V FOR VICTORY
Commemorative Collection

OPERATIONS MANUAL

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GAME FEATURES

THE SCENARIO SELECTION SCREEN

The top half of the Scenario Selection Screen contains a number of menus and buttons that let you select which scenario and which side you wish to play, and also lets you choose among different options for historical variants, air superiority, weather conditions, and realism. The bottom half of the Scenario Selection Screen contains your situation briefing and an inset map that shows you the area covered by the scenario.

Allied Variants

There is one option listed under the heading "Allied Variants." This option changes the original Allied forces planned for the battle in a way which gives the Allied player greater strength and/or flexibility.

Axis Variants

These are historical variants that change the game situation into something that did not actually happen in reality, but *could* have. Not all of them are relevant in every scenario; only the ones that make sense with the chosen scenario are selectable.

Random Variant

Both the Allied and Axis Variant Menus contain an option labeled "Random Variant." If you select this option, the game randomly selects and implements one of the other variants from that same list, without automatically revealing to the players which variant was selected. There is also a ten percent chance that two of the other variants from that same list will be randomly selected and implemented.

Air Superiority

There are a total of five options listed under the "Air Superiority" heading, and only one of them can be in effect at a time. See "Historical Options and Variants" in the Reference Manual for more information. Note that the further down this list you go, the less "historical" the game will be, and the greater the effect on the play balance of the game.

Total Allied. This is the historical air situation; the Allied player has more air support and air interdiction available than the German player.

Air Parity. If you select this option, both sides receive approximately equal levels of air support and air interdiction. This means that, compared to the historical situation, Allied air support and the effects of Allied air interdiction are reduced, and German air support and air interdiction are increased.

Limited German. If you select this option, the German player receives more air support and air interdiction than the Allied player.

(Note that the option "Total German" air superiority is not selectable because this situation in the air war would have been historically incompatible with the ground battle as depicted on the map, and would have led instead to a fundamentally different ground situation, which is beyond the scope of the game.)

Weather

There are a total of six options listed under the "Weather" heading. They are:

Realism

There are three options listed under the "Realism" heading; any or all of them can be in effect at the same time. In each case, selecting one of them (by clicking on the button next to the name) makes the game more like the "real thing." If you want to experience as much as possible of what real WWII military strategy was like, click on all of them! The three realism options are Historical. If you select this option, the turn-by-turn weather in the game will be identical to the real weather conditions recorded in Holland during the time period covered by the game.

Realistic Probabilities. By selecting this option the turn-by-turn weather will be different from the actual, historical weather, but the overall probabilities will be the same as they were in reality.

Less Cloudy. Choosing this option will make the weather be less cloudy than it was in reality. This has a positive effect on air operations, benefiting the side that has air superiority.

More Cloudy. If you select this option, the weather will be more cloudy than it was in reality. This has a negative effect on air operations, and tends to hurt the side that has air superiority.

Colder. If this option is selected, the average temperatures in the game will be colder than they were in reality.

Warmer. If you select this option, the average temperatures in the game will be warmer than they were in reality.

Limited Intelligence. If you select this option, the game will not give you complete information about all the enemy units. They may be represented by generic "side" or "type" markers that reveal only a little information, or they may not even appear on the map at all. In general, the more contact your units have with a particular enemy unit, the more you will learn about it.

One Division Per Attack. If you select this option, the game will not allow you to have units that are attached to different HQ's participate in the same attack.

Fog of War. If you select this option, the game will not always give you complete information about your own units.

Opponents

Local Human Opponent. If you select this option, both sides in the game are controlled by human players. You will need to take turns assigning your orders, and the game facilitates this for you by keeping track of whose turn it is, and where both sides are in the sequence of play. For more information, see "Two-Player Procedures" near the end of this Operations Manual.

This computer. If you select this option, you control the side indicated by the check mark on the left side of the Scenario Selection Screen, and the computer controls the other side.

Finally, before beginning a new game, review your selections within the Scenario Selection Screen to make sure everything is the way you want it. After you leave this screen, you cannot change any of these options or variants (unless you wish to start another new game).

THE MENU BAR

After you leave the Scenario Selection Screen, a standard Menu Bar appears across the top of the screen. Each word on the Menu Bar has its own pull-down menu that can be viewed by clicking on the word and holding the mouse button down. To select one of the items from a pull-down menu, hold the mouse button down, drag the cursor down to the item you want, and release.

File Menu

The file menu includes the following items:

New. This returns you to the Scenario Selection Screen so that you can begin a new game.

Resume. This allows you to locate and select a previously-saved game, so that you may continue playing it.

Save. This saves the game you are currently playing. If you have not already done so, when you select "Save" the dialog box asks you to name the game and specify the location where it will be saved. The name may be any combination of up to 32 letters, spaces, and numerals. However, the first character must be a letter.

Save As . . . This allows you to specify (or change) the name and location where the current game will be saved..

Quit. This terminates the game.

Options Menu

The Options Menu includes a number of display options and player aids that may be selected and/or changed at any point during play. In each case, if the small diamond to the left of the item is hollow, that option is off; if the diamond is filled in, that option is on. To change any option, hold the mouse button down, drag the cursor down to the option you want, and release.

Close View. When his option is "on", you see the standard or "zoomed in" view of the game map. When it is "off", you see a "zoomed out" view.

Show Supply Lines. When this options is "on", clicking on one of your units causes its supply line back to its Headquarters to be shown briefly.

Show Hex Ownership. When this option is "on", "friendly territory" is shown in the normal (lighter) color scheme, and "enemy territory" is shown in a darker color scheme.

