# STRATEGIC COMMAND
## WWII: WAR IN EUROPE

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DESIGNER NOTES

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## 1.1. FROM THE BEGINNING

Starting in 2002, the *Strategic Command* series has seen 6 full releases, including this one, that have covered every theater of WWII and the European Theater of WWI. In addition, we've also been able to produce a number of expansion packs to fill the void between major releases.

However, one item that has never been included is a chapter discussing the history, inspiration and people behind *Strategic Command*. When asked to include Designer Notes this time around, it took me some time to step back from the day to day and decompress all the events, time and years spent on these games. For myself, and after 16 years of working on the *Strategic Command* series, I had to remember just why I decided to pursue game design, strategy games and more importantly this specific series in the first place.

While the final chapter in the story of the *Strategic Command* series has yet to be written, the story up to this point is perhaps mostly the story of my life for the last 20+ years. I realize that sounds a bit clichéd, but as with all stories, there is a beginning to this one in that had several specific events not occurred, I most likely would not be sitting down to write these Designer Notes at all.

If I can think of a starting point to the adventure that has been the *Strategic Command* series it would probably go back to a fateful night in 1993. I had unfortunately totaled my car leaving me with just enough of an insurance claim settlement to purchase, of all things since I was not allowed to purchase another vehicle, my first PC.

While I was now back to taking the bus to high school, I quickly discovered the addictive nature of PC gaming and at one point was devouring games like *Civilization, Doom* and *Wolfenstein 3-D*.

What I learned from probably playing way too many hours of these games, was that of all the games I discovered, I really liked strategy games

and that I had gained a great interest in how they worked and that it was something I wanted to pursue further by learning how to program.

I then took every programming class I could in high school, and followed that up by pursuing Computer Science at university. By the time I graduated in 1999 I was at a bit of a crossroads as I was now at the point in my life where I could either go out to find a job, or take some time off to design my first full game.

I decided that it was worth the risk to pursue game design on my own with the thinking that if I was successful I could perhaps sell it and make a living making games. If not, I had hoped that the time off spent on a gaming project would at least look better on my resume than just having a Computer Science degree alone. I gave myself 6 months and in the end the game took nearly 2 years to develop.

Luckily enough the game was a hit and it did happily allow me to pursue game design as a living.

## 1.2. THAT SPECIAL THING

So what makes *Strategic Command* special?

At the time I began development in 1999, there was in my mind a bit of a void when it came to grand strategy WWII PC war games that were approachable and somewhere in between what a grognard would like to see, and what any war game "lite" player would be interested in.

*Clash of Steel* was probably the closest game to the above and really the type of game I had enjoyed the most, but it had been released 6 years earlier and was now a bit dated with nothing on the market to really replace it. Other games that I had loved playing were *Panzer General* and the *Axis and Allies* board game and later PC version of that game.

For me these games hit the sweet spot between a serious PC war game and something that would

be generally a lot of fun to play for the casual gamer. Ultimately, they had a very strong influence on the design philosophy I wanted to pursue with *Strategic Command* which was to combine all the best elements of these very specific games that I had enjoyed playing so much.

My immediate goals were for *Strategic Command* to cover the European Theater, play as a grand strategy game, include items of interest such as experience medals, show colored control changes on the map, and be quick and easy to play. Much of which, at least in this type of combination which is probably surprising to hear today, simply did not exist in a more serious PC war game back in 1999.

Having it quick and easy to play was probably the most important item on my list as I found all the other more serious war games of the day very cumbersome to play. Right or wrong, they seemed to be porting board game type rules to the PC, whereas I wanted this to be an unhindered pure PC game only. Not having played war board games of any kind other than games like *Axis and Allies* probably helped in this regard as I felt no real attachment to the default implementations at the time.

This meant eliminating specific game play mechanisms such as restrictive phases, and points systems for purchases, operational movements, transports and so on. The idea was to have a simplified production point system (MPPs in *Strategic Command*) that allowed the player to spend on anything they wanted to spend on, and at any time they wanted to spend those MPPs in game.

For example, will it be a good idea to spend all your MPPs operationally moving your entire Army across the front? Perhaps a gamey move to some opponents, but if chosen as a surprise method of engaging and overwhelming your enemy, the result is that you now have nothing left to purchase new units or to invest in Research or Diplomacy for the next few turns.

The general idea was that while both players could more freely pursue multiple options, paths and strategies to victory or defeat, ideally there would always be a downside to any decision. If the new design could find the right balance of enforcing pros and cons to every open decision, and from very few forced rules upon a player, then I felt the game would be a fresh take on a grand strategy war game, and hopefully a winner in the minds of the gamers.

In the end the game was a bit of a success, very well received with a 90% score from PC Gamer, and once we introduced Mutliplayer (at one time ranked in the top 5 play by email games of all time by PC Gamer as well) there were some very wild and exciting games. Fans may even fondly remember the competitive atmosphere and the time things got out of control during the infamous forums Christmas riot of 2002!

## 1.3. People Behind the Game

As with any product, it is only as good as those that are behind the scenes making it all happen. In the early days, and because we released the same Editor that we use to design the game, there were quite a few mods created and some really excellent ones that caught my eye. Over the years these excellent designers have contributed hundreds of hours and helped to make the *Strategic Command* series what it is today.

