



Operation Citadel

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OFFICIAL : Game's guide, everything there is to know

By [valentin56610](#)★★★★★
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This is the official game's guide where everything about units and game's mechanics is explained.

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What are Victory Points (VPs)



Victory points (I'll call them VPs all along this guide, otherwise I'll lose a crazy amount of time writing it entirely) comes in 3 flavors. Normal (Black stroke), Secondary (Silver stroke), Major (Golden stroke).

In order to win / finish a scenario, you will often need to capture all major VPs. But why are there 2 other types then you might be asking. Well because if I used only major VPs and did not place anything else on the map, it would be damn empty and boring. You can deploy troops around any of those 3 types, it doesn't matter which one it is, they work the same. They are important only to finish a scenario, that's what you have to remember.

Now, the difference between secondary and major victory points : secondary VPs will give you extra experience points (XP) at the end of the scenario. As explained later in the guide, as a commander you have a rank and experience points. The rank defines how many core-units you can have at all time. So taking those secondary VPs, which obviously come with an extra challenge, will give you more XP which will help bringing you to a new rank and therefore having more units under your control.

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That basically is the role of each victory point.

Capturing a VP (Victory Point)



Capturing a VP is easy. When it's empty of any enemy unit, just send in any of your unit that is not of type Artillery. Tanks and infantry only can capture VPs. Once entering the tile, you will have this little green text showing up and going up telling you how much money you earned from the capture of this particular VP. Money you'll get from capturing a VP is based on the scenario creator. If you are playing on a custom map someone else made, they might use different values from mine.

You will need to wait until next turn until you can deploy units at the newly captured VP. This is to prevent abusive use of rushing and capturing everything, but also for some realism where as capturing a city was not made like instantly and you'd need some time before sending reinforcements and other stuff there. So don't freak out if you can't deploy anything during your turn, it is normal.

Tiles and their modifiers



You can see what modifier a tile gives when turning on the "Show tile info" in the settings in the main menu. The tile's info will be shown this way in the top left corner of the screen with the tile's type, MP (Movement Cost) and a visual representation of the tile itself.

You can also see it somewhere else :

Heroes for units

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Heavy bombers and CAS (Close Air Sup...

Planes - Fuel, resupply, aircraft carriers

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Weather - rain, snow, winter ...

Comments



When selecting one of your units by left clicking on it, click on the three horizontal bars that will bring up the small window with more stats about the unit. There you will find the same icon as for the tile's info, its representing a bunker, like a tile modifier :)

Now, how is it used in combat ? Well it's pretty straight forward. It's calculated like this : Damage - tile's modifier. So if you do 50 damage and there is a 20 tile modifier, final damage will be $50 - 20 = 30$. As simple as that !

Commander's rank and experience points (XP)

This applies only to the campaign scenarios.

When playing, you are playing as a commander.

You, just as units do, have a rank, and XP (experience points). Unlike units, you can't lose any (though, I'm thinking about adding the possibility of losing XP and downranking if losing a scenario).

Current max rank is 10. Base value of new available core unit per rank is 2. you need 20 XP to reach the next rank for every rank.

About what are core-units, please read the section talking about them, information is there.

So, as you start with rank 1, you have a limit of 5 core-units at all time. Then for each new rank, you will have the possibility to get 2 more core units. meaning if you are rank 2, you can have 7 core units. And so on. But this is for MY campaigns. If you are playing someone else's campaign, those values might be different. See with them in this case, as it is fully editable when making your own campaign.

You can't see your rank / XP at any point in the game, it is shown to you only when you finish a scenario. Just like this one :

PICTURE

Now as I talked about the secondary VPs, those are giving you extra XP as a commander. But they also come with an extra challenge, and potentially cost in men you will lose.

All unit types

There are quite a few different unit types.

Here there are : Infantry, armoured vehicle, artillery, antitank, anti air (AA), fighters, CAS (Close Air Support = Ground attack planes), heavy / strategic bombers and boats.