Show Hex Borders. The game uses a hexagonal grid (1 kilometer per hexagon) to control movement and combat. You may choose whether or not the borders between the hexagons appear on the map. When this option is "on", the borders are displayed on the map.

Military Symbols. When this option is "on", standard military symbols appear on the units. When it is "off", pictorial icons appear instead.

Center Map on Battles. When this option is "on", (and the volume is turned up on your computer), you will hear helpful cues and sound effects during play..

Show Help Messages. When this option is "on", you will receive helpful messages during the game from your "staff assistant".

Arrival Notification. If this option is "on", you will receive a message when reinforcements for your side arrive on the map.

After Action Battle Reports. When this option is "on", each turn ends with an "After Action Phase", during which you can obtain detailed information about the battles which occurred that turn. When this option is "off", there is no After Action Phase, and the game automatically proceeds from the Execution Phase to the Planning Phase of the next turn.

Real Time Battle Reports. When this option is "on", message windows containing brief Battle Reports momentarily appear on the screen as each battle is resolved during the Execution Phase.

Autosave. When this option is "on", the game automatically "saves" to the game folder (or some other destination, as chosen in the "Save" or "Save As…" standard dialog box) at the end of each Execution Phase. This saved game file is always named "Autosave," and each turn it automatically writes over any previous Autosave file at that location. If you wish to save the game under a different name (and thus protect it from being over-written), you must do it manually by using the "Save" or "Save As . . ." commands from the File Menu.

Staff Duties Menu

The Staff Duties Menu contains the following player aids:

Handle All Operations. When you turn this option "on," you delegate everything to your staff assistant, and he plays the game for you until you turn the option off (or until the scenario is over). The staff assistant assigns orders to all of your units as he sees fit, and he automatically proceeds to the next phase as soon as he is ready. To turn this option off, select "Handle All Operations" again.

Allocate Supply (Each Day). If this option is "on," your staff assistant automatically allocates supply to each of your HQ units on each 6:00 AM Planning Phase, based on his analysis of the situation.

Plan Fire Support (Each Turn). If this option is "on," your staff assistant automatically allocates a fire mission to each of your artillery units that is ready to fire and that you did not assign orders for. Your staff assistant also requests air strikes and naval support for you (as indicated by the next two items), if you don't want to assign these yourself. If your staff assistant determines that your front-line units need support, he assigns it for you; otherwise, he picks suitable targets. Under this option, computer-assigned fire missions, air and naval support requests are not made until immediately after you go to the Execution Phase (i.e., you do not have an opportunity to review them prior to Execution).

OK To Use Air Force. If this option is "on," "Plan Fire Support" also makes automatic allocations for air support. (You have the option for your staff assistant not to request air support because if he requests missions in addition to those that you request, it lowers the

probability that any of them will actually be carried out. See "Ground Support" in the Reference Manual.)

OK To Use Navy. If this option is "on," "Plan Fire Support" also makes automatic allocations for naval support. (You have the option for your staff assistant not to request naval support because there can be a victory point penalty associated with doing so. See "Naval Support and Victory Points" in the Reference Manual.)

Plot Ground Units (Each Turn). If this option is "on," your staff assistant automatically assigns orders to each of your non-artillery units that you did not assign orders for. Under this option, computer-assigned orders are not made until immediately after you go to the Execution Phase (i.e., you do not have an opportunity to review them prior to Execution).

Handle Night Moves. In effect, this option allows you to "skip" night turns to whatever extent you wish. If this option is "on" *and* the current turn is a night turn, your staff assistant automatically performs the other actions you have delegated to him from this menu (if any), and then proceeds to the next phase as soon as he is ready. If "Handle All Operations" is "on," this option causes your staff assistant to automatically proceed to the Execution Phase of the turn without assigning any orders or actions to your units.

Plan Fire Support Now. When you select this option, you are invoking the same routine as "Plan Fire Support (Each Turn)" (see above), but your staff assistant makes his target assignments and support requests immediately, so that you can review and revise them if you wish.

Plot Ground Units Now. When you select this option, you are invoking the same routine as "Plot Ground Units (Each Turn)" (see above, but your staff assistant assigns his orders immediately, so that you can review and revise them if you wish. (If you are playing one of the larger scenarios, it may take the computer 30 seconds or more to do this.)

Planning Menu

The Planning Menu contains the following options and player aids:

Review Scenario Options. This option re-opens the Scenario Selection Screen so that you may refresh your memory regarding your initial briefing and the historical variants that you selected (although the variants may not be changed at this point).

Show Fire Support Plan. This option draws a line from each of your artillery units to its assigned target. To remove the lines, click anywhere.

Show Planned Moves. This option shows each of your units in the location where it is supposed to be at the end of the turn, and also draws a line from each of your artillery units to its designated target. Note: events during the Execution Phase (such as traffic jams, enemy units, and the results of combat) often prevent units from reaching their assigned destinations. To return your units to their actual locations, turn "Show Planned Moves" off by selecting it again, or by clicking anywhere.

Phase Menu

The Phase Menu shows the three phases of each game-turn. This is the means by which you go to the next phase when you are finished with the current one. In each case, the diamond

next to the current phase is filled in, and the next phase is the only one that can be selected. Caution: be sure you are finished with the current phase before you select the next one. Once you have selected the next phase, you cannot back the game up to return to an earlier phase.

Below "After Action" on this menu is "Switch Sides." This is the means by which you turn the computer over to the other player, if you are playing against another person. (See "Two-Player Procedures" at the end of this manual.)