Notable contributors include Bill Macon, Dave Maurer, Robert Carver, Edwin Fager, David Stoeckl, Alvaro Sousa and Bill Runacre.

In particular, Bill Runacre who has not only written this Manual and all the Strategy Guides, (thank you Bill!) is now the lead designer for the *Strategic Command* games and has been since 2008 with our Pacific Theater release.

At one point I was thinking of attempting to calculate the man hours both Bill and I have put into this latest game for this chapter, now 3 years in development, and I stopped half way through as

I didn't want to depress myself any further on just how much time we've spent on this project.

All jokes aside however, it has been a tremendous effort and one that would not have been possible without all the collaboration with Bill and weight off of my shoulders to simply pursue the coding side of the *Strategic Command* series.

I'd also like to acknowledge Jean Vincent-Roy, our artist extraordinaire, without whom we'd not have the fantastic look and feel for this new game and of course all our core testers that have been with the series since nearly the beginning. The countless hours of testing, providing feedback and their own individual efforts to help promote and be ambassadors for the game has always been much appreciated.

## 1.4. FINAL THOUGHTS

This latest release of *Strategic Command* continues the tradition of the very first game I released in 2002 by attempting to create an easy to play and highly approachable, yet deeply immersive PC war gaming experience. With continued improvements to the campaign and game engine designs, Artificial Intelligence, and overall user experience, we hope that you enjoy this game as much as we enjoyed creating it.

Sincerely, and on behalf of the entire *Strategic Command* development and testing team,

Hubert Cater

# PART 1
# GAMEPLAY

"It is Evil Things We Shall Be Fighting
Against: Brute Force, Bad Faith, Injustice,
Oppression and Persecution."

*British Prime Minister Neville Chamberlain,*
*3rd September 1939.*

# 1. INTRODUCTION

The Second World War was the greatest conflict of the 20th century. The world stood on the edge of a precipice as an alliance of Germany, Italy and Japan thrust much of the planet into turmoil in their quest for world domination.

*Strategic Command WWII: War in Europe* is the latest grand strategy game from award winning game designer Hubert Cater's *Fury Software*, and is the first in the series to be published by *Matrix Games/Slitherine*.

In this game you can re-fight the campaigns of those turbulent years, leading your forces forward to conquer as the Axis, or defending and then counterattacking as the Allies. The prospects of victory and the future of Europe are in your hands!

*Strategic Command WWII: War in Europe* combines the ease of play and accessibility of previous releases in the Strategic Command series, with a brand new look and a return to hexes.

The flagship campaigns that come with this release cover the European Theater. Starting in 1939, you can choose to play as the Allies as you try to halt the Axis attempt to conquer Europe and the Middle East. Or you can take command of the Axis and strive to dominate the continent. To do so, you must manage your resources wisely, incorporate diplomacy and shrewd decisions, invest in technological research, and apply sound military strategies.

*Strategic Command WWII: War in Europe* provides you with the opportunity to relive this key period in history as you lead your forces to victory!

This manual will focus primarily on the *1939 Storm over Europe* campaign, providing a thorough overview of this flagship campaign.

Our Editor can also be used to design your own campaigns, which can be a very fulfilling thing to do, while providing this release with even more potential. Details on how to use it are included in Part 2, *Designing Your Own Campaigns*.

# 2. GETTING STARTED

## 2.1. Installation

### 2.1.1. Minimum System Requirements

**CPU:** 2 GHz Processor
**RAM:** 2 GB
**OS:** Windows Vista/7/8/10
**Video Card:** 128 MB DirectX compatible with 32-Bit Color supporting at least 1024 x 768 pixels in height and width. The program will terminate with an error message if your current system does not support these requirements. Please check the Control Panel → Display Options to see if your video settings can be changed.
**Sound Card:** 16-Bit DirectSound compatible
**HD:** 1.5 GB free Hard Disk space

### 2.1.2. The Installation Process

Please ensure that your system meets the minimum requirements listed above.

If you purchased from the Slitherine or Matrix site you will have been provided a download link for the games installer.

Their ability to Cruise is really useful for launching invasions far from their starting point. However, as they are 25% more expensive than regular Amphibious Transports, their use should be carefully considered before embarking the troops.

Their benefits from *Amphibious Warfare* research are the same as for regular Amphibious Transports, except that they do not gain any increases in their Action Points.

### Launching Successful Invasions

The key to successful amphibious landings is to have the units embarked for the shortest possible time, with naval escorts and air cover, and for them to seize a port as soon as possible after landing.

To maintain supply after the landing, it is important to land a HQ as part of the invasion force, keeping it safe from counterattack so that it can provide command and logistical support in subsequent turns as reinforcements are fed into the battle and the enemy driven back.

### 6.5.7. Submarine Movement

Subs have a mode option that can be set by right clicking the unit and selecting the appropriate mode from the drop down menu:

- Hunt – Set to automatically raid Convoys. This is a Sub's default status and it will display a small blue button when in this mode.
- Silent – Set to run silent and pass through enemy naval units undetected, though with only 2/3 their normal number of Action Points.
- Subs in Silent mode will display a small red button when in this mode.
- Changing from Hunt to Silent mode or vice versa can only be done before the Sub moves or attacks.

Hunt mode is faster and a Sub can Cruise while in Hunt mode, so it is useful for rapidly getting to a good raiding position, though at greater risk of being spotted or encountering enemy naval units.

