "friendly fire" since you will be less likely to plot artillery into a hex now occupied by a friendly unit.

2) Why don't air attacks always arrive next turn or attack the intended target?

A. Tactical air support doesn't always arrive immediately. Planes may not have been in the vicinity to respond to the request, or they might be delayed (even temporarily). They might also have been bounced by an enemy air patrol. So having air support arrive later, or even not at all, reflects a more fluid battlefield situation. Even if air support does arrive, it might not attack the intended target.

Campaign Game

1) What are the differences between a Dynamic Campaign Game (DCG) and the new Linked Campaign Game (LCG)?

A. A *Dynamic* Campaign Game (DCG) is the basic type of Campaign Game we have seen in *TalonSoft's Campaign Series*, formerly referred to as a "Campaign Game" or "Random Campaign Game". It is a series of linked, randomly generated, scenarios following an historical path. A *Linked* Campaign Game (LCG) is a new type of campaign, where individual historical (and some hypothetical) scenarios have been designed and "linked" together to be played in a predetermined order. In both types of campaign games, the "core" unit that you command is in all the battles (in part or in whole) and carries over casualties from one battle to the next. Also, in both types of campaign games you receive replacements at the beginning of some scenarios. See also the chart on page 72 of this manual.

2) What are the differences between leaders in LCGs and DCGs?

A. There are leaders in both types of Campaigns, but in an LCG your fate does not hinge on the fate of a specific leader surviving from one battle to the next, whereas in a DCG if "your" leader is eliminated the campaign is over (or you can press the "Restore Character" button).

3) How many battles are in DCG and LCGs?

A. The number of scenarios that you might have in a DCG depend on the length of that particular campaign game (some last weeks, some last years!), as well as the battle frequency number. Each *week* of the DCG has its own percentage chance of a scenario occurring on each day during that week (the game engine checks on a daily basis). In an LCG all battles are all individually designed scenarios. Even though the total number of scenarios in an LCG might be as many as 30, you will not play all of them in the course of one campaign. This is because the "path" (or "tree") from scenario to scenario varies depending on your victory level in the previous scenario. A completed LCG can range from as few as 4 or 5 scenarios (if you did poorly) to as many as 15 (or more – depending on the actual "path" you take and that LCG).

4) Why can't I save a campaign game file?

A. The campaign games stress a different aspect of warfare, namely force management over the long run. Soldiers at all levels want to "live and fight another day". But that doesn't always happen. The campaign game attempts to simulate the long term struggle that forces faced – it rewards good tactics, and is unforgiving for poor tactics. Equally, luck (both good and bad) can play a key role in the outcomes of scenarios and games. You must virtually "live or die" as those soldiers did in real life nearly fifty years ago. At least you get a chance to restart the scenario.

A concession has been made, in that there is a "Restore Character" feature in West Front and Campaign Series, which allows you to continue the campaign if your "player" – a commander on the map – is killed (after all, battles and campaigns didn't stop because of the death of one man). Our advice is to practice on various scenarios to learn the tactics and the capabilities of the various weapons and unit types. And realize that when you progress to campaigns, that you are attempting a balance, between taking the objectives today, while surviving to fight another day. The better your tactics, the greater your chance of achieving both the short-run and long-run objectives. But again, nothing is certain.

5) Can you play an LCG scenario head to head?

A. No – at least not within the campaign format. You can open up an LCG scenario outside of the campaign system by making a duplicate copy of an SCL file (an LCG's sce-

nario file), then changing the “extension” type from “SCL” to “SCN”; e.g., make a copy of “3-116LCG_1.SCL” and rename it as “3-116LCG_1.SCN”. However, doing this will probably “spoil” some of the fun of playing an LCG (but may also be the only way you will see some of the specially-crafted LCG scenarios.

6) My DCG leader has amassed quite a number of experience points. when and how can I spend these points, and on what?

A. In the *TalonSoft* Campaign Game system, experience points cannot be used to buy or upgrade units. The computer will automatically use amassed experience points to increase the morale of your platoons, and the “leadership” of your leader. At certain points in a DCG you might be awarded a promotion, or offered command of a larger formation (an “Org Promotion”) – also due to accumulation of Experience Points. You can choose to accept or decline an “Org Promotion”, but be forewarned – a larger organization will dramatically increase the number of units you command and thus the size and complexity of further scenarios in the campaign.

7) How do I upgrade my equipment once a Dynamic Campaign Game is in progress?

A. You can’t upgrade your organization’s equipment. At the proper time the computer will automatically upgrade units and organizations for you. When this occurs, you will see a notice at the beginning of a DCG scenario announcing that “Upgrades have arrived”.