SCROLLING THE MAP

To scroll the map, move the cursor to the scroll box at the bottom right corner of the screen and click on the direction you want to go. Holding the mouse button down on one of the scroll arrows causes the map to scroll continuously, as fast as your computer can redraw the screen. Whenever one of the boundaries to the playing area for that scenario is reached, the map ceases to scroll in that direction, in spite of additional input. Note: in "The Orne Bridges," the area covered by the scenario is only slightly larger than a standard 13" monitor, so not much scrolling is required. Some of the more advanced scenarios cover much larger areas, and therefore require more scrolling.

UNITS, STACKING, AND THE UNIT WINDOW

In V for Victory, most of the units on both sides represent battalions, but there are some smaller companies as well. Company-sized units are indicated by a diagonal slash in their lower right corner. Each headquarters unit actually represents several battalions of non-combat support troops (such as signals, medical, quartermaster, supply, etc.).

As you may already have noticed, whenever there is only one unit in a hex, its picture within the Unit Window is surrounded by a green box. The box means that unit is currently "selected." All of the data displayed within the Unit Window pertains to the selected unit, and to which any orders that are entered or assigned.

If there is more than one unit stacked in the same hex, all the units in that hex are shown within the Unit Window when you click on the stack. The unit that is on the top of the stack always appears on the left side of the window, and initially it has the box around it meaning that it is "selected." Once more, this means that all of the displayed data pertains to that unit, and any orders that are entered are assigned to it. To select one of the other units in the stack, you can either click again on the stack on the map (which changes the unit shown on top of the stack and therefore within the green box), or you can click directly on the picture of the unit you want to select within the Unit Window.

If you want to see the total values for an entire stack (such as the total defense strength of the entire stack), push the "Hex" button in the middle of the Unit Window. Note that the "Hex" values for attack, defense, armor, and antitank strength are the *sums* of those values for all of the units in the stack, while the "Hex" values for morale, fatigue and disruption are the *averages* of those values (weighted for the size of each unit).

COMBAT

Except for artillery, naval support, and aircraft, all units must be adjacent to enemy units in order to participate in combat.

Combat occurs during the Execution Phase of the game-turn. For each combat, the game calculates (and may modify) the attack and defense strengths, determines (and may modify) the initial combat odds, determines the result of the combat, and implements the result.

Attack Strengths, Defense Strengths, and Combat Odds

When one or more units attack an adjacent enemy unit, they use their attack strengths, and the defending unit(s) use their defense strengths. The odds of a particular attack are simply the sum of the attack strengths of all the attacking units, divided by the sum of the defense strengths of all the defending units. Combat odds are expressed as a ratio, such as 3:1 or 6.5:1. The higher the odds, the greater the probability the attack will succeed, and the greater the damage that will probably be inflicted on the defender.

There are many factors that can modify (in some cases greatly modify) the attack and defense strengths of a unit; four of the most important are supply, terrain, fatigue, and disruption. For a lengthy discussion on each of these subjects, please consult the appropriate section in the Reference Manual.

There are also several factors that can modify the final odds of an attack. These include terrain, regimental integrity, armor support, engineer support, and morale. Of these, armor support is the most complicated and has potentially the greatest effect, although terrain and morale can also be very significant.

Armor Support

In addition to their attack and defense strengths, all units have an antitank strength, and all armored and mech recon units have an armor strength. When one or more armored or mech recon units participate in an attack, the sum of their armor strengths is divided by the sum of the antitank strengths of the defending units. If that ratio is greater than 1.0, the combat odds for that attack are increased by the amount of the ratio.

Morale

Each units has a morale rating that is a measure of the *quality* of the unit, independent of its size or strength. For each full-scale battle (not interdiction), the game compares the average morale of the attacking units to the average morale of the defending units (including all artillery, air, and naval support). If the attacking units have the higher average morale, the combat odds are increased by the difference between the attacker's and defender's average morale. If the defending units have the higher average morale, the combat odds are decreased by the difference in average morale between the two sides. If both sides have the same average morale, there is no morale modification to the combat odds.

For a complete discussion of all modifications to the combat odds, please refer to the "Combat" section in the Reference Manual.

Artillery

In addition to the other combat factors described above, artillery units also have a barrage strength, a support strength, and a maximum range. Barrage strength is used to attack enemy-occupied hexes, support strength is used to increase the defense strength of hexes occupied by friendly units, and the range is the maximum distance in hexes from the artillery units that either of these two strengths may be used. There are many factors that can modify (in some

cases *greatly* modify) the barrage and support strengths of an artillery unit. For more information, please refer to "Artillery" below and in the Reference Manual.

USING THE COMMAND BOX

In Part I, you learned how to assign movement and attack orders to your units by "grabbing and dragging" them to where you wanted them to go. Although simple, fast, and quite sufficient most of the time, occasionally you may want to do something a little more complicated. In such a case, you need to make use of the Command Box.

To open the Command Box, first click on one of your units or stacks to open the Unit Window at the bottom of the screen. Then click again on the selected unit within the Unit Window (the unit that has the highlighted green brackets around it). This causes the Command Box to appear in the center of the Unit Window, along with the selected unit on the left.

To close the Command Box, click again on the selected unit.

The Command Box contains three data windows and seven buttons. The first data window is labeled "Movement Points Left," and it shows the current movement point allowance of the selected unit. The middle window shows what primary action has been (or is about to be) assigned to the selected unit, and the third window shows what secondary action (if any) has been (or is about to be) assigned. The buttons are used to assign various actions to the selected unit.