In Silent mode a Sub cannot attack a Convoy route, but it can attack enemy naval units. To attack enemy Convoy routes it will need to switch to Hunt mode, but in this mode it will not be able to pass through enemy naval units unseen.

Silent mode allows Subs to pass through enemy naval formations and Convoy routes with a good chance of not being detected, but it reduces their normal speed to 2/3 and they cannot Cruise in this mode.

The Sub's Silent mode represents movement beneath the surface where Subs can pass through any enemy units unless they end their move next to one, or they pass through a hex occupied by an enemy Destroyer.

If they do encounter an enemy Destroyer while in Silent mode then they have a 50% chance of being discovered by that Destroyer. If they are discovered then their turn will immediately end with a Surprise Encounter.

When attacked, Subs have a % chance of diving.

They have a 20% starting chance, increasing by 10% with every upgraded level of Advanced Subs.

However, each new level of Anti-Submarine Warfare upgrade reduces an attacked Sub's dive percentage by 10%.

If they do dive then they will generally move 1-2 hexes away, and if they were in Hunt mode then they will automatically switch to Silent mode. This means that the attacker will probably have to relocate the Sub before it can be attacked again.

## 6.6. Combat

There are three basic types of combat: land, air and naval. Unlike some games where multiple units may combine their attacks into a single combat, units in *Strategic Command WWII: War in Europe* move and attack individually, and may do so in any order.

Therefore, you are advised to learn to sequence and orchestrate your combat maneuvers depending on the situation. While most units can participate in both attack and defense sequences,

some restrictions may apply and will be further explained in the sections below.

To launch an attack, left click to select one of your units that has an enemy unit within its Strike Range, and move your mouse cursor over the enemy unit.

### 6.6.1. COMBAT PREDICTIONS

Before attacking, the estimated combat results from an attack can be seen above the target cursor as well as in the center of the Information Panel at the bottom of the screen.

### 6.6.2. COMBAT RESULTS

Once combat is resolved, the casualties suffered will appear temporarily above each unit/resource that suffers a loss.

### 6.6.3. NATIONAL MORALE BONUS

Whenever an enemy unit is destroyed when its supply status is less than 5, the Major whose unit destroyed it will receive a National Morale bonus equal to the MPP cost of the unit it has just destroyed.

If a unit belonging to a Minor power destroys an enemy unit, then its controlling Major will receive the National Morale bonus.

### 6.6.4. LAND COMBAT

Most land units can participate in two different modes of combat:

- Prepared Attack
- Blitz Attack

Artillery units work differently in that they may fire Offensively and/or Defensively.

### LAUNCHING ATTACKS

Left click to select one of your units that has an enemy unit within its Strike Range, and move your mouse cursor over the enemy unit you would like to target.

For most land units their Strike Range is 1 hex, though for Artillery units it will tend to be 2 or 3 hexes.

Once a valid target has been found, both the attacker and defender information is shown at the bottom of the screen. Also, the expected combat losses are shown at the top center of the information bar, as well as above the unit's involved, as shown below.

In this example, the defender will also receive Artillery support, as represented by the white Artillery symbol on the right of the main panel. The

effect of this Artillery support is not factored into the prediction, so the results of the attack could be worse than predicted.

**Note:** HQ units cannot attack at all since they are administrative in nature.

### PREPARED ATTACK

A Prepared Attack occurs when a land unit attacks without moving first. The attacking unit receives a 25% readiness bonus in the combat calculations.

If a unit can launch 2 or more Strikes, it will only benefit from the Prepared Attack bonus with its first attack.

### BLITZ ATTACK

A Blitz Attack occurs when a land unit moves before attacking an enemy unit. Land units that perform a Blitz Attack do not receive the Readiness bonus that they would when launching a Prepared Attack. The same limits on Strike Range apply, but are calculated from the final attacking position of the land unit and not from its original position.

It is possible for a unit with 2 Strikes to launch a Prepared Attack, move, and then launch a Blitz Attack in one turn. Or to move, attack, move and attack again.

### ATTACKS AND ACTION POINTS

Each attack costs one Action Point, so a unit that attacks before moving its full potential distance will have its potential movement distance reduced.

### RIVER CROSSINGS

When attacking across enemy held watercourses the attacker suffers a Readiness Penalty in the combat calculation as follows:

| ATTACKING ACROSS | READINESS PENALTY |
|---|---|
| River | 20 |
| Major River or Land/Sea Hex | 35 |
| Stream/Wadi | 10 |

### OFFENSIVE AND DEFENSIVE ARTILLERY

Artillery units of all types receive a supply of shells each turn, and these can be fired one by one during your turn, or left so that should your opponent attack anyone within range of your artillery, they will fire defensively to protect the targeted unit.

Field Artillery units start each turn with 2 shells, and that is the maximum number they can have at any time. All other artillery units, including Heavy Artillery units, receive 1 shell per turn, and can accumulate up to 3. This way, they can launch heavy bombardments of 2-3 shells every 2-3 turns.

Artillery can fire blindly, potentially damaging hidden units, though the firer will not discover from this whether or not any enemy units are present.

Rail Guns can only fire offensively, they do not provide Defensive Fire.

Field Artillery, Heavy Artillery and Rail Guns can either fire or move in their turn. If they fire, then they can move 1 hex after firing.

