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OPERATION COBRA — YOU ARE THERE

On July 25, 1944, the Allied forces in Europe launched — from the American sector — a massive offensive known as Operation Cobra. Designed to penetrate the German line just west of the small French town of St. Lo, the attack was preceded by an immense Allied air attack on the German line. Already strained to the breaking point by the ferocious battles of June and July, the German defenses were decimated by the Cobra attack and simply fell apart.

Historically, the two dominating figures in the Normandy campaign were General George Patton of the American Army, and Field Marshal Erwin Rommel of the German Army. Although they did not actually fight against each other in Normandy, these two men epitomized the character of these battles. Rommel was wounded by an Allied fighter-bomber attack and removed from the battle the week *before* Operation Cobra began. Patton did not enter the scene until a week *after* Cobra started.

In *Patton versus Rommel*, you fight a *what-if* battle for possession of Normandy as either General Patton or Field Marshal Rommel. As you relive Operation Cobra, and fight the greatest battle that never was, your goal is to get points. You gain points for damaging or destroying enemy divisions and holding towns. You lose points for the casualties you sustain and for allowing the enemy to take or hold towns. Allied players need a positive score to win, while the Germans must have a negative score. If you can reduce the enemy army to fewer than three divisions, the game ends and you receive a large score bonus. Usually this brings victory.

GETTING STARTED — MACINTOSH

Copy the game folder and all its contents to your hard disk. To boot *Patton versus Rommel*, double-click on the PVRMain icon, or on the icon of a saved game. The Macintosh version of *Patton versus Rommel* uses the standard Mac interface with pull-down menus, clicking to press an onscreen button or open a division's Statistics Board window, and double-clicking to run the software. If you are not familiar with how to use the Macintosh user interface, please read your Macintosh owner's manual for explanations and tutorials.

PLAYING PATTON VERSUS ROMMEL

Start each game by selecting the level of difficulty: Beginner, Intermediate, or Expert. Next, decide whether to play as the Allied commander or the German commander against the computer, or select Two Player for a game against a human opponent. If you are just starting out you should play your first game at the Beginner level as the Allied commander against the computer.

Scoring

The basic game lasts 14 turns from July 26 to August 8th. If the score is greater than or equal to 1 (positive), then the Allies win the war. If the score is less than (negative) or equal to zero, then the Germans win the war. You can measure how great your victory was by one of the following messages at the end of the game:

- Strategic Victory — helps win the war
- Major Victory — significantly weakens the enemy
- Minor Victory — buys some time for your side
- Marginal Victory — keeps your troops alive long enough to fight again

BEGINNER LEVEL GAME

The Beginner Level Game lets you give commands to your armies without the complexities found in the Intermediate and Expert levels.

Beginner Division Statistics and Giving Orders

After selecting your army and game level, a map of Normandy containing a number of markers appears. The white markers are Allied divisions, and the black markers are German divisions. A *Status Box* displays the current conditions of Operation Cobra: date, time, weather, and score.

Clicking one of your divisions opens a *Statistics Board* with the division's name at the top. When you select a division, it also demonstrates its current set of orders if it has any. In the Beginner game, you can give your divisions *movement* orders only. To give a division its orders, move the pointer to a destination on the map and click. The division then demonstrates its current sequence of orders, by moving to the destination, so you can see how it will behave when the turn begins. This is only a demonstration — the real action occurs when you select **Next Turn** from the **Game** menu. If there is an enemy unit in the path you lay out for your division, then your unit will attack the enemy in the course of its move.

You can use sequences of up to 32 orders for each division. The sequence can be simple, such as a single order to move against an enemy, or it can be complex, with lots of short steps tracing out a complex path. If you enter an order by mistake, cancel it by clicking the X button in the lower right-hand corner of the Statistics Board. Click it once to delete the last order entered, click it again to delete the next-to-last order, and so on. When you finish with a division, close the Board by clicking the *close box* on the Statistics Board.