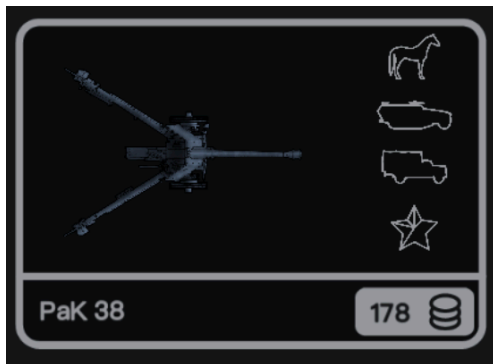
(Screenshot taken from the store in game)



Infantry is what it says. There are different types : you have the light infantry (basically what's most basic in the game), the mortars (can attack from a distance of 2 hexes), the machine gunners, the engineers (they are going to have an entire section dedicated, look at it if you want info regarding engineers), paratroopers (same, section for them as well) and cavalry.



Artillery also includes armoured artillery, so not only field gun. Such as the sturmtiger for example. Their range varies from 2 to 4.



Antitank is what it says, so anything from the PaK 40 to the Jagdtiger and in between. It can be a 17 pdr, as it can be a self propelled AT gun. Those usually have a higher efficiency against other tanks, and a lot can fire at a distance of 2 hexes. To "snipe" the tanks.



Anti air, I guess this is pretty straightforward. They are good against planes. Though, some might be good against infantry, and others against lightly or even heavily armoured vehicles, such as the famous german 88 mm, Flak 36/37.



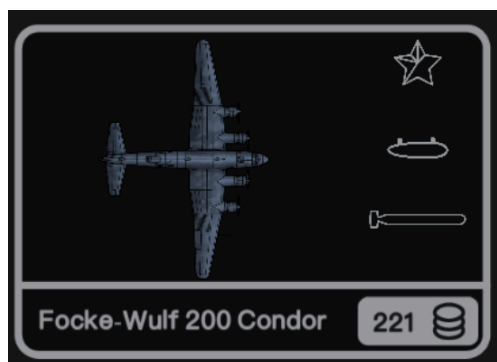
Armoured vehicles / tanks is anything from the small recon car to the almighty Maus. Or IS-3 / Super Pershing, depending what side you like to play. They all have a range of 1, deal small damage against infantry (except for recon vehicles, they are going to be more efficient against infantry than against tanks) but will deal greater damage against armoured vehicles. Some have flamethrowers and have attack bonuses against bunkers.



Fighters, they are good against other planes. Some can be equipped with drop tanks for an increased range, others with bombs or rockets for better effects against ground / armoured targets. They also usually are the fastest. Recon planes are classified as fighters, mostly, but not all. If I remember correctly, the soviets and japanese used some bombers as recon planes too. Recon units have an eye above them anyway you can't be misled or be left to guess.



CAS planes, those are used for tactical use against ground targets. They have good attack stats against both infantry, and armoured vehicles. They too can be equipped with drop tanks, and even with torpedoes. They ignore 50% of the target's armour.



Heavy bombers, those are the heaviest planes, often the slowest, but what's great about them is that they ignore totally the tile's modifier. They ignore any terrain when attacking, and always deal the same damage. They also ignore 100% of the target's armour. But that's not all, when not playing a campaign, every city produces some money per turn, the heavy bombers will bring this production down to 0 for 3 turns. They can be used to cripple an opponent's income if you have enough of them. Some can also be equipped with torpedoes and drop tanks, but not all.

That's about all on unit types !

Unit's stats - soft, hard, air damage and others

All units have different characteristics.

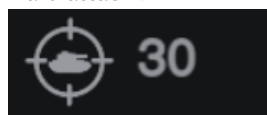
Let's go over the different type of attack first.

Soft attack :

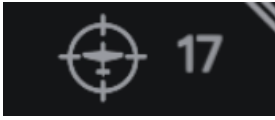


This type of attack is used against units without armour and that are of type infantry or artillery.

Hard attack :



This type of attack is used against armoured vehicles of any type, and boats too.

Air attack :

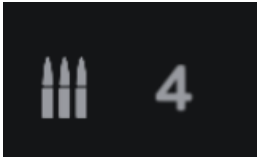
This type of attack is used against planes and anything that flies.