Coastal Batteries cannot move, but they can fire either offensively or defensively. Their Defensive Fire will target any enemy Amphibious Transports that come within range, so they can be very useful against an enemy invasion.

### RETREATS

Weakened units may automatically retreat when attacked, and the check for whether or not they might do so is if their estimated remaining strength after the combat is 5 or less. Fortunately for the defending unit, if they retreat they will receive only 50% of their potential losses, though they may in doing so leave a resource unguarded, and a follow up attack will have a very good chance of destroying them.

The chance of a unit retreating depends not only on its strength, but also on its unit type and on the hex it is occupying when it is attacked. The potential retreat range is also dependent on the unit type.

For example, here are some examples of the % chances of some unit types to retreat, depending on the hex they are in when attacked, along with their maximum retreat range:

| HEX TYPE | HQ | CAVALRY BRIGADE | ARMY | FIGHTER |
|---|---|---|---|---|
| Non-Resource | 50% | 30% | 30% | 50% |
| Town, Settlement, Mine, Oil | 35% | 25% | 10% | 50% |
| City, Major City, Fortification, Fortified Town | 20% | 15% | 0% | 50% |
| Fortress, Major Fortress | 15% | 5% | 0% | 50% |
| Maximum Retreat Range | 1 hex | 2 hexes | 1 hex | 3 hexes |

### SHATTERED UNITS

If a unit is at strength 1 or 2 when it is attacked, and it is unable to retreat, then it will be destroyed instead.

## 6.6.5. AIR COMBAT

Air combat is divided into four main areas:

- Interdiction
- Strategic Bombing
- Interception
- Escort duty

### RESTRICTIONS ON AIR UNITS

All land based air units can either move their full distance in a turn, or they can attack and then move 1/4 their full movement distance. Some Bombers can launch two attacks, one directly after the other, but most types can only attack once.

Carriers can move and attack and, providing they are set to Fighter mode, with a CAP mode of either Auto or Escort, then they can also escort friendly air attacks providing they haven't already used up all their Strikes.

### HIGHLIGHTS

To help visualize air combat ranges, selected Fighters will have Interception Range highlights in yellow and Escort Range highlights in blue. With these you can quickly see the current defensive air cover of a Fighter, or whether it can provide Escorts to an attack by your Bombers.

### INTERDICTION

All types of aircraft including Carrier borne aircraft can attack land units, but the best to use in a ground attack role by a significant margin are Tactical and Medium Bombers.

### ATTACKING NAVAL TARGETS

Tactical Bombers, Maritime Bombers, and Carriers are the best air units to use against enemy naval targets, especially if equipped with *Naval Warfare* upgrades.

### BOMBERS AS CONVOY RAIDERS

Bombers can be used to target Convoy routes. If an enemy Convoy route is within range of your Bombers at the end of your turn, then the Convoy route may be hit. This will reduce its income value and also inflict a small reduction of up to 10 National Morale points against the Convoy recipient, due to the effect that intercepting Convoys could have on the supply of food and other goods for the home population.

However, Bombers cannot raid if the enemy has a Fighter unit within range to protect the Convoy, and if this is the case then at the end of the turn there will be a pop up saying "Defensive Air Cover Protects..." to advise you of this. No damage will be inflicted on either the Bombers or Fighters, but the Bombers will have failed to damage the Convoy.

Maritime Bombers are the most effective in this role, but Tactical, Medium and Strategic Bombers can also raid to varying degrees, with Strategic Bombers being the least effective.

### STRATEGIC BOMBING

Well planned attacks by Strategic Bombers can greatly reduce an opponent's ability to wage war and can thus be extremely valuable as part of your overall war plan. The damage they can inflict to resources can reduce enemy income, supply, and prevent units from Operating to or from them.

Unlike attacks by all other air units, Strategic Bomber attacks will first strike the resource. There is then a 10% chance (+10% for each level of Heavy Bomber research) that a defending unit located on the resource will also suffer a strength point loss.

When a Strategic Bomber attacks a resource with a defending unit located there, the combat indicator in the Information Panel will show the estimated resource losses first, and then the estimated unit losses (in brackets).

For example, a Strategic Bombing attack may display "Atkr=1 : Dfdr=2(0)" for estimated losses, where the resource is expected to lose 2 strength points and the occupying unit none. If, like in the example below, there is a white Anti-Aircraft symbol on the right of the information panel then this denotes that the Bombers should expect to receive fire from a nearby Anti-Aircraft unit:

The effect of Strategic bombing on Resources will be to:
- Reduce their Operational Efficiency
- Reduce their Economic Value
- Reduce their value as a Supply Source

All other air units' attacks will strike enemy units occupying the resource, only being able to attack the resource itself if there is no enemy unit present.

## REDUCED OPERATIONAL EFFICIENCY

Damaged Urban resources cannot carry out the following functions:
- If at less than strength 5, they cannot be used by land units for Operational Movement.
- If at less than strength 3, they cannot be used by air units for Operational Movement.

A Port that has been reduced below strength 5:
- Cannot be used to load units into Transports.
- Cannot be used to unload units from Transports in the same turn that they enter the Port.

## REDUCED ECONOMIC VALUE

Strategic bombing will immediately reduce an opponent's MPPs, as each point of damage inflicted on the resource will deduct MPPs proportionate to the economic worth of that resource.

End of turn MPP income will also be reduced, as a damaged resource will not provide its full potential output until they have been fully repaired.