The Statistics Board contains the following information and controls:

- Men:** The number of soldiers that are actually ready to fight out of the total number in the division. The number of men ready is usually lower than the number of men present because battle tends to cause a great deal of confusion. The problem is worst in the thick of battle and decreases when the division has had time to rest and reorganize.
- Tanks:** Operates exactly like the numbers for the men. This information is omitted for *Infantry* divisions because they use artillery instead of tanks.
- Artillery:** Works like the men and tanks message. This information is omitted for *Armored* divisions because they use tanks instead of artillery.
- Strength:** The net combat strength of the division; the result of its available men, artillery, and tanks.
- Patton/Rommel's Face:** Means that Patton or Rommel is with the division. This gives the division intervention powers, described later on page 5.
- 2 TAC:** Assigns the Second Tactical Air Command to provide fighter-bomber support to the *Allied division* for the next 24 hours. The **2 TAC** button displays **taken** if 2 TAC is already assigned to another division. Click on **taken** to overrule the other assignment and reassign 2 TAC to the current division. The **2 TAC** button is inactive (dimmed) if weather doesn't permit air operations. Clear weather allows both tactical air forces to operate, cloudy weather only allows **2 TAC**, and overcast weather grounds both air forces. The Germans have no air cover because by the summer of 1944 the Luftwaffe was no longer effective on the western front.
- 9 TAC:** Operates exactly as the **2 TAC** button and assigns the Ninth Tactical Air Command to support the currently active Allied division.
- X:** Cancels one of your previous orders to the division beginning with the last order issued.
- Close Box:** On the Macintosh, the close box is on the title bar of the Statistics Board window just like any other Mac window.

Division Movement and Combat

The computer conducts Allied and German movement simultaneously and resolves combat on the

screen as you watch. The rougher (darker) the terrain the slower divisions move. The attacker has the advantage on clear terrain, and the defender has the advantage in rough terrain.

Army Information

The five icons on the left edge of the map give information on all the divisions. Enemy units that are out of your reach aren't shown on the map (see "Show Allied ZOCs" below).



The first icon resembles a tank and a soldier. If you click it, division markers change to show whether they are infantry or armored. Armored divisions are faster and usually more powerful than infantry divisions.



The second icon resembles a wheel, an arrow, and a shield. Click it and the division markers show the direction the division is facing. Most of a unit's strength is concentrated in this direction. When the turn begins the division will move in the direction it faces. Each turn starts with the second icon as the active selection.



The third and fourth icons are marked with an "A" and a "T", respectively. They show each division's ~ "Available" and "Total" strength. The available strength is the strength that is actually available for battle, while the total strength is the strength the unit would have if it were fully rested. The size of the spot inside the unit indicates strength (big spots indicate strong units).



The last icon resembles a jagged crack and represents the degree to which each unit has cracked under the stress of combat. Healthy units show a tiny dot, while battle-weary divisions display large cracks. A badly cracked division has little combat endurance; it will break and run after its first rough battle.

Beginner Menu Options

There are three ways to control and alter game play: Game, Options, and Edit. The Edit menu is available only at the Expert level.

Game Menu

This menu provides options concerning the administration of the game.

- Next Turn:** Tells the computer that you are done entering orders and you want them carried out. The computer then executes orders for both armies. Each turn lasts one game day. You regain control when the day is over.
- Save Game:** Saves the game, with a name and location provided by the player.
- Load Game:** Loads a previously saved game. Loading an old game replaces any game in progress. **NOTE:** double-clicking on a saved game icon boots *Patton versus Rommel*, but doesn't load the saved game. You must use the menu to do that.
- Quit Game:** Ends the game. Save first if you want to finish the game later.

Options Menu

This menu controls the game display and sound options.

Show Towns: Shows the names of the towns on the map. Black letters on a white background

indicate an Allied-held town. White letters on a black background indicate a German-held town. All towns are German-held at the start of the game. Click the mouse button to resume.

Show Allied ZOCs: Shows the ZOCs (*Zones of Control*) of the Allied units. A ZOC is the area under a division's military control. When a division attempts to move through an enemy division's ZOC, it must fight that division. If the ZOCs of your units link up, then you have a continuous line. **NOTE:** If enemy units are out of your army's range, neither the enemy unit nor its ZOC is visible.