8) How do I start an LCG?

A. The same way you start a DCG. Both are still listed together in the list of campaigns in “New Campaign” screen. Note that LCG are listed at *bottom* of list. The type of campaign game is stated in the beginning of the historical copy for each game.

9) Will my command get “upgrades” during an LCG?

A. No. Most LCG are generally shorter than a even a short DCG. For instance, most LCG will only be for a short campaign – maybe 2 or 3 weeks, perhaps several months. Upgrades usually won’t be necessary; if they are, the designer has taken care of this and adjusted the “core” OOB to reflect upgrades.

The Editors

1) I open up the Organization Editor, then open the “Poland” folder in the “Available Units and Organizations” (left) side, but I don’t see any organizations for the Poles. Where are they and why are they missing?

A. Actually they *are* there – the problem is that you don’t have the date set to the proper time for the Poles to be available. The units and organizations for Poland are *only* available in September 1939 – the only time they historically fought. When you open the OrgEditor the default date is June 1941. To see Polish units you must set the month to “September” and the year to “1939”. Note that this same principle applies to other nationalities as well: the units & orgs for each nationality are *only available* during their historic time periods. Please refer to the chart on page 83 of this manual, as it lists the “beginning” and “end” dates for each nationality available in the game.

2) How can I create a small cluster of buildings – like a farm? A “Special Building” is too big and a suburb or village looks too large and out of place.

A. Place a village hex to represent the farm or whatever cluster of buildings you wish to represent and run a *path* into it. A path in clear does not affect vehicular traffic, and let’s face it, any cluster of buildings would have something running into it. View the map in 3D mode and press the “Cycle Terrain” button. This adjusts the appearance of the structures in the hex and can make the map nicer to look at. This trick can be used to vary any city, village, factory, special building or forest where the same terrain tiles are sometimes used

repetitively in a small area. Simply select the hex and press the “Cycle Terrain” button.

3) How do I assign artillery to off board locations in the scenario editor?

A. Highlight the appropriate artillery unit in the Forces Dialog box, then choose “Add Off-board Artillery” from the Settings pop-down menu. Then left-click on the desired location, or manually type it into the locations box. See also page 91 of this manual.

4) In the scenario editor how can I place off board artillery outside of the screen shown?

A. You can type any number (up to 99,999!) directly into the input boxes if the desired location is outside the pointer’s range.

5) I know how to fix a unit in the scenario editor, but how do you get a fixed unit to release at a particular time?

A. “Fixing” a unit is the easy part! First, if you’re not viewing the map in 2D Normal View do so. To set a “release” for a unit or organization, you must select “Add Release” from the “Settings” pop-down menu. To ensure that you release the *proper* unit (or organization) you *must first find the (unit’s) organization* among the organizations listed in the “Add Release” dialog. Note that the “Add Release” dialog only displays organizations & units that have been placed on the map (unlike the display for “Show Org...” from the “Display” menu which always shows the scenario’s *entire* OOB). As you click on orgs in the “Add Release” dialog, the selected orgs/units will become highlighted on the map. Continue to click on listed organizations/units in the “Add Release” dialog until *just* that organization/unit that you wish to release is highlighted. That done, before closing the dialog you *must input the turn number* which you want that organization/unit to become released on (or to begin “rolling” to become released). If desired, you can adjust the chance of its being released in the “Percent Probability” box. Please refer to page 35 of this manual for more information on Fixed units and release probabilities.

Miscellaneous

1) How can I take a snapshot of the battlefield like I can in the “Battleground” series of games?

A. Pressing the “Print Scrn” key (along the top row of most keyboards) captures the current screen image to your computer’s memory. Then, open PAINT from Window’s “Accessories” menu (or whatever graphics program you prefer), and from the “Edit” menu, select “Paste”. This will put a copy of the image captured in the first step onto the screen of this application where it can be printed. You’ll probably want to turn off the Unit List (hot key U) and the Menu bar (hot key M) for the biggest possible image area.

2) How can I delete old saved-game files? I cannot find a “delete old game” button anywhere.

A. There is not a button to delete an old, non-Campaign Game saved-game file. There are two not-*too*-difficult ways of doing deleting saved game files, however...

Method 1 (from “inside” the game): With a scenario open, select “Save As” from the “File” pop-down menu. The “Save As” dialog that is displayed will list all currently-saved files of that type – depending on what type of scenario you currently have open; e.g., if you have a PBEM-type scenario open, only *.bte files are shown; if you have a non-special-mode scenario open, standard *.bt files are shown, etc. You can delete any file displayed in the “Save As” dialog by *right-clicking* on that file name and selecting “Delete”. Then press the “Save” or “Cancel” button to exit this dialog.