As resources only repair themselves by 1 strength point per turn, if severe damage is inflicted then it can take a long time for normal production to resume, and repeated attacks every 3-4 turns can prevent this recovery.

**Reduced value as a Supply Source**

Damaged Urban resources will provide less supply to units in their vicinity, so this means that unless they have alternative supply sources, enemy units in this area will have their combat efficiency reduced and be easier to destroy.

As a result it can be very useful to launch multiple attacks by Strategic Bombers in the turn before launching a ground offensive or amphibious invasion. The defender's reduced supply values, coupled with impeded ability to bring in reinforcements via Operational Movement could greatly increase your offensive's chance of success and lead to a decisive victory.

### INTERCEPTION

Fighters can automatically intercept enemy air activity during your opponent's turn.

To act as interceptors the Fighters must:
- Be within both Strike and Spotting Range of the hex targeted by the enemy.
- Be set to either Auto or Intercept mode.
- Have a strength value of at least 5.
  Carriers can also act as interceptors providing:
- They are within both Strike and Spotting Range of the hex targeted by the enemy.
- Their air component has a strength value of at least 5.
- They are set to Fighter (Combat Air Patrol) mode.
- Their CAP mode is set to Auto or Intercept.

The Spotting Range used is determined by the type, i.e. a Fighter will use its Land Spotting Range to intercept while a Carrier will use its Naval Spotting Range.

### ESCORT DUTY

Fighters can be automatically activated as escorts when a friendly Bomber attack, reconnaissance mission or Paratroop drop encounters enemy interceptors. To act as escorts the Fighters must:
- Be within Strike Range of the targeted hex.
- Be set to either Auto or Escort mode.

- Have not yet moved or attacked.
- Have a strength value of at least 5.

Escorting Fighters cannot guarantee that enemy interceptors won't damage the escorted aircraft, for after the interceptor/escort combat is resolved, if the interceptor's remaining strength is 5 or more then they will attack the escorted aircraft or Paratroops at half effect. Even so, escorts are very important as they will greatly reduce the damage your escorted aircraft will receive.

### AUTOMATIC MOBILIZATION OPTIONS

Generally, the automatic mobilization of Fighters and Carriers for interception and escort duty makes them extremely useful when they are positioned skilfully on the map.

All Fighters and any Carriers set to Fighter (Combat Air Patrol) mode have the following options that can be set by right clicking the unit and selecting the appropriate mode from the drop down menu:
- Auto - Set to automatically intercept and escort
- Intercept - Set to intercept only
- Escort - Set to escort only
- Ground – Set for no automatic mobilizations

Fighters and Carriers set to Fighter (Combat Air Patrol) mode will display a Green icon in the top left for Intercept, Orange for Escort, and Red for Ground.

Fighters can move or attack normally during their turn, irrespective of their mode, but they cannot do so and then act as escorts.

Fighter modes can be toggled on and off during the turn, even for units which have already completed their action for the turn. This means that you can set specific units for missions early in the turn, and then reset them later, e.g. to Ground if they took significant losses. Another example when this could be particularly useful would be when you want a specific Fighter unit to provide escort for a specific bombing mission.

**Important!** Carriers and Escort Carriers can change mode after moving, but not after they

launch any air missions, including acting as escort to friendly air attacks.

### 6.6.6. NAVAL COMBAT

Naval combat is divided into four main areas:
- Regular Combat
- Carriers and Escort Carriers
- Shore Bombardment
- Convoy Raiding

### NAVAL COMBAT AND SUPPLY

Each combat that a naval unit is involved in will use up 1 supply point, whether the unit is attacking or defending. So Carriers launching 2 Strikes will use up 2 supply points. The only time that a unit doesn't lose a supply point when attacked is when a Submarine avoids an attack by diving.

### SINKING ENEMY VESSELS

Whenever a vessel is sunk, the Major whose unit sinks the enemy vessel will receive a National Morale bonus equal to the MPP cost of the vessel it has just sunk.

If a unit belonging to a Minor power destroys the enemy vessel, then its controlling Major will receive the National Morale bonus.

### REGULAR COMBAT

Regular naval combat occurs whenever a naval unit attacks another naval unit within its Strike Range, either before, during or after moving. Apart from Carriers and Escort Carriers that can launch their planes to strike at distant targets, the Strike Range for all naval units is 1 hex.

Generally the higher the class of surface vessel, the more dangerous to the enemy their attacks will be, so Battleships will tend to defeat all types of Cruisers, who will in turn tend to defeat Destroyers and Motor Torpedo Boats.

### CARRIERS AND ESCORT CARRIERS

Carriers and Escort Carriers are the only unit types that are subdivided into two entities: the Carrier itself and its air component. It is possible to receive damage to one but not the other, and both need to be reinforced and upgraded separately, to reflect the length of time it took to undertake repairs and upgrades.

Carriers can be set to three main modes:
- Fighter (Combat Air Patrol)
- Naval/Tactical
- Mix

If you are in Naval/Tactical Mode (demonstrated with a Purple button on the left of the unit), then the CAP mode is disabled and the Auto/Intercept/Escort/Ground setting is removed from the Carrier.

If you are in Fighter (no button will be showing) or Mix Mode (an Orange button) then you can set the CAP mode to one of the following sub modes:
- Auto (this is the default setting)
- Intercept
- Escort
- Ground

Carriers can be upgraded with the following research technologies:
- Advanced Aircraft
- Long Range Air
- Naval Warfare

**Important!** Carriers and Escort Carriers can change mode after moving, but not after they launch any air missions, including acting as escort to friendly air attacks.