Show German ZOCs: Shows the ZOCs of the German units just like it does with the allied ZOCs. Click to resume the game.

Turn Sound Off/On: Toggles sound on or off.

Turn Animation Off/On: Toggles combat animation on or off. Animation shows what happens during the course of a turn, but adds to the time it takes the computer to execute the turn.

Turn Advice Off/On: Toggles advice at the end of each turn on or off. When on, it analyzes your moves and Patton or Rommel presents a reminder of some fine point of strategy or tactics. **NOTE:** There is no advice in two-player mode.

Intervention

When you select "Next Turn" from the "Game" menu, the computer begins executing orders. During the course of a battle, you may decide to change some of your orders. To do this, click anywhere on the map. Everything stops and the computer displays a circle centered on your commander's division (this only happens if the unit with Patton or Rommel is in the game). Click any division *inside* the circle, and change its orders. When you are done with that division, select any others you wish to change orders for and follow the same procedure. When you are done, click the "Resume" button (in the lower left corner) and the battle resumes.

Two Player Game

For two player games select the level of difficulty and choose "Two Player." The Allied player moves first. Start the Allied turn by selecting "Begin Allied Move" from the "Game" menu. When the Allied player is finished giving orders, select "End Allied Move" from the "Game" menu. Then select "Begin German Move" from the "Game" menu so the German player can give his orders. When the German player is finished, click "End German Move." Finally, select "Next Turn" from the "Game" menu to execute orders for both armies. Only the Allied player should click "Begin Allied Move" or "End Allied Move" and only the German player should select "Begin German Move" or "End German Move."

Beginner Strategy

The most important element of winning is capturing and holding towns. The larger the circle representing the town on the map, the more valuable the town is. The town of Caen is worth 4 points per turn; Falaise, Argentan, St. Lo, Vire, Avranches, and Coutances are worth 2; all other towns are worth 1.

Do not try to totally eliminate opposing divisions with endless frontal attacks. Disrupting the division's organization is always more important because more men surrender or run than fight to the death. Do not attack organized divisions; instead pound cracked and weakened divisions. An organized division can absorb a heavy blow and survive long enough for its men to rally and continue resistance.

Two tactical hints can help your performance. First, let units rest if their available strength falls well below their total strength. Don't push divisions into combat if they are badly cracked. Second, attack enemy divisions from the flank or rear. They are much more vulnerable there. Never use a

frontal attack unless you have a larger numerical advantage.

Allied victory in *Patton versus Rommel* depends on creating a break in the German line. Leave the infantry behind to engage German divisions and use your armor to charge behind German lines, isolate German units, and take towns. Surrounding enemy units to destroy them can also force an early decision — the game ends if the other side has fewer than three units remaining. Do not worry about German resistance in towns; deep behind German lines there are no village garrisons. Also, remember that airpower can often make the difference between victory and defeat. Assigning TAC to weaker infantry can help them withstand an armored attack; assigning TAC to armor can help force a breakthrough.

As the Axis player, your best strategy is to hold a firm line, retreat when necessary, and counterattack from time to time to keep the Allies off balance. You will be forced back, but you can still win if you preserve your forces and hold towns long enough. The Germans win by delaying, not defeating, the Allies. Try to keep Caen as long as possible, but retreat if holding Caen means an Allied breakthrough. Reinforcements can be used to regain lost territory by running through towns behind Allied lines which are out of Allied ZOCs. This effectively makes your reinforcements invisible to the Allies. **NOTE:** Either player can check using "Show Towns" to see if possession has changed, even if enemy units can't be seen.

Each turn runs from 0:00 hours (midnight) to 24:00 (midnight), but combat can only take place during daylight hours (06:00 hours to 20:00 hours). The first six hours of the day are an excellent time to break contact with a superior opponent and slip away. Be careful that your division is truly sneaking off --- if you inadvertently approach another enemy division, you could be in for some undesired combat.

The last turn of the game is August 8th. When the game ends, you are presented with an endgame screen showing how well you did. If your performance was exceptional, you receive special treatment.