Primary Actions

The primary actions consist of several varieties of movement, attack, and defense. A unit may be assigned only one primary action per turn (i.e., some type of movement, attack, or defense). Let's begin with movement

Movement

There are six types of movement: tactical (indicated by three long arrows on the button within the Command Box), strategic (indicated by a single long arrow), passenger (indicated by a tank for the passengers to ride on), automatic (indicated by two diagonal arrows joined head-to-tail), stack movement, and divisional movement.

When you use the "grab and drag" technique described in Part I, you are actually entering automatic movement, which uses the staff assistant to plot a r*easonable* movement path for you (note that it may not always be the *best* path). Automatic movement may be *carried out* as either tactical or strategic movement, depending on how long the movement path is.

In general, tactical movement is safer and better for short distances, and strategic movement is faster and better for long distances, especially along roads, but strategic movement is also more dangerous (especially near enemy territory or when the enemy has aircraft).

If you wish to select either tactical or strategic movement yourself, or if you wish to plot a specific movement path that is different from what your staff assistant plotted, click repeatedly on the "Move" button within the Command Box until the type of movement that you want is stated above the button. Then return the cursor to the map and click on the first hex of the intended movement path (which must be adjacent to the unit you want to move). Then click on the second hex of the intended path (which must be adjacent to the first hex), and so on. Each hex of the movement path must be clicked on separately, and each hex of

the path must be adjacent to the previously-assigned hex. The maximum length of the movement path is limited by the unit's remaining movement point allowance.

When plotting automatic movement using the Command Box, click on the desired *destination* hex (the *last* hex in the path). The game *attempts* to calculate a path for you using tactical or, if necessary, strategic movement. The longer or more complicated the path, the longer it takes the computer to calculate it.

Stack movement is a feature that allows you to use the grab-and-drag technique to assign automatic movement or assault orders to an entire stack of units at the same time, rather than individually. To do this, hold the "shift" key down and click on the stack, keep the mouse button down while dragging the cursor to where you want the stack to go, and release. The game records these movement or assault orders as the assigned orders for each of the units in the stack; it is not necessary to assign separate orders or a separate movement path for each of those units.

Divisional movement is a feature that allows you to assign automatic movement orders to some or all of the units that are attached to a particular HQ, regardless of their current location. In each case, the common destination hex is either the current location of the HQ unit itself, or its destination hex, if it has already been assigned its own movement orders.

To enter divisional movement orders, first decide where you want the HQ unit itself to move to, and then assign it movement orders (any type) to that hex. Keep in mind that the destination hex for the HQ is also the destination hex for all of its attached units that are conducting the divisional movement. If no movement orders are assigned for the HQ unit itself, the destination hex for the divisional movement is the *current* location of the HQ unit.

Next, click on the button labeled "Orders" at the bottom of the HQ Sidebar. This opens the Divisional Movement Window at the bottom of the screen. The left side of this window contains three buttons; click on the ones you want, and then click on the button labeled "Auto Plot." This causes your staff assistant to calculate the movement paths. (This may take 30 seconds or more, depending on the number of units, the lengths of the paths, and the speed of your machine.) When the staff assistant is finished, the "Auto Plot" button pops out, and you can close the Divisional Movement Window by clicking on the "Orders" button on the sidebar again.

There are several ways to recover if you make a mistake or change you mind. To cancel the last hex of a movement path, press the "Backspace" key, or click on the "Cancel" button on the right side of the Command Box. Pressing "Backspace" or clicking repeatedly on the "Cancel" button "backs you up" one hex at a time, as far as you wish to go. If you wish to cancel the entire path all at once, press the "Esc key. You can also click on the "move" button, re-select the movement or other action that you want, and start over.

Finally, note that you may use the above procedures to edit a movement path that was calculated by your staff assistant. Suppose that you have already used the "click and drag" technique to assign automatic movement. However, you don't like part of the path (hopefully the latter part). Select the unit in the Unit Window, open the Command Box by clicking on the unit within the Unit Window, press the "Backspace" key or click on "Cancel" one or more times to erase the portion of the path that you don't like, and then re-enter the rest of the path as you wish by clicking on it yourself (one hex at a time).

Attack

There are four types of non-artillery attacks: probe, assault with no advance, assault, and all-out assault. (An artillery fire mission is also an attack, but is not considered to be a probe or assault; see "Artillery" below.) All of the non-artillery attacks that you assign using the "grab-and-drag" technique are assaults.

A probe is a cautious, less-determined attack that reduces the risk of losses. An assault with no advance is a vigorous "holding attack," which is intended to pin the enemy or inflict losses, but not to gain ground. An assault is a conventional, determined attack. An all-out assault is a maximum effort that increases the chance of success, but also runs the risk of greatly increasing the attacker's losses if the attack fails.

If you wish to assign the type of attack yourself, click on the "Attack" button within the Command Box repeatedly until the type of attack you want is stated above the button. Then return the cursor to the map and click on the hex that you wish to attack (which must be adjacent to the attacking unit).

Pressing the "Backspace" key or the "Cancel" button cancels any attack that you have assigned to the selected unit.

Defend

There are also three types of defense: retreat if attacked, defend if attacked, and hold at all costs.

Retreat if attacked causes the unit to *attempt* to retreat before combat if it is about to be attacked by one or more adjacent enemy units. Defend if attacked is a standard, determined defense, and is also the default option that is automatically assigned to each of your units each turn *unless* you assign movement or attack orders to the unit, or one of the other defense options. Hold at all costs is a maximum defensive effort; the greater the unit's current morale, the greater the probability that it will stay in place and take additional losses rather than retreat.