### CARRIERS' MULTIPLE STRIKES

Unlike Escort Carriers that have only 1 Strike, Carriers have 2 Strikes and can use these to either:
- Launch 2 Strikes
- Escort 2 friendly air attacks
- Strike once, and escort another attack with their 1 remaining Strike
- Or just Strike once and reserve their strength and supply.

Carriers can also intercept twice during your opponent's turn, providing the strength of their air component is at least 5 before launching the interception, and they are in the required mode.

### Recommended Modes

If enemy aircraft are likely to intercept your Carrier's attacks, set your Carrier to Fighter (Combat Air Patrol) before moving/attacking. This will maximise your air combat potential, though any attacks you launch on enemy land or naval targets will inflict minimal damage.

If you are unsure whether or not any air opposition is likely, set your carrier to Mix mode. In this mode your Carrier can launch not only a Strike against a ground or naval target, but if this Strike is intercepted the Carrier can send up an escort too. However, the act of escorting your first Strike will use up your second Strike.

Mix Mode Carriers intercepting an attack by an enemy Carrier can damage the Carrier as well as its aircraft if it is within Strike Range of the intercepted Carrier. This is because their air units will contain a mixture of Fighters and Bombers, so they will be able to inflict damage on the Carrier, whereas a Carrier set to Fighter (CAP) mode wouldn't be able to inflict this damage.

If effective enemy air opposition isn't expected, or if your air attacks will have escorts, setting your Carrier to Naval/Tactical will maximise the damage your Carrier will inflict with both its Strikes against a ground or naval target.

If setting your Carriers to Naval/Tactical mode, make sure that you have some aircraft capable of intercepting any air attacks launched against your Carriers. Otherwise enemy air attacks could easily sink your Carriers. Air protection is vital.

### Naval Units In Port

All naval units in Port are very vulnerable to attack by land units. So if enemy ground forces are near any of your Ports, and the situation looks precarious, it might be best to move any naval units out of the Port.

### Shore Bombardment

This occurs whenever naval units attack resources and enemy units located on a Coastal hex. These attacks can help soften up any defenses prior to an amphibious landing.

Shore bombardment of resources works the same as the Strategic Bombing of resources, in that damage can be inflicted on resources even if there is a unit located there. Shore bombardments will first strike the resource and then there is a 10% chance (+10% for each level of *Naval Weaponry* research) that a defending unit located on the resource will also suffer a strength point loss. Note that Subs cannot perform shore bombardment.

### Convoy Raiders

In addition to their regular naval combat capabilities, surface vessels and Subs can be selected to hunt enemy Convoys in order to disrupt enemy shipping, thus reducing your opponent's income.

Active Convoy routes are shown as red lines in game, or as white lines if they are inactive. These can both also be seen on the Convoy Map.

To raid a Convoy route:
- The raiding unit must be within 1 hex of a Convoy route
- The raiding unit cannot be adjacent to any enemy naval units
- Surface Vessels must be in Raider Mode
- Subs must be in Hunt Mode

Convoy raiding will reduce the income received by the Convoy's recipient, and Axis players are advised that a concerted campaign against the UK can have a very significant impact on their income.

Convoy raiding will also inflict a small National Morale penalty on the Convoy recipient. Subs and Battleships inflict a reduction of 25 National Morale points against the Convoy recipient, while smaller vessels will have a smaller effect.

All naval units receive 0.2 experience for each successful Convoy raid.

## CONVOY RAIDING MECHANISM

When Subs raid Convoy routes, to determine their effect, the raider's *Advanced Subs* (AS) level is compared to both the convoy sender and recipient's *Anti-Submarine Warfare* (ASW) research levels. Whichever of the sender or recipient's ASW levels is higher is the one that is used.

If the Sub's AS level is greater than the enemy's ASW level, a multiplier is first calculated as shown below:

Multiplier = 1 + AS level - ASW level

The minimum Multiplier is 1, so it will never fall below 1 even if the defender's ASW level is greater than the raider's AS level.

Resulting enemy MPP losses, up to the maximum value of the Convoy, are then determined by one of the following two formulas:

**Subs**

Convoy MPP Loss = Random Value / 10 * Sub Raid Multiplier * Seasonal Decrease %

Where: Random Value [Sub Strength + (Sub Strength * (Multiplier – 1) / 2), Sub Strength + (Sub Strength * Multiplier / 2)]

**All other Raiders**

Convoy MPP Loss = Random Value / 10 * Raider Raid Multiplier * Seasonal Decrease %

Where: Random Value [Raider Strength, Raider Strength + (Raider Strength / 2)]

**Example**

A Sub with AS level 2 versus ASW Level 1 will have a Multiplier of 2, as:

Multiplier = 1 + 2 (AS level) – 1 (ASW level) = 2

If the Sub is at strength 10, with a Raid Multipler of 10 (MPPs), then it could inflict 15-20 MPPs in Convoy losses using the above formula.

## 6.6.7. PURCHASING UNITS

Units may be purchased at any time during your turn by selecting Purchase from the button at the top of the screen, or using the **Ctrl-P** Hotkey.