Visibility :

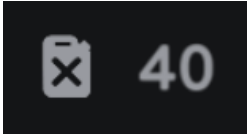
This is at how many hexes the unit can see through the fog of war. Base value is 1, recon units have 2.

Attack / firing range :

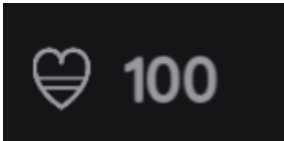
This is at how many hexes you can hope to attack a unit there's no terrain modifier for this, ex. : Forest or mountain preventing to shoot through.

Ammunition :

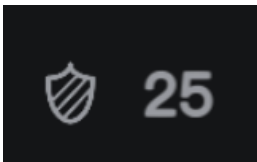
How many times the unit can attack before it needs to be resupplied.

Fuel / supplies (food/water) :

Not exactly how many tiles your unit can go in total, but almost. The thing is all tiles have a different cost to go to. A road has a cost of 1. Meaning you will use 1 unit of those supplies to move 1 tile on the road. A forest costs 3. Grass/plain costs 2, etc. But if you were going on road the whole time, then you would go 40 tiles.

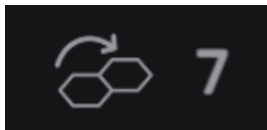
Health points (HP) / manpower :

When you have 0 of these, the unit's dead.

Armour :

How many armour points the unit has.

Movement points (MPs) :



This is how much of your total fuel / supplies you can use per turn. If you are on road only, as explained above, you could move up to 7 tiles per turn. But this will change as all tiles don't have a MP cost of 1.

Ammo and fuel and HP can be resupplied during the unit's turn, as long as it did not attack. If the unit attacked, the resupply buttons will go grey, meaning you can't click on them. For more info about how resupplying works, please go check this section.

Unit's rank and experience points (XP)

Every single unit in the game has a rank, and experience points (called XP).



It starts with rank 1 (recrute kinda) and XP of 0. This is the lowest rank and lowest XP.

You can buy veteran units in the store though if you need some hardened and experienced units. Read the topic about those if you want more information.

You get higher ranks, you will need XP. There are 2 ways of earning XP with your unit : Attacking an enemy unit. Your unit will earn 1 XP. Destroying an enemy unit. Your unit will earn 5 XP.

Every rank has the same XP "cost". It is 20 XP to reach the next rank. 100 XP to reach rank 5 and receive a hero. Read the hero section for more information.

Now, about losing XP.

When resupplying a unit's manpower (your unit's HP/health point, seen as manpower), you will lose 1 XP per 10 HP healed. This is because you are basically bringing some new recrutes to your unit, and thus you end up losing experience. A unit can thus downgrade from rank 5 to 4, or from any to another lower one. It won't lose its hero once acquired.

Heroes for units

Whenever a unit reaches level/rank 5, it will be randomly attributed a hero from its type. There are 3 types only : ground, air, sea.

The hero's picture will be displayed when right clicking on the unit :



And when hovering the unit with the mouse, it's bonus stats will be displayed as such :



Stats are randomized per type.

Heroes are not generals. You won't find Manstein, Guderian or Montgomery in those.

Heroes are soldiers who received the medal of honor, victoria cross, knight's cross of the iron cross and such. They are just soldiers that showed great fighting capabilities.

Generals will be added later, they will add bonuses to ALL units on the board belonging to you. (Manstein would give an attack bonus for all your tanks, etc)

Plane customization (store) - bombs, rockets, torpedoes, drop tanks

When opening up the store and going into the plane section : either fighters, CAS or heavy bombers, you will notice some icons on the right of the unit's representation. Just like this :



Those icons are buttons. You can click on them, and it will add the option to your plane, increasing its price, and altering its stats. Play with it, and you'll see exactly how each variant modifies the plane's stats.



Drop tanks will increase the plane's action range to 30, meaning an extra 30 tiles he can go to. But this increases weight, and will do -1 to its MP (movement points), meaning he'll be slower.



Bombs will increase the plane's attack by 15 (both soft and hard damage, go to this section if you need info about that), decrease its action range by 15, decrease its speed by 1, increase its ammo by 1.



Rockets will increase its hard damage by 25 and its ammo by 1.