If you wish to assign the type of defense yourself, click on the "Defend" button repeatedly within the Command Box until the type of defense you want for that unit is stated above the button. The exact path of retreat is always determined by your staff assistant when the battle is resolved.

Secondary Actions

If a unit has been assigned one of the three "defend" options, it may also be assigned a secondary action. Units that are moving or attacking may not be assigned a secondary action.

Admin

This secondary action consists of taking replacements. Armored, engineer and infantry-type units that have suffered losses can increase their strength by taking replacements. Antitank, anti-aircraft, and artillery-type units (on both sides) may not receive replacements, and losses suffered by those kinds of units may not be replaced.

In order to receive replacements, a unit may not be surrounded or adjacent to an enemy unit. Actually, it's a little more complicated than that, but that's the basic idea. See "Replacements" in the Reference Manual for more information. Each unit taking

replacements receives a maximum of one strength point of replacements per turn. Subject to the number of replacement points available, there is no limit on the number of *different units* that may receive replacements during the same turn.

Note: the total number of replacement points available for Allied airborne and German units is limited; the numbers vary from scenario to scenario. The number of replacement points available for non-airborne Allied infantry, armored and engineers is always *unlimited*. However, there is a catch: the Allied player must pay a victory point penalty for each non-airborne replacement point that he uses. See "Allied Replacements" in the Reference Manual.

To see how many replacement points you currently have available, click on the "Orders" button at the bottom of the HQ Sidebar. This opens the Divisional Movement Window at the bottom of the screen; the right side of this window shows how many and what types of replacement points you have left for the remainder of the scenario.

Build

This secondary action consists of constructing field fortifications. Most units may only "dig in"; engineer units may either "dig in" or "fortify." To dig in, first assign the unit one of the three "defend" options, and then click on the "Build" button that has the wavy line at the top (or press "D" on the keyboard).

Each field fortification appears on the map as the uppermost "unit" in its hex. (These are really just markers, not units.) The "size" of a field fortification is indicated by the number at the bottom of the marker, and that size is the number of companies that may gain full benefit from being in the same hex with it. Each battalion equals 3 companies for this purpose, so a size 9 field fortification can "contain" 3 battalions, which is the stacking limit for most of the hexes on the map.

Both types of field fortifications may be enlarged by having the same or other units build another one in the same hex. Larger field fortifications have no additional effect except that more units may benefit from them.

Digging in usually requires two turns to complete, during which time the unit may not come under attack or become adjacent to an enemy unit. Once the position is complete, the unit that built it is free to leave the hex, and some other unit may occupy it and benefit from it. A unit that is dug in has its defense strength multiplied by 1.5, its antitank strength multiplied by 1.25, and its morale is creased by 1 (when defending only). Also, the strength of all artillery, naval, or air attacks made against it are halved.

Fortifications may only be built by engineer units, and usually require four turns to complete (eight turns in swamp hexes). To fortify a hex, first assign the engineer unit one of the three "defend" options, and then click on the "Build" button twice, so that the Secondary Action Window says "Fortify" (or press "F" on the keyboard). Once the fortification is complete, the engineer that built it is free to leave the hex, and some other unit may occupy it and benefit from the fortification. A unit that is fortified has its defense strength multiplied by 2, its antitank strength multiplied by 1.5, and its morale is increased by 2 (when defending only). Also, the strength of all artillery, naval, or air attacks made against it are halved.

Units located in swamp hexes may not dig in, and units in bunker hexes may neither dig in nor fortify.

Finally, note that both types of field fortifications are removed at the end of any turn if there are no friendly units remaining in the same hex with them.

Artillery

This button always appears blank unless the selected unit is an artillery unit, and it has been assigned one of the three "defend" options. If the artillery unit is currently ready to conduct a fire mission, this button shows a bull's eye target symbol, and the word "Target" appears in the Secondary Action Window. If the artillery unit is not ready to fire, this button shows a wrench symbol, and the word "Prepare" appears in the Secondary Action Window.

When an artillery unit is ready to fire and the secondary action is "Target," the mouse cursor takes the form of a red bull's eye if it is located over a hex that is within the artillery unit's range. The cursor takes the form of an "X" when it is located over a hex that is out of range.

There are several different types of artillery fire missions, and many factors that can affect the barrage and support strengths of an artillery unit. For a complete explanation of these subjects, please refer to "Artillery" in the Reference Manual

After it moves into a new hex, the number of turns it takes an artillery unit to "Prepare" depends on the nationality of the unit, as well as the type and caliber of the guns. Most artillery units require one or two turns to prepare. The number following the word "Ready" on the right side of the Unit Window is the number of turns remaining until the unit will be ready to fire; "" means that it is capable of firing this turn.

Cancel

Clicking on this button cancels any movement or attack orders that have been assigned to the selected unit. Note that in order to cancel movement orders, you must either click once on the "cancel" button for each hex of movement canceled, press the "Backspace" key once for each hex of movement canceled, press the "Esc" key, or switch to another action by clicking on one of the three left buttons.

REVIEWING AND REVISING ORDERS

When you close the Command Box by clicking on the selected unit, whatever action you assigned for that unit is entered into memory and will be carried out during the next Execution Phase. If you select that unit again during the same Planning Phase, its assigned orders are shown within the Command Box, as well as on the map. You may either confirm previous orders or change them as you wish. If you are satisfied with the previous orders, simply close the Command or select another unit. This does not alter the previously assigned orders. If you want to change the previously assigned orders, do so and then close the Command Box or select another unit; this replaces the old orders with the new ones.