Once the Purchase Unit dialog appears, available units by country and by type will be selectable on the left, while a breakdown of their combat values will be displayed in a single column on the right.

By clicking on the Major country flag at the top, the name of that country and all its active Minors will appear in the Select Country box. All purchases are made by the Major powers, and they are responsible for paying for any new units belonging to their Minors. If buying a unit for a Minor, click first on the Major's flag and then on the relevant country's name. The Minor must be both allied to you and an active participant in the war, i.e. it hasn't surrendered.

The names of the unit types available for purchase are shown in white, while those that you could have bought had you sufficient MPPs are shown in gray.

The number of units of each type available for purchase are shown in parentheses. If you are playing with the Production Delay option then these will be followed by the number of months or turns before the purchased unit will be ready to deploy.

In the Set Name box, you can select the named unit you wish to purchase, or you can change the name providing the new name you choose does not already exist for that unit type.

The dialog screen will show an icon for the selected unit type, the base unit cost including any costs for any upgrades you apply, and its adjusted unit cost in parentheses. These adjusted costs will take into account any reductions due to *Production Technology* research, and Soft Build Limit penalties if you are playing with that option switched on.

Unit types whose Build Limit has already been reached will be shown in red, as will those that will only be available for purchase at a later date. You can tell the latter from the former by clicking on the unit type's name, as if they can't yet be bought then they will show the date when they will become available.

## Upgrading Units when Purchasing

In the Upgrade box at the bottom of the dialog you can add upgrades when you purchase the units in accordance with your current research levels. The corresponding unit cost and combat values are dynamically adjusted as you add or remove selected upgrades. If the adjusted unit cost is more than a country's currently available MPPs, the cost will be highlighted in light gray, and the Purchase button will be unselectable.

### TIP!

If MPPs are tight and you need to produce units quickly, then upgrade them later when you have more MPPs available.

### TIP!

If you are researching *Production Technology* and are not in a rush for new units, wait until you have achieved success in this category as that will reduce their cost by 5% per level attained.

Once a unit is selected and you have added any upgrades, click on the Purchase button to complete the purchase.

Purchased units will arrive as new units for placement as described below under New Unit Arrivals. Once all purchases are complete, click on the Close button to return to the Game Menu.

**Note:** There is no confirmation requested when you make a purchase, nor is there any way to cancel a purchase, so be sure that you really want to buy the unit before pressing the Purchase button.

## Reforming Destroyed Units

When a land or air unit is destroyed with a supply level of at least 5, it can be repurchased at 60% base cost with 1/2 the usual Production Delay. In the Purchase List, these unit's names will be annotated with an '*'.

### TIP!

Prioritize these for repurchase rather than other units of the same type.

This represents the ability to repair equipment, call on cadres, partially trained recruits and the wounded returning to the ranks. This isn't available to naval units as even though they represent more than one vessel, land and air units are much better able to recover from losses and be reconstituted into fighting formations, albeit ones that will have lost any experience they may have had before they were destroyed.

## The Production Table

Units scheduled to arrive for each Major and their respective Minors can be accessed by either right clicking on the Major's flag at the top left of the screen, or by clicking on the Production button within the Purchase screen.

The Production Table shows all units that are due to arrive in future game turns, i.e. that are in the Production Queue. These can be units included within the campaign as well as units that you have purchased. Though if you are playing with the Production Delay option switched off, then only the former would show, as any units you buy can be deployed immediately after purchase.

Arrivals are arranged in two-month periods; e.g., Jan/Feb, Mar/Apr, etc. with their specific arrival dates and locations, if applicable, listed beneath the unit graphics. Click on OK at any time to exit back to the previous screen.

**Note:** Units destined to arrive by script or as a result of Decision Events are not shown in the Production Queue.

### 6.6.8. New Unit Arrivals

New units becoming available for deployment this turn, or that weren't deployed in previous turns, are displayed when you start the turn in a New Units dialog box as shown below:

**NEW UNITS**

U-81 Sub
Kiel, Germany

OK          Cancel

Select a new unit and click OK to place it on the map. Valid locations where the unit can be deployed are highlighted on the map. Left click on one to place the unit there.

You can continue placing units until there are no more available this turn, or you can click Cancel to delay any remaining unit placements until either later this turn, or in a future turn.

If you do delay any or all unit placements, you can select New Units from the Game Menu or use **Ctrl-N** at any point during the turn to bring up the New Units dialog again. The only reminder that new units remain available for placement is that

the New Units button on the Game Menu remains highlighted. If there are no new units available, the menu button is grayed out.

New units may not move or engage in combat during the turn that they are placed on the map.

### New Units' Supply

Most new units have a supply value of 10 when they deploy, however, there are two occasions when units will deploy with zero supply.

The first is when you declare war on a neutral Minor, and the second is when a Major enters the war and some of its units deploy by script. A good example of the latter is the Red Army's deployment when the USSR enters the war. These units will have zero supply for that turn.

This means that an aggressor has the potential to wreak havoc in the turn that they attack a neutral country, but they may face stiffer opposition in subsequent turns as any surviving enemy units will have better supply.

### 6.6.9. Reinforcing Units

To reinforce a unit, right click on it and select either **Reinforce** or **Elite Reinforcements** from the drop down menu. If the unit cannot receive any of these then these options will be grayed out.
**Note:** Reinforcing a unit completes its action for the turn.