Torpedoes give an attack bonus of 40 against targets of type boat, grants +1 ammo, decrease its action range by 10 and its MP by 1.

All of those modifications also will modify the final cost of the plane.

Ground units customization (store) - motorized, mechanized, horse-towed

As you might have noticed when opening the store and looked through AT units or artillery or infantry units, there are some icons, buttons you can click on to customize the unit when buying/upgrading a unit.

Here's an example for both artillery :



and infantry :



The way your unit is going to move can be only one. Either on foot (slowest), towed by horses (not for the infantry), mechanized, or motorized (fastest).

You will find those icons on the map as well, so you can spot what units have what :



Now, here's what everything does.

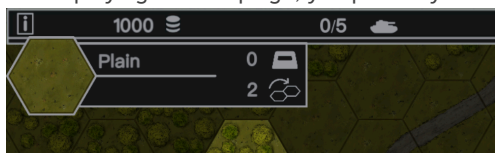
Horses will increase the MP by 3, and set the total fuel at 80.

Trucks will increase the MP by 4, and total fuel will be 50.

Halftracks will increase the MP by 2, armour by 5, soft damage by 5 and total fuel will be 30.

What are core units ?

When playing the campaign, you probably noticed something in the top bar of the UI :



And if you happen to play without the tooltips on (which i recommend to turn on if it's your first time playing), this is the number of core units you have / number of max core units for the scenario. It's not the max number of tanks you can have haha.

So the special thing about core units, is that you can carry them over from one scenario to another, and they will keep all their stats. As for units on the board, or when playing a quick game, well they will be left there forever.

There is base limit of 5 on my campaigns (if you're playing someone else's campaign, it might be different values) and expandable to 2 more per commander rank (go check the commander XP and rank section for more info about it).

Meaning you can't have more than 5 core units at any given time (unless you capture a unit , that will instantly be added as a core unit, making possible to exceed this limit).

You can choose to set the unit you buy to a core unit (check the appropriate section explaining how to do so), and once on the board they will have a golden stroke just like this :



and also in the deploy panel :



Buying a core or non core unit

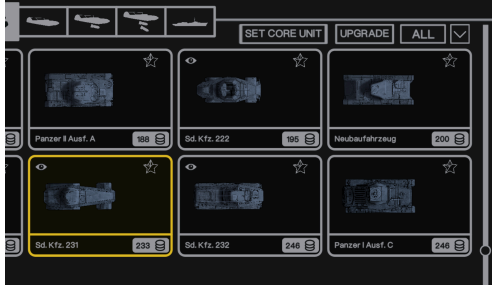
To learn what a core unit is, go check this section first.

This section applies to campaign scenarios only.

Now, to set a unit as a core unit, it all happens in the store. Open it, and select the unit you want

to buy first.

Once selected, a new button will appear in the top right, the button "Set core unit".



When clicking on it, it will show you this little message :



And if you want to press it again, it will set it back to a normal unit :



So basically, any unit you buy WONT be a core unit. You need to set it yourself if you want one. Core units come to an extra cost of 100 money.

When upgrading a unit that already is a core unit, you don't need to press the button again.

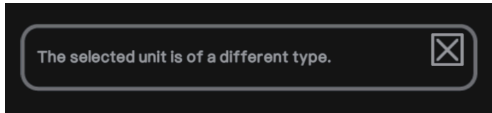
Upgrading / downgrading a unit

Upgrading a unit is easy.

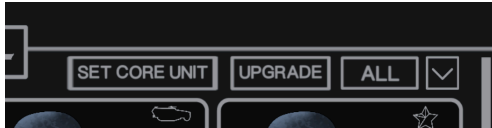
First, select the unit on the board you want to upgrade, and then open the store.