Method 2 (from Windows Explorer): Open Windows Explorer and locate and open your “Campaign Series” directory (by default, the path is C:\Program Files\Talonsoft). Change

the “Views” button of Windows Explorer to show “Details”. You can then organize the files shown by clicking on the various buttons (such as “Name” to order files alphabetically, “Type” to order then by file-type, or even “Modified” to organize them by their ‘date stamp’). If you know the name of a certain file you wish to delete you might want to choose the “Name” button, then just search in the alphabetically-organized list for that name, whereas if you organize by “Type” you will find that all “bt1” (normal saved game) files will be grouped together. Use whatever method is most convenient. Then select the file(s) you wish to delete and press Explorer’s “Cut” button, or right-click on the file(s) and select “Delete”.

3) Is there a way to print the info listed in the "Unit Handbook" (i.e., the information you can read in the F2 extended unit info screen)?

A. The information you would like to print is actually contained in a file UNITTEXT.TXT you can open this file in an Wordpad and print it from there – but it is a *long* file! Make sure you check the number of pages you’re going to print!

4) Can I play Campaign Series via email\internet with an owner of the original East Front v1.08?

A. No. *Campaign Series* is *not* compatible with the original *East Front*. Different game - different file formats.

5) Is it possible to play a scenario of Campaign Series via PBEM / Internet Connection, when two players have games in different languages, for example German, UK and US versions of the game.

A. Yes, but ensure that all players have the same *version* number of the game.

6) Can I upgrade my East Front v1.08 PBEM games in progress to Campaign Series?

A) No, this is *not* recommended. The saved “bt1” files have different file formats.

7) Can I play the Campaign Game (either DCG or LCG) by email?

A. No. The campaign games of this series were designed specifically to be played against the computer A/I.

8) Can I play a randomly created using the Battle Generator via PBEM?

A. Yes. However, *both* players will need the newly-generated “scn”, “map” and “org” files in their *Campaign Series* directory. One player must generate the scenario (and edit it as desired and save), and send all the three scn/map/org files to his opponent, as well as his first turn. Once the game has begun (and both players have the necessary scn/map/org files, you need only send the saved-game *bt1* file.

9) I posted a question on the TalonSoft Campaign Series Discussion Board (<http://www.talonsoft.com/discussion.html>) and when I went back to look for an answer, my POST was gone. What happened?

A. Anyone who participates in a discussion on the board *MUST* use *both* his or her *real* first *and* last name (and actual email account) or the post will be deleted. This is the policy you agreed to when you got your password and signed up.

10) I posted a message on the TalonSoft Campaign Series Discussion Board with an "Optional Link URL" and when I looked at the post the message is there but the link is not. What did I do wrong?

A. You can post a URL link by filling in the first line below the “Comments” section, but you must also input a *title* in the “Link Title” dialog box below the “Optional Link URL”.

11) I've seen some people post pictures into their message on the Discussion Board.

How is that done?

A. Posting a picture into a Discussion Board post is a two-step process and *TalonSoft* can only help you with Step #2. The first step involves creating the image (see *FAQ Miscellaneous question #1* about taking a screen image). Then you must get this image on the web. To do that you must either have your own webpage or know someone with a webpage who can post the image for you. Once you get to this step, you need only copy the URL for the image to the box below the Discussion board “Comments” section Optional URL Image. The picture always appear at the top of the post, before any “body copy” text is displayed.

12) Do Campaign Series scenario designers and playtesters have lives?

A1. Yes, we have each chosen the life of a particular WWII general, such as Montgomery, Rommel, Bradley. I believe that Doug Bevard is Manstein, Germany’s tactical genius.

A2. Yes, if life is defined as a high-speed Internet connection, all the latest hardware, a carafe of *Starbucks* daily blend, a dozen *Tim Horton doughnuts*, and a BETA CD fresh from the *TalonSoft* CD burner.

Hardware & Operating System

1) Campaign Series plays really slow on my computer. Is there some way to improve its performance?

Method #1: Check to see if you have enough free space for a fair sized swap file (more properly known as “Virtual Memory”). *Campaign Series* needs at least a 100 Megs of free space on your hard drive to run well. If you have the space, 200 Megs is even better. What’s normally recommended in PC circles is to have free space equal to 2.5 times your system RAM. Normally though, 256 Megs is more than enough. To check your “swap file” settings: from the “START” menu select “Settings”, then “Control Panel” and then open the “System” icon. Click on the “Performance” tab and then (in the “Advanced Settings” area) select the “Virtual Memory” button. Click on the ‘dot’ for “Let me specify my Virtual Memory settings” and input the desired amount in the “Minimum” window (suggest minimum of 100).