THE PHASES

Each game-turn is subdivided into three phases. The current phase is indicated by the solid diamond on the pull-down menu under "Phase" on the Menu Bar. Within the Phase Menu, the next phase is highlighted and is the only one that can be selected. Caution: be sure you are finished with the current phase before you select the next one. Once you have selected the next phase, you cannot back the game up to return to an earlier phase.

Planning Phase

During this phase, you may assign orders to any or all of your units, in any sequence you wish. If it is the 6:00 AM game-turn, you may also:

- use the HQ Sidebar to change attachments (i.e., reorganize your units);

- use the HQ Sidebar to assign supply for the upcoming day;

- use the aircraft button within the Calendar Window to allocate your available air power between interdiction and ground support, and (for the latter) you may decide when during the day you want it available).

Note: supply assignment and air allocations may only be performed during the 6:00 AM Planning Phases; whatever you select at that time remains in effect for the rest of the day (six turns). In addition, most re-attachments may only be performed during the 6:00 AM Planning Phases; the only exception here is for units that are currently attached to a Corps or Army HQ. For more information, see "Attachment" in the Reference Manual.

Unless you make changes, all attachments, supply assignments, and air allocations automatically default to whatever was assigned for the previous day. Each game begins with these parameters set to their historical values. Therefore, new players need not concern themselves with these aspects of the game until they feel ready.

When you have assigned all of your orders, click on the word "Phase" on the Menu Bar, drag the cursor down to "Execution," and release. This action initiates the Execution Phase. (*Or* ends your Planning Phase, if you are playing against another person. See "Two-Player Procedures" below.)

Execution Phase

During this phase, the game carries out the assigned orders for all units of both sides. When combat occurs, the "movement" arrows of those units that are attacking adjacent enemy units are shown briefly, along with several other types of visual and sound cues. Air attacks are indicated by a small aircraft symbol. Each hex where a full-scale battle takes place is outlined in red, and each hex where interdiction has been assigned is outlined in purple. If the "Real Time Battle Reports" option is "on," message windows containing brief Battle Reports also appear, stating the results of each battle as it is resolved. The "winner" of each full-scale battle takes place is indicated by a small national flag that appears in the hex where the combat takes place. At the end of the Execution Phase, the game automatically progresses to the After Action Phase unless the "After Action Battle Reports" option is "off." Otherwise, the game automatically progresses to the Planning Phase of the next turn.

After Action Phase

During the After Action Phase, you can obtain information about the results of each battle and interdiction attack which occurred during the preceding Execution Phase. Each hex where a full-scale battle occurred is outlined in red; each hex where interdiction was assigned is outlined in purple. Clicking on one of these outlined hexes displays a Battle Report at the bottom of the screen.

Non-interdiction Battle Reports have two parts: a general briefing, and a detailed accounting of the combat odds and odds modifications for that combat. You may switch between these by clicking on the buttons on the left side of the Battle Report Window.

When you are finished reviewing the results of the turn, click on "Phase" at the top of the screen, drag the cursor down to "Planning," and release. This causes the game to advance to the Planning Phase of the next game-turn.

SOUND

The game has several sound cues to help alert you to various events. These events include:

- "Good clicks" and "bad clicks" on the buttons on the Scenario Selection Screen

- Illegal or impossible orders

- When each side finishes assigning its orders

- When both sides finish assigning their orders

- The beginning of the Execution Phase

- When a battle occurs during the Execution Phase

- When an ambush occurs during the Execution Phase

- The end of the game

THE SIDEBARS

There are three sidebars that may be viewed, one at a time, on the upper right side of the screen. The purpose of these sidebars is to provide additional information and options. The middle (or default) sidebar is labeled "General," the left one is "HQ," and the right one is "Operations." To go from one sidebar to the other, click on the appropriate abbreviation at the bottom of the sidebar.

General Sidebar & Calendar Window

This is the middle sidebar. It contains the following items (from top to bottom):

A strategic locator map. Clicking on this map opens a Strategic Map Window that can be "zoomed in." To close the window, click again on the map at the top of the sidebar.

A small Clock Window that shows the time of the current game-turn. Each game-turn represents 4 hours of real time.

A Calendar Page that shows the date of the current game-turn. Clicking on the Calendar Page opens the Calendar Window, which shows (among other things) your reinforcements and a weather forecast for the next five days.

Within the Calendar Window, the days when you are currently scheduled to receive reinforcements are marked with ensigns (for the Allied player) or crosses (for the German player). Clicking on one of these ensigns or crosses causes the units that are scheduled to arrive that day to appear at the bottom of the screen along with a red dot on the small inset

map that shows where these units are scheduled to arrive. Clicking on one of these reinforcing units causes the normal unit data which pertains to that specific unit to be displayed on the left and right sides of the window. If more than nine units are scheduled to arrive that day, a scroll button is active on the right side of the window. You can view additional "rows" of reinforcing units by clicking on this scroll button.

The weather forecast which is shown within each daily square in the Calendar Window is an average of the forecast conditions for the six turns of that day. To see the forecast conditions for each of the six turns of a particular day, click on the weather picture within one of the daily squares; this causes the turn-by-turn forecast for that day to appear on the right side of the Calendar Window.

To close the Calendar Window, click on the close box at its upper left corner.

A weather picture that shows the current sky conditions and temperature. Clicking on the weather picture opens the Weather Window at the bottom of the screen, and holding the mouse button down opens a small message window which summarizes the effects of the current sky conditions.