What's important to note about upgrading a unit, is that you can upgrade, or downgrade actually,

to any unit that has the same type. Meaning you can't upgrade a tank into a plane, or vice versa. It has to be the same type. Otherwise, when clicking on "upgrade", you'll get such a message :

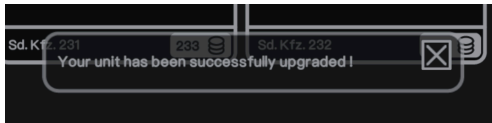


Now if you have selected an infantry type of unit on the map, then opened the store, then left clicked on the unit you want in the store and customized that unit if needed (upgrade doesn't mean changing the whole unit, you might just want to mechanize it for example which is totally fine), press the "upgrade" button in the top right of the store. Here :



If you have enough money to perform the upgrade (if it's a downgrade it's not gonna be a problem, as the money will even be given back to you), the cost for the upgrade really is simple, it is the price of the new unit - price of your unit. You want to buy a unit that cost 500 and yours cost 250, final cost will be $500 - 250$. So when you downgrade, meaning your unit costs more than the one you want instead.

You should see this popup :



That's it ! That's everything there is to know about upgrading / downgrading a unit !

Your unit won't lose any XP or rank for upgrading / downgrading.

Damage and how they are dealt

As explained in the "unit's stats" section, there are 3 types of damage. Soft, hard and air.

The type of damage used in combat is determined by the attacked unit's type.

When attacking infantry or non-armoured units, soft attack will be used. Against armoured units it will be hard attack and against planes air attack.

So now, let's talk about all the modifiers.

For artillery, we know that distance will modify its final damage value (go to the artillery section for more info about it).

But this is not the only modifier, the attacking unit's HP also comes into play. Meaning if you have 50% of your HP, you will deal only 50% of the damage you should do, and so on.

Then there's the tile's modifier that also comes into play. If the unit you are attacking is in a forest, there will be a 20 damage modifier applied to the final value. Meaning $50 - 20$. (To know more about tiles and their modifiers, please refer to that section)

But that's not all, there also is the armour you need to take into consideration. For the armour, it's simple, it's the unit's personal modifier. It adds up to the terrain modifier, so if the unit has a 20 armour value, and you should deal 50 damage, then it's going to be $50 - 20$, as simple as that. And if the unit is in a thick forest, then it will be $50 - 20$ (armour) $- 20$ (forest) resulting in a final damage of 10.

Now, some units have other ways of dealing damage, such as battleships or submarines (go check those section for info on those special units).

If you have a flamethrower or if you are an engineer, you also get a 25 damage bonus against bunkers and entrenched units.

Planes equipped with torpedoes also get an attack bonus when attacking a boat.

Heavily armoured vehicle (Armour value > 15) will perform poorly against troops in cities. They will deal only 50% of their supposed damage.

Veteran units (Store option)

Veteran units can be bought directly from the store, as an option (the star).

PICTURE

It applies to any unit you wish.

What it does, is it basically adds XP to the unit until it reaches rank 4. By then, it has added an extra 30 HP to the unit, and some more soft / hard damage.

PICTURE

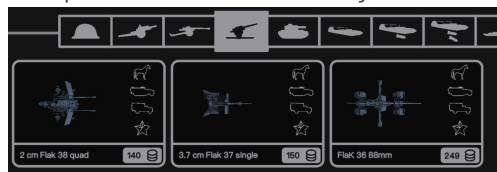
You can spot veteran units on the map with their star.

PICTURE

Coming soon : Veteran units will ignore part of the modifier from tiles. Meaning those veteran units will not entirely deal 20 less damage when attacking a unit in a trench/fortifications (which is the base modifier for that type of tile). I'll probably make it half. Anyway, it will ignore part of that. If you have any idea of what veteran units could potentially do, please write me, I'm open to suggestions, as always :)

Anti Air

Anti air units, as their name suggests, are to have great effects against enemy planes. Here's an example of AA units from Germany in 1939.



Just like artillery, they can be horse-towed, motorized or mechanized to increase their base MP value and fuel reserve, as they will spawn with only 1 MP and 5 fuel units. Meaning they can't go far and fast at all, it's like men pushing or pulling it themselves. Not cool when the thing weighs several hundreds kilograms (I don't do in pounds you weird imperial system users out there, please start using the metric system, we're waiting for you).

The only specificity about AA units, is that when they attack a plane, the plane won't retaliate. Some even will have good stats against enemy armoured vehicles, thinking about the 88mm here in particular, or the italian 90mm.