A unit can be reinforced providing:
- It has not yet carried out any actions this turn.
- Its current Supply Value allows for an increase in strength.
- Its controlling Major has sufficient MPPs available.

A unit's maximum reinforcement value is relative to its Supply Value, see the *Supply and Reinforcements Table* for full details.

Regular reinforcement will allow a unit to be reinforced up to a maximum strength value of 10, with a small reduction in experience for every strength point reinforced. This represents the intake of new recruits lacking in combat experience.

> ## TIP!
> Regardless of how long the deployment of new units is delayed, they will deploy with 50% morale. So there is very rarely anything to be gained by delaying unit deployments beyond the current turn, unless you are very uncertain of where you wish to place them.

### Surrounded Units

These can only be reinforced to a maximum strength of 5, irrespective of their supply level and available MPPs.

The following formulas reflect the relative reinforcement costs of a unit due to combat losses:
- Regular Reinforcement Cost = # of Strength Points * (Cost of Unit / 10) / 2
- Elite Reinforcement Cost = Regular Reinforcement Cost * 2

### Elite Reinforcements

Elite Reinforcements can only be applied if a unit is already at full strength. The reason for this is that adding Elite Reinforcements increases a unit's strength beyond the normal maximum without any loss in experience. These are more expensive than regular reinforcements and can only be added if there are no adjacent enemy units.

Units can only receive 1 extra strength point of Elite Reinforcements per turn, and they can only receive these up to the number of full experience bars that they are carrying. For example, a unit with 2 experience bars can only be reinforced to 2 strength points beyond its normal maximum.

**Note:** HQs cannot receive Elite Reinforcements.

### 6.6.10. Upgrading Units

To upgrade a unit, right click on it and select Upgrade from the drop down menu.

Once the Upgrade dialog appears, a list of available research levels will be displayed on the left hand side and a breakdown of the unit's adjusted combat values as you apply upgrades will display in brackets [...] on the right.

You may customize units by setting the exact upgrades by type and level, and the cost is dynamically adjusted as you do so, so you can consider different options before deciding.

Note that units belonging to most Minors will cost more to upgrade.

It will at times be the case that a unit can only be upgraded in one of its research categories, either because others haven't yet been researched or because sufficient MPPs aren't available.

A unit can be upgraded providing:
- It has not yet carried out any actions this turn.
- Its current Supply Value is at least 5.
- Its controlling Major has sufficient MPPs available.
- There are no adjacent enemy units.

If the unit cannot be upgraded, the drop down menu option will be grayed out.

**Note:** Upgrading a unit completes its action for the turn.

### Tip!

It isn't necessary to upgrade units to their maximum potential. It is fully up to you how many upgrades you implement.

### Upgrading Resources

Resources may also be upgraded to higher levels of *Anti-Aircraft Defense*, providing that category has been successfully researched. To upgrade a resource and increase its defense values against enemy air attacks, right click on it and select Upgrade.

If a unit is also located on the resource, the drop down menu will expand to allow either the unit or the resource to be selected.

Once the Upgrade dialog appears, a list of available research levels will be displayed on the left hand side and a breakdown of the resource's adjusted defense values will be displayed in brackets [...] on the right.

This is shown in the figure opposite.

### 6.6.11. Renaming Units

In order to rename a unit, right click on it and select **Rename** from the drop down menu.

**Note:** A check is made when renaming a unit to determine if the new name already exists for the

## UPGRADE

Birmingham (City)
UK
Allied: 100%

Anti-Aircraft Defense 1 (1)

Cost = 10 MPP
Available = 513 MPP

**General**

Spotting (Land)  1
Spotting (Naval)  1

| Defense Values | | Defense Bonus | |
|---|---|---|---|
| Soft | 2 | Soft | 0 |
| Hard | 2 | Hard | 0 |
| Artillery | 1 | Artillery | 0 |
| Strat. Artillery | 1 | Strat. Artillery | 0 |
| Rocket | 1 | Rocket | 0 |
| Light Armor | 3 | Light Armor | 0 |
| Tank | 3 | Tank | 0 |
| Fighter | 1 | Fighter | 1[2] |
| Bomber | 1 | Bomber | 1[2] |
| Strat. Bomber | 1 | Strat. Bomber | 1[2] |
| Kamikaze | 1 | Kamikaze | 1[2] |
| Naval | 1 | Naval | 2 |
| Carrier | 1 | Carrier | 1[2] |
| Sub | 0 | Sub | 0 |
| Transport | 2 | Transport | 0 |
| Anti-Aircraft | 0 | Anti-Aircraft | 0 |
| Max Entrench | 4 | Resource | 0 |

OK             Cancel

country and unit type. A warning message will prompt you to select another name if it does.

### 6.6.12. Disbanding Units

Land and air units belonging to Major powers can be disbanded, and any unit that is disbanded results in an immediate recovery of MPPs as shown in the formula below:

Recovered MPP = Unit Cost / 10 * lowest value of unit's supply or strength * 20%

In order to disband a unit, right click on it and select Disband from the drop down menu.

To avoid abuse of this feature, a unit can only be disbanded if:

- It has not yet carried out any actions this turn.
- It has a current supply value > 0.
- No enemy units are adjacent.

Naval units and Minor's units cannot be disbanded, again to avoid abuse. Also excepted from being able to disband are units that have unloaded from Transports this turn, and Paratroops preparing for an airborne drop.