A small map of the entire play area. The area covered by the current scenario is outlined in red, and the center of the current screen area is shown by a red dot. Clicking on any part of the small map within the red border causes the main map display to shift to that point.

A "V for Victory" button. Clicking on this button opens the Victory Window at the bottom of the screen, which contains information about the victory conditions for the scenario. The Victory Window contains (from left to right) the current victory level, the current victory point totals for both sides in the scenario, and a listing/locator device for all of the geographic objectives in the scenario. To close the Victory Window, click again on the "V for Victory" button.

The HQ Sidebar, Attachment, and Supply

This is the left sidebar, and it is used to obtain supply and organizational information. On the 6:00 AM Planning Phases only, it is used to change attachments and assign supply. This sidebar contains (from top to bottom):

Current HQ. Clicking on the Current HQ opens the HQ Window at the bottom of the screen. This window shows all your HQ units currently on the map; if there are more than eight of them, a scroll button on the right side of the HQ Window will be active, and clicking on it will show another "row" of HQ units. The Current HQ is always the one shown at the top of the sidebar, and it is also surrounded by green brackets within the HQ Window. (The buttons under the HQ's within the HQ Window are described below under "Supply.")

The "Locate" button. Clicking on this button causes the hex containing the Current HQ to be centered on the screen as closely as possible.

The "Attach" button. This button is normally blank (and therefore not functional) except when re-attachment of the selected unit to the Current HQ is permissible. To change a unit's attachment, first go to the HQ Sidebar and/or the HQ Window, and select the "Current HQ" that you wish to re-attach the unit to (i.e., the HQ that will be the new HQ for the unit in question). Then go to the map (or the Unit Window, if the unit is stacked beneath another one) and click on the unit to be re-attached. At this point the "Attach" label appears on the button in the sidebar if the re-attachment is permissible; clicking on "Attach" causes the selected unit to be re-attached to the Current HQ. Note: most reattachments are permissible

only during the 6:00 AM Planning Phase of each day. Attachment considerations are important for supply and artillery support; for more information, see those sections plus the one on "Attachment" in the Reference Manual.

The "Show" button and two others immediately below that initially say "All Types" and "All HQ's." Clicking repeatedly on the middle or "All Types" button causes it to cycle through the different types of units that are in the game. Clicking on the lower of "All HQ's" button causes it to cycle through two levels of organization ("All HQ's" and "This HQ"). Clicking on the "Show" button causes all your units to be temporarily removed from the map except those of the indicated type and level of organization that are currently attached to the Current HQ.

A button and window under the label "Supply." The button is duplicated under each HQ unit within the HQ Window at the bottom of the screen. During the 6:00 AM Planning Phase of each day, these buttons are used to assign supply to your HQ's for the remainder of the day (six turns). Each HQ can be assigned its own supply level, depending on the total supply tonnage available. There are five supply levels (from highest to lowest): attack, general, defensive, minimal, and no supply. The tonnage required for each HQ is determined by the number, type, and strength of the units that are attached to it. The higher the supply level assigned to a given HQ, the more tonnage it requires for the day, and the more beneficial is the effect on the strengths and other characteristics of the units attached to it.

The button located immediately beneath each HQ unit within the HQ Window at the bottom of the screen shows the current supply level of that HQ. The number shown immediately beneath the supply button on the sidebar is the number of tons that are required for the Current HQ (i.e., the one shown at the top of the sidebar) to be allocated that level of supply for the current day. To change the supply level of an HQ, click on the "Supply" button underneath it until the desired supply level is showing. Again, recall that this can only be done during a 6:00 AM Planning Phase. Note: you may not voluntarily place an HQ in a state of no supply. For more information, see "Supply" in the Reference Manual.

A Window label "Stockpile." This window shows the tons of supply that have not yet been allocated to a particular HQ and are currently in reserve.

A button labeled "Orders." Clicking on this button opens the Divisional Movement Window at the bottom of the screen. The use of this window for divisional movement was described earlier in the section on "Movement." For more information, see "Divisional Movement" in the Reference Manual.

The Operations Sidebar

This is the right sidebar. It is used to request air and naval support, to obtain additional information about strength modifications for a given unit or stack, and to get an estimate of the combat "odds" when planning an attack. It contains (from top to bottom):

An aircraft button to request ground support missions. Clicking on this button opens the Ground Support Window at the bottom of the screen. Note: only the Allied player may request ground support missions if the Air Superiority Option in the Scenario Selection Screen is set to "Total Allied." The first view gives information about fighter-bomber missions; to assign one or more of these, click on the desired target hex or hexes on the map. To change to light/medium bomber missions, click on the fighter-bomber button on the left side of the window. To close the Ground Support Window, click again on the aircraft button on the sidebar. For more information, see "Ground Support" in the Reference Manual.

A ship button to request naval gunfire support. Clicking on this button opens the Naval Support Window at the bottom of the screen. Note: only the Allied player may request naval support. The first view shows all of the battleships that are in the game. To change to another type of ship (cruisers, destroyers, etc.), click on the ship button on the left side of the window and continue doing so until the ship type desired is shown. For each ship, a green dot next to its name means that it is currently available; red means that it is not available, and tan means that it has already been assigned a fire mission for the current turn. The easiest way to assign targets to the ships is to click on the desired target hex or hexes on the map. If any ships of the type showing on the button are available, this causes the game to assign a ship of that type to each target. If you wish to assign a specific ship to a specific target, click first on the ship name so that a small box appears around it, and then click on the target hex. Information about each ship is displayed on the right side of the window whenever a box is showing around the ship's name. To close the Naval Support Window, click again on the ship button at the top of the sidebar. For more information, see "Naval Support" in the Reference Manual.