INTERMEDIATE LEVEL GAME

The intermediate level game introduces *modes of execution* (also present in Expert level). You may specify not only *where* the division is going, but also *how* it is to get there. To change a division's mode, you must order it into a new mode. Changing modes does not happen immediately; it takes a little while for the soldiers to get into a new formation. Use the icons provided in the Statistics Board to give orders to the division.

The icons control the following:



Wristwatch. Orders the unit to wait for one hour before proceeding to its next order.

This is useful for synchronizing the orders of several units, or for leaving a unit in a defensive mode for a few hours and then switching to an attack mode for an assault on a tired enemy division.



Right Arrow. Orders the unit to rotate 45 degrees to the right. If you have anticipated events correctly, your unit will rotate, either right or left, to face the direction in which you expect the enemy to be.



Left Arrow. Orders the division to rotate 45 degrees to the left.



Road Mode. Best mode for travelling long distances fast. The soldiers stow their weapons, pile into trucks, and take off. Unfortunately, units are not deployed to fight and are quite vulnerable if they run into opposition.



Mobile Defense Mode. Causes units to put up a token resistance before retreating. They attempt to minimize their own casualties. Units move faster here than in any other mode *except* Road Mode.



Standard Defense Mode. Most common form of defense for situations of near-equality between attacker and defender. The defender carries out counterattacks against the attacker and inflicts heavy losses on an attacker that is in Standard Attack Mode.



Static Defense Mode. Dig-in-deep, hold-at-all-costs mode. The unit loses all mobility and tries to hold on no matter what.



Mobile Attack Mode. Allows the unit to move quickly but doesn't put much punch into its attacks. This mode is best used to pursue beaten enemy units. Driving into a rested and prepared enemy unit in Mobile Attack Mode is a good way to take a beating.



Standard Attack Mode. Normal way to attack enemy units. Units in this mode have some mobility and a moderate amount of punch. They are, however, especially vulnerable to counterattacks from enemy units in Standard Defense Mode.



Static Attack Mode. A huge artillery attack. Such attacks concentrate a great deal of power on their victims, but move very slowly. Use this mode to wear down a strong enemy unit, but don't expect quick results.

To give a division orders, click the appropriate icon. The new order is then incorporated into the division's orders. You can tell a unit to rotate or pause more than once. You are allowed a maximum of 32 orders. A rotation takes 10 minutes; going into Road Mode takes an hour; and going into any of the other modes takes two hours of *game time*.

Intermediate Strategies

In preparing for battle, you must choose between mobility and firepower. For example, an attacking unit could emphasize its firepower by setting its artillery close to the front with ammunition ready to fire and the infantry set to rush enemy positions (a Static attack), however this stance would reduce the division's mobility. At the other extreme, a commander could emphasize mobility by lining up trucks and dashing down the road, not deployed to fight and extremely vulnerable to enemy fire (Road Mode).

If you are on the attack, use Static Attack Mode to soften up a strong defender. To fight a moving or distant enemy try the faster Standard Attack Mode. If you have great superiority over the defender or are chasing a heavily cracked division, go into Mobile Attack Mode and chase them across Normandy.

On the defense, use Static Mode Defense Mode when you expect to face a Mobile Attack and don't want to give ground. Use Standard Defense Mode against a Standard Attack or when you are only slightly weaker than your opponent and want to inflict heavy casualties on him. Use Mobile Defense Mode only if you think your opponent will use Static Attack Mode. Use Road Mode only when you are trying to move quickly behind the front. Running into enemy units while you are in Road Mode can be *very* costly.

Timing is important. Using the wristwatch feature, you can have a unit wait for 6 or 8 hours, hoping the enemy will weaken itself in frontal assaults, and then change to an attack mode and surprise the tired enemy division.

EXPERT LEVEL GAME

The expert level game differs in two ways from the others. In the beginner level game the computer gets a small handicap to try and defeat you. The intermediate level game has a slightly larger handicap, while in the advanced game your computer opponent gets an even bigger handicap. The second difference is the addition of the **Edit** feature, which lets you change 14 characteristics of the game. **NOTE:** **Edit** is not available in two-player mode.