Paratroopers

Paratroopers are a great unit. They are a powerful and mobile unit that can be used to take key position when needed. They can be used without limits, dropped, back to airfield, re dropped etc.

When spawning, they will be in a plane. When placing them on the map after you bought them, you will be able to deploy them only around allied owned airfields.



When in the plane, they will move just like planes and behave just like planes. Meaning that when under attack, because they are inside transport planes, they won't be able to retaliate. Leaving them pretty vulnerable to anti air or enemy fighters. You might want to consider escorting them with fighters, as the same escort rule as for bombers will apply (check the corresponding section for more info about escorting bombers/planes).

Now how to drop them, well it's pretty easy, first maybe you noticed the parachute button in the bottom left corner. It will most likely be greyed out all the time, unless the selected unit is a paratrooper that can be dropped. You can click on it, aaand ... Voila :



Brown tiles will show up ! Showing you where you can and cannot drop them. Obviously, they won't show up on sea tiles, cause that would be suicidal. Any tile that is brown, you can click it and they will be dropped instantly !



They will now behave just like any other infantry unit. Now, if you want to drop them again and use them again for another mission, just make sure to have them on an allied airfield, and click on the embark / disembark button.



Mountaineers (store option)

You can give any infantry unit the mountaineer option / specialization, when buying it by clicking on the mountain icon (last one):



Mountaineers are able to cross / walk on mountain type of tiles. Any other unit is not allowed to go / walk over a mountain tile.

Artillery

Artillery, just like CAS planes or heavy bombers will remove a random amount of ammo and fuel to the enemy when attacking, and also deal their normal damage. This creates some attrition and make the attacked unit closer to retreat or surrendering (check those section if you need info about them).

Now, the specialty with artillery is the fact that it won't deal the same amount of damage all the time. It's damage are based on it's distance to the target. If it is 2 tiles away, it will deal 100 % of the damage. Further than that, it will lose 25% of damage per hex. Meaning that when you fire at a 4 hexes distance, you deal 50% of your damage only. I explain this by accuracy, the further you are the less accurately you shoot. Now if the artillery unit is 1 tile away, meaning in close quarters

with the enemy unit, it will also deal 50%. This is because once the artillery is facing infantry or tanks like at point blank range or almost, they won't be as efficient as they would be on a long range.

Here are the examples for each situation.

Situation 1, distance is 1 hex, damage are 50% :



Situation 2, distance is 2 hexes, damage are 100% :



Situation 3, distance is 3 hexes, damage are 75% :



Situation 4, distance is 4 hexes, damage are 50% :



Trains

Trains are a way of moving your troops quickly around the battlefield. From one side of the front to another, where the unit would be needed.

In order to embark a unit in a transport train, you will need to have this unit on a city, or harbour near a railway type of tile.

Just like this :



The landing craft / train icon will then turn bright (not yellow, that's because my mouse is over it), when you can't embark or disembark it will be greyed out, just like the one for the paratrooper above it. You won't even be able to click on it. So once you are on a city / harbour tile next to a railway, hit the button and your unit will turn into a wagon, like this :



From here, you can move wherever you want to, as long as its on the rails hahaha. You can embark and disembark the unit as many times as you want, there's no limit in one turn.

You can move pretty fast when in a train, as it modifies your fuel to 100 and your MPs to 30.



Now what there is to know about combat and trains. While in trains, your units are 100% vulnerable to enemy's attacks. If you are being attacked, you won't retaliate, and your armour will be ignored. Use trains wisely :)

Battleships

The specialty about battleships resides in the way they deal damage. They have 50% chance of missing, and 50% chance of hitting hard when attacking other boats. That's what you need to

keep in mind when using them. Against ground units, they work just like any other unit.



Submarines

The special thing about submarines is the way they attack. To emulate the randomness of a torpedo hit, I decided to give it a random damage value, between 0 (miss) and 60 (60 currently is the base damage value for submarines, if I change it, it will be this new value) and ignore armour. Submarines have an attack range of 2 (hexes). When a submarine attacks a boat, the boat won't retaliate. They are to be used in a sneaky way. Not in a frontal attack, as they would most likely be spotted and destroyed, pretty much like in real life. Submarine can't attack planes or any ground target (tanks, infantry etc).