A strength modification summary that shows how various factors currently are modifying the strength of a unit or stack (as selected within the Unit Window at the bottom of the screen). Defense and antitank strengths are shown unless the selected unit(s) are currently under attack orders, in which case attack and armor strengths are shown (attack or defense on the left, armor or antitank on the right). A green light next to one of the words means that the strength number shown on that side of the display is being favorably modified by that factor; a red light means that it is being unfavorably modified, and tan means no modification due to that factor.

Combat Information. Below the modified strength numbers is a button labeled "?Odds?," and a window. If you have just assigned attack orders against a particular hex, an estimate of the "odds" of your attack (the total attack strength currently assigned against that hex divided by its total defense strength) is shown within the window. If the "Intelligence" light at the bottom of the sidebar is green, the "confidence level" of those estimated odds is higher. If the light is red, the "confidence level" of those estimated odds is lower. If you decide that the estimated odds are not high enough, you can call off the entire attack by clicking on the "scrub" button. This cancels all artillery and air attacks assigned against that hex and changes the orders of all the front-line units assigned to that attack to "defend if attacked."

VICTORY CONDITIONS AND VICTORY POINTS

Victory is assessed numerically through the tabulation of victory points. In each scenario, victory points are awarded for possession of geographic objectives, inflicting losses on the enemy, and performing (or not performing) various other actions. The game keeps track of each side's current victory point total, and makes whatever adjustments are required each turn.

Each scenario has a different set of geographic objectives and their corresponding values in victory points; these geographic objectives represent the majority of the victory points that each side can earn. Victory points are awarded for the possession of each geographic objective at the end of each turn and at the end of the scenario. For each objective, the victory points awarded for possession at the end of the scenario are equal to the value of that objective to that side each turn multiplied by the number of turns in the scenario. In other words, each objective is worth just as much to hold at the end of the scenario as it is to hold throughout the entire scenario.

Each of these geographic objectives is labeled on the map. For information about each of these objectives, click on the "V for Victory" button at the bottom of the General Sidebar.

This opens the Victory Window at the bottom of the screen. On the right side of the Victory Window are buttons labeled "Next" and "Locate." Clicking on "Next" shows you the name of each geographic objective and how many victory points per turn it is worth. Clicking on "Locate" highlights the objective on the map.

The Victory Window also contains the current victory level and the current victory point totals for both sides. To close the Victory Window, click again on the "V for Victory" button at the bottom of the General Sidebar. For more information, see "Victory Conditions" in the Reference Manual.

VICTORY LOCATION BUTTONS

There are several victory location buttons located in the lower right portion of the screen. These show the most important (though not necessarily all) geographic objectives in the current scenario, and indicate (by means of a small flag) which side currently "owns" each objective. If you click on the button for a particular objective, the main map display will shift, as necessary, to show the area around that objective.

TWO-PLAYER PROCEDURES

If your opponent is another player rather than the computer, you will need to take turns assigning your orders. The "first" player is the one whose "side" button is pressed in when "Begin New Game" is clicked on in the Scenario Selection Screen. Either an ensign or a cross appears, signifying the player who should now be at the computer. When ready, the first player should click anywhere to begin. When he has finished assigning his orders in the Planning Phase, he should click on "Phase," drag the cursor down to "Execution," and release, and then click on "Phase" again, drag the cursor down to "Switch Sides," and release. This causes a large ensign or cross (as appropriate) to appear, signifying that it is now the other player's turn. The game will not actually enter the Execution Phase until both players have selected "Execution." When ready, the second player can click anywhere to begin. When the second player is finished and selects "Execution," both an ensign and a cross appear to signify that both players may observe the Execution Phase if they desire. To actually begin the Execution Phase, click anywhere. Note: the only information that appears on the map during a two-player Execution Phase is information that is known to both players. Also, if the first player selects "Switch Sides" before selecting "Execution," the game assumes he is not finished assigning his orders, and he will have to return to the computer later in order to select "Execution."

When the Execution Phase is over, either an ensign or a cross appears again, and the game is ready to return to the one-player-at-a-time mode of operation.

Note: the After Action Phases for the two sides are disconnected, just like the Planning Phases. When an Execution Phase is over, the first player may review the results of the turn in the After Action Phase, and then select "Planning" to begin the Planning Phase. When he has finished assigning his orders, he should select "Execution," and then select "Switch Sides" to turn the computer over to the other player. The second player's turn begins with the game still in the After Action Phase of the previous turn.

SAVING A GAME

When saving a game, the program creates a file that contains all the data necessary to resume the game later. "Saved Game" files contain only this data, not the entire game program. Also, players should save the game only at the end of the Execution Phase or the very beginning of the Planning Phase, before any orders are assigned for a new game-turn. This is

because "Save" records only the "static" game situation that existed at the end of the last Execution Phase, plus target hexes for artillery and destination hexes for movement (not entire hex-by-hex movement paths). When a game is resumed, it uses the automatic movement routine to reconstruct a movement path for every unit with a recorded destination hex, and this new path may differ from the path previously assigned by the player. Battle Reports and orders of other kings that were assigned since the last Execution Phase are not saved.

THE REFERENCE MANUAL

In addition to this Operations Manual, the game package includes a separate Reference Manual that documents, in considerably more detail, how the various routines in the game work. The Reference Manual also contains extensive historical background information and analyses of the real events depicted in the game, informative commentary about the units in the game, designer's notes, and an extensive, annotated bibliography. We hope you find it useful and interesting.

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