Method #2: Ensure that your monitor’s display settings are set to “High Color (16 bit)”. To check this, from the “START” menu select “Setting”, then “Control Panel” and then open the “Display” icon. Click on the “Settings” tab and ensure that the “Color palette” dialog is set to “High Color (16 bit)”.

Method #3: Check the “Performance” settings of your computer. To do this, from the “START” menu select “Setting”, then “Control Panel” and then open the “System” icon. Click on the “Performance” tab and then (in the “Advanced Settings” area) select the “File System” button. Set the option “Typical role for this computer” from “Desktop Computer” to “Network Server”. This should improve the performance of your computer as it changes the way Windows allocates resources, and thus frees up memory for important applications – like *Campaign Series*!

Method #4: It could be that the game files have become severely “fragmented”. Over a period of time files on your computer’s Hard Drive become “fragmented”; the more fragmented the files are (i.e., the more different places the information for each file is stored at) the longer it takes the computer to access that information. Performance of the game (or any program, for that matter) can usually be improved if all the files of the games are contiguously placed on your computer. To do this you need to “defrag” your computer on a periodic basis – almost akin to giving your car an oil change. The Windows operating system has the Defrag utility (from the “START” menu, select “Programs”, then “Acces-

sories”, then “System Utilities” then “Disk Defragmenter”). There are also “third party” utilities available. Be warned, if your hard disk is highly fragmented, defragging it can take as long as playing a medium complexity scenario! For optimal performance (and especially if you add and delete a lot of files), you should “defrag” your computer once a week; at *minimum* once a month.

2) The 3D animations during game play are very slow and/or I get what appear to be corrupted graphics or black squares drawn on the game map in 3D mode.

Method #1: This problem is often a Graphics Hardware Acceleration problem and is usually easy to correct. One item to adjust to improve the game graphics speed is the Advanced Graphics Setting on your system. You find this by going to the Settings, Control Panel (see “Method #2”, in question directly above). Then open the System icon and go to the Performance tab on that. Select the Graphics button on the Performance tab and you’ll find a slider to change your Hardware Acceleration from None to Full. By default you’ll more than likely find the slider all the way to the right (on Full). Play with this, moving it one notch to the left and then trying the game. Note that you’ll have to restart your computer to have the setting take effect. Try the game out and if you still have problems, repeat this process until the game works, or you can’t turn acceleration down any further.

Method #2: You could also check in the Display Properties. To do this, from the “START” menu select “Settings”, then “Control Panel” and then open the “Display” icon. Then click on the “Settings” tab, then select the “Advanced Properties” button, and click on the “Adapter” tab. At the bottom of this display is a setting for “Refresh rate”. Try changing it to “Adapter default” or “Optimal” and then restart your computer and launch a game scenario to check and see if that helps.

Method #3: Some systems use nVidia chipsets on their video cards (for example, Diamond Viper 550, STB Velocity 4400, etc.). On the initial release of DirectX6 by Microsoft, many drivers supplied by manufacturers for nVidia chipset video cards were not compatible with that software. Visiting the website for nVidia directly (<http://www.nvidia.com>) and downloading the reference drivers for the card will usually correct this problem.

3) I installed Windows 98 and now I cannot resume a saved game. Why?

A. For some reason Windows98, by default, changes the path for saved games to the “My Documents” folder on your system. This is a simple, one time fix. Just open any scenario and immediately save the game. Make sure that the game is saved to the *Campaign Series* directory – not the “My Documents (or any other) directory on your system. Then exit the scenario and resume the saved game; all your previous saved games should be listed in the game list.

4) When I start a Linked campaign game, the screen becomes all garbled with buttons and icons.

A. This is similar to the resume saved games problem directly above, and is also caused by the tendency of Window98 to save a game to your “My Documents” folder. Each time you first start a campaign, you are asked to name it and save it. When saving it, make sure that it is being saved to the *Campaign Series* directory on your system. Once you have saved a campaign once into the game directory, subsequent ones usually save into the game directory properly.

5) When I start the game, I get an error loading dplay.dll or some other “DirectX” error.

A. Try reinstalling DirectX 6 from the game CD. Inside the *Campaign Series* folder on the CD is a DirectX folder, in there is dxsetup.exe. Run this to begin the reinstallation of DirectX.