Submarines have an extremely low armour of 10. They will be sunk easily by enemy planes or cruisers / battleships.



(Might add some extra mechanics, just thought about it, like submarines being totally invisible on the map, even when not in the fog of war and it would require destroyers or planes to spot them, tell me what you think about that in the comments please :) Obviously, I'd reduce the attack range to 1, I don't want them to be invisible and overpowered lol)

Landing crafts

To perform a landing, or move your troops across the sea or a lake, you will need a harbour to do so. Your units can embark in a landing craft ONLY when in an allied harbour. Either yours, or one that belongs to an ally.



Once you have the unit on the harbour, the "embark/disembark" button will light up, meaning you can click on it and make your tank or whatever you unit you have go in a landing craft, press it !



Here you go, your unit now can move across the sea/lakes.

You will have to wait the next turn though until you can finally move it, it takes a turn for like all preparations and everything.

You will notice that your stats are changed, that's because the movement stats are not the one of the tank / other unit you are using, but those of the landing craft. Just like trains, landing crafts have better stats than your base unit. They have increase fuel reserve and they have a fixed 5 MP.

Be careful with them though, as just like with trains, your landing craft cannot retaliate once attacked, and their armour will be ignored. They are really vulnerable to enemy attacks and will be easily damaged, or worse, destroyed.

Now to land it's pretty simple. You will need to be on a tile adjacent to a land tile. Just like this :



Now just click on the tile you want to land on, and you will be moving there instantly !



Engineers

Engineers are great, and will soon be even better ! As I am planning on allowing them to blow up / repair bridges for even more in depth strategy.

Right now, they only have an attack bonus against bunkers, coastal batteries and units in trenches / entrenched. They also can cross rivers, they are the only unit able to do so. But once they are on a river tile, other units can use them as a bridge ! So if you have a huge river preventing you to pursue your operation, and there's few bridges or if they are too well defended, use engineers as a personal bridge ;)

Here's a screenshot of how it work, before, and after.

BEFORE (without engineer on the river):



and AFTER (with engineers on the river helping to cross):



Recon units

Recon units are recognizable with their "eye" icon in the store, just like this :



Recon units can move twice, in comparison with other / usual units that can move only once. They also have a visibility of 2 (hexes). Meaning they see twice as far as usual units in the fog of war.

Though most of the time, they are not heavily armoured, and not heavily armed. Use them with care, and they will do just great !

Bomber's escort

Bombers, in comparison to fighters have a low air attack value, and thus are more vulnerable when attacked by enemy fighters.

To mimic a bit more realistic events, I recently added a new feature that I called the "Bomber's escort".

Any fighter that is around the bomber / CAS plane will help and defend it when attacked. But this does not apply only to bombers / CAS planes, it applies to paratroopers in their transport plane as well.

Here's an example, my Ta-152 is ready to attack an american paratrooper's transport plane :



Now if I actually attack it, you will see that the P-51D Mustang will help and attack me as well :



Heavy bombers and CAS (Close Air Support / ground attack) planes

As explained in the "Units types" section, heavy bombers ignore completely the terrain modifier and the armour of the attacked unit when attacking. This make them great to use against boats when equipping them with torpedoes, or against cities / entrenched units. They will remove ammunitions and fuel/supplies when attacking a ground unit.



And now an example of a plane resupplying at an allied aircraft carrier, we can see that without it all buttons are greyed out :



But when near a carrier ... :



Encirclement

How does work, and how can you achieve encirclement ?

It's simple. The more units you have around an enemy unit, the weaker this enemy unit will be.

Here's a situation where it's only our infantry against one german infantry unit, we can see that the damage are even, it's normal, because there's no encirclement :



Now what happens if we bring a second unit :



The retaliation damage are going down !! And what if we bring another unit ?



Even lower ! You guessed it, whenever you add more than 1 unit near the enemy, its retaliation damage go down by 5 per unit around it.

That's it ! That's encirclement and how it works !

Retreating and surrendering

A unit will retreat when it cannot retaliate when attacked.