Edit Menu

In addition to letting you edit the various game characteristics, you can also use the **Edit** feature to switch armies in the middle of a game (see below for more details). The following paragraphs describe the first five editing items.

German Units: Lets you take the role of the German player — even in the middle of a game in progress. It changes the map to show the units the German player sees. It also lets you see, and even change, the orders of the German units.

Allied Units: Does the same thing as **German Units**, but for Allied units.

All Units: Lets you take control of *all* units — even in the middle of a game in progress. You are both the German and the Allied commander.

Game: Lets you change five game parameters:

Last Turn of Game — sets the date on which the game will end (August 4, 6, 8, 10, or 12)

Intervention Radius — Sets the radius within which your commander can intervene (from 16 to 80 pixels)

American Replacements — sets the number of US reinforcements (256 to 4096)

British Replacements — sets the number of UK reinforcements (32 to 512)

German Replacements — sets number of German reinforcements (32 to 512)

Combat: Lets you change 4 parameters associated with combat:

Zone of Control Radius — sets the size of the ZOCs. (20 to 48 pixels)

Flank Attack Advantage — sets the boost a division gets for attacking another unit from the flank or the rear. (None to 400%)

Combat Bloodiness — sets the number of casualties a division sustains when it takes a loss in combat. (25% to 400%)

Airpower Strength — sets the boost to combat strength a division gets when you give it air support. (25 to 400)

The next seven menu items (Road Mode, Mobile Defense, Standard Defense, Static Defense, Mobile Attack, Standard Attack, and Static Attack) let you edit the parameters of each mode. Select the mode you want to edit. You cannot change the movement speed of Standard Defense and Static

Defense modes because neither involves movement. The parameters you can change are:

Movement Speed — sets the speed at which an infantry unit travels while in that mode.

Armored units travel twice as fast as infantry units.

Attack Power — sets how much of a unit's combat strength is used in an attack.

Defense Power — sets how much of a unit's combat strength is used in defense.

Breaking Point — sets how easily a unit breaks during combat; determined by a ratio of Available strength to Total strength. A breaking point of 100% means the unit will break as soon as it sustains *any* new casualties; a breaking point of 0% means it will fight to the last man and never retreat.

Casualty Vulnerability — determines how many casualties a unit will take in a particular mode. Some modes are safer than others.

Unit: The Unit Option is only available if you have selected a unit to work with (the division's Statistics Board will already be showing), otherwise it is dimmed in the menu. The Unit Option lets you edit a single unit's strength, arrival date, position, name, and whether it is armored or infantry.

You can change the value inside the boxes by clicking and holding the up or down arrows on the right side of the window. The personnel and equipment limits for each division are 300 tanks (or artillery) and 16383 troops. If you change the arrival date to a date *later* than the current date, that unit disappears from the map when you close its window --- it will not reappear until the date you set. The only way to access it is to use the **Raise the Dead** command (see below). When you're changing the date that units enter the campaign, remember that the game ends if either side has fewer than three divisions.

The Reposition box erases all the division's orders, and interprets your order-clicks differently. For example, if you click anywhere on the map, the unit instantly jumps to that location. Click a mode icon, and the unit goes into that mode immediately. Similarly, if you click a rotation arrow, the division immediately rotates. Click the box marked "Infantry" or "Armored" and it changes the unit type from one to the other. Click on the Rename box to enter a new name for the unit.

Raise the Dead: The last command in the **Edit** menu is **Raise the Dead**. It lets you access *all* the units in the game; even those that have died or have not yet arrived on the map. If there are units that you don't want to remain on the map after you use Raise the Dead, then you must reset their arrival date to a later date.

Expert Strategies

When you have set up the two armies just the way you like, you can save the game and play your very own scenario of *Patton versus Rommel*. You want to see Patton arrive in Berlin before the leaves fall? Just equip all the Allied divisions with full complements of tanks and men. You want to see Rommel drive the Allies into the sea? Equip Rommel with 22 full-strength Panzer divisions. You can almost hear him say, "Vat do you zink of zem apples, General Patton?"