B. Check to see if you have enough free space for a fair sized swap file (more properly known as “Virtual Memory”). *Campaign Series* needs at least a 100 Megs of free space on your hard drive to run well. See Method 1 of Question #1 of this FAQ section (page 232).

6) When I attempt to start a new scenario, any scenario, the game crashes with an “Invalid Page Fault in module ef.exe”. What is the matter?

A. Make sure that you have **no** programs running in the background, specifically FIRST AID, or GUARD DOG, or other similar programs. Second, make sure you have properly installed the latest update for the game. Third, try lowering the hardware acceleration on your video card. If the problem persists, please, contact our tech support department with the make and model of your system, what operating system you have, and the make and model of your CD-Rom drive. Also, be sure to disable all background programs and have the latest update (if any) installed. With this information, we can work with our engineers to determine the problem and have it corrected as soon as possible.

7) When I install the game, I get a move data error -113. What is causing this problem in the installation?

A. This problem seems to be occurring on systems that are running drives on an MS-DOS compatibility mode. From the “START” menu select “Settings”, then “Control Panel” and then open the “System” icon, then click on the “Performance” tab. In the “Performance Status” area, look for the line listing “File System”. If your file system is not currently 32-bit that is the problem



Campaign Series Composite Credits

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Research: Joseph Hummel, Bob McNamara, Charles Kibler, Brian McGinn

Programming: John Tiller; Jamie Nash

Art Director: Stephen Langmead

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West Front Intro Video: Brian Weber

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Linked Campaign Games: Tom Herrschaft and John Underwood

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Technical Support

If you have a technical support problem concerning the operation of our software, please contact our technical support staff. When you call or write, be at your computer if possible and have the following information ready: computer type, Available hard drive space, total RAM, type of video card, and a list of options you chose when you installed the game.

Technical Support: 1-410-933-9191, M-F 9-5pm, EST

E-mail us at Tech@talonsoft.com

If you have access and would like to contact us on-line you will find us at:

<http://www.talonsoft.com>

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HOT KEYS - APPENDICES

Hot Keys: These following hot keys can be used in the main program:

- F1** - Open Main program help file
- F2** - Open Unit Handbook
- F3** - Open Scenario Parameter Data help file
- F4** - Opens the Miscellaneous (platoon) Data File
- F5** - Opens the Weapons Data File
- Keyboard 1** - Display in 3D Normal View
- Keyboard 2** - Display in 3D Zoom-Out View
- Keyboard 3** - Display in 3D Extreme Zoom-Out View
- Keyboard 4** - Display in 2D Normal View
- Keyboard 5** - Display in 2D Zoom-Out View
- Number Pad 0** - Load/unload unit
- Number Pad 1** - Move selected unit down and left
- Number Pad 2** - Move selected unit down
- Number Pad 3** - Move selected unit down and right
- Number Pad 4** - Turn selected unit counter-clockwise
- Number Pad 5** - Request air attack on Hot Spotted hex
- Number Pad 6** - Turn selected unit clockwise
- Number Pad 7** - Move selected unit up and left
- Number Pad 8** - Move selected unit up
- Number Pad 9** - Move selected unit up and right
- Alt** - Used (with Indirect Fire unit) to fire Smoke; also for Organizational "Column" Movement
- Ctrl** - Toggles between Move mode and Fire mode
- Shift** - Displays map labels; also used for Organizational "Echelon" Movement
- Delete** - Turn selected unit counter-clockwise
- Page Down** - Turn selected unit clockwise
- Home** - Move selected unit forward in hex
- End** - Move selected unit backward in hex
- A** - Brings up the arrival of reinforcements dialog
- C** - Toggle display of map's elevation "contour" lines
- D** - Brings up Opportunity Fire Dialog
- F** - Brings up the release schedule for Fixed units dialog
- H** - Toggle display of hexes reachable by selected unit
- I** - Display scenario information
- M** - Toggle display of program menu
- N** - Advance to next unit to move or fire
- O** - Toggle display of objectives
- P** - Advance to previous unit to move or fire
- R** - Rotate map 180°
- S** - Brings up the scheduled reinforcements dialog
- T** - Toggle display of on-map thermometers
- U** - Toggle display of Unit List
- V** - Toggle display of Visible Hexes
- W** - Toggle display of HQ command range
- X** - Exit Main program
- Z** - Toggle display of the selected unit's maximum range
- Up Arrow** - Scroll map up
- Down Arrow** - Scroll map down
- Right Arrow** - Scroll map right
- Left Arrow** - Scroll map left
- Space Bar** - Re-center map on current Hot Spot hex