Meaning if a Tiger II attacks a M3 Lee, the poor M3 stands no chance, its damage obviously will show 0 :



Now if I attack, we will notice the M3 will retreat like this :



As I said, it is because it cannot retaliate because of its low damage in comparison to the tiger's armour. Though it is not the only case, if the attacked unit has no ammunitions, it therefore cannot fight, and will also retreat.

When retreating, the unit scans all tiles around itself and will choose the one that is the further away from the unit attacking it. In this case, there are mountains all around it, so it cannot really go far away, it is almost stuck, which brings us to surrendering ...

Let's take this situation :



What here is different, is that the unit basically is surrounded (Look at the encirclement section for more info about it, especially in how it modifies the damage). It is not 100% surrounded, but we already know the unit cannot cross / go over mountain tiles. So now, if I do the same thing and attack with my Tiger, what is going to happen ? How will the unit retreat ?



It won't ! Because it can't ! So it is now surrendering.

What does surrendering mean ? Well, first you destroy it completely, regardless of its HP. even if it had 1000, it cannot fight ! So you instantly destroy it, PLUS you capture what's left of it, the vehicles or guns. You are capturing the unit instantly when it surrenders to you. Go to the section "Capturing" for more info about it and how it works / what happens.

Capturing units

A captured unit basically is an enemy unit that you can use as it was yours.

To capture a unit, you need to force it to surrender. Surrendering can be achieved in various ways. Please refer to this section for more info.

Here's a situation, when attacking with my tiger, the unit would surrender :



I attack, and once the unit surrendered, I captured it. It now is part of my army, and I can use it and deploy it. As you can see on this screenshot :



Deployment :



Can be captured only tanks, or artillery. Infantry can't be captured Planes or boats either, as they don't suffer from retreat (infantry does).

Once captured, the unit will be left with only 1 HP. It will be left to you to resupply it / repair it. It also comes as a core-unit. If this makes you exceed your limit, or if you don't want it, just hit the delete button.

Supplies in general

Right now, there is no particular supply system and logistics. But I'm planning on adding that soon (before leaving EA).

You currently can resupply a unit even if it is encircled, even if it has no access to an allied city or anything. Basically at any time or any place (of course not for planes, those need to be near an airfield or aircraft carrier for those that can, and of course not while in a train being transported or in a landing craft).

Remember that you cannot attack and resupply, it's one or the other.

When resupplying HP (Health point / manpower), it is only 50% by 50% of your total HP per turn. Meaning it will always take 2 turns to completely heal one of your unit.

When healing a unit, it will lose XP, because you are bringing in new recruits to replace the previous dead one (Go to the XP and rank for units section to learn more about it).

Resupplying costs MONEY, it's quite expensive. Don't rush scenarios by buying tons of units you WON'T be able to resupply.

The cost of resupplying the selected unit will come in the form of a popup next to your mouse

when hovering the resupply button at the bottom left corner.

When having low fuel or low ammo, an icon will appear near your unit. Informing you the unit will soon run out of OR has already ran out of supplies (yellow then red).

Weather - rain, snow, winter ...

Rain will remove 1 MP to all unit's on the board for the current turn. Meaning all units will move less far. Planes are not allowed to attack in the rain. They can still fly.

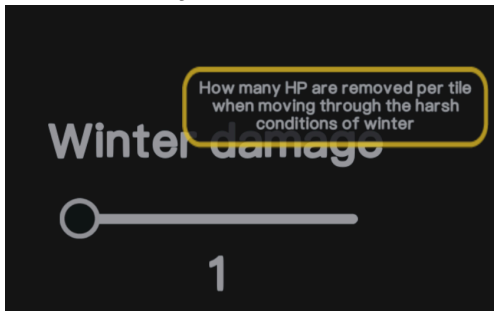
Rain come with a sound effect and will make the game darker.



Blizzard applies the same modifications.



Now in winter, when the date is after the 15th of November and before the 15th of February, and the tile is covered in snow, your units will suffer attrition. Meaning for every tile you move, you will lose 1 HP (adjustable in the main menu, min. 0, max. 50, base value is 1)



This is what it gives you when moving :



This does apply to every single unit. Planes and boats as well. Cold is bad.

1 Comments



valentin56610 [author] 1 hour ago
First



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