STRATEGIC
WAR IN EUROPE

Game Manual

By

1. Strategic War in Europe

Thank you for purchasing Strategic War in Europe!

1.1 Minimum System Requirements
To play Strategic War in Europe, your computer system must meet these requirements:
OS: Windows XP, Vista or 7
CPU: 1.5 GHZ
RAM: 1024 MB
Video/Graphics: DX9 with 128 MB of RAM
Sound: Basic Soundcard
Hard disk space: 1.2 GB
Internet connection for multiplayer games

1.2 Installing the Game
Please ensure your system meets the minimum requirements. To install the game, either double click on the installation file you downloaded or insert the CD into your CD-ROM drive. If you have disabled the autorun function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.3 Uninstalling the Game
Please use the Add/Remove Programs option from the Windows Control Panel to uninstall the game or the Uninstall option in the Strategic War in Europe menu item under the Start Menu.

1.4 Product Updates
In order to maintain our product excellence, Wastelands Interactive releases updates containing new features, enhancements, and corrections to any known issues. All our updates are available free on our website and can also be downloaded quickly and easily by clicking on the "Update" link by using the "Update Game" shortcut in your Windows START menu folder for the game.

1.5 Game Forums
If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to http://wastelands-interactive.com and click on the Forums hyperlink.

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1.8 Epilepsy Warning

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure

while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:

• Do not sit too close to the monitor.

Sit as far as comfortably possible.

• Use as small a monitor as possible.

• Do not play when tired or short on sleep.

• Take care that there is sufficient lighting in the room.

• Be sure to take a break of 10-15 minutes every hour.

2.0 Introduction

Strategic War in Europe is a turn-based strategic game in which you take a role of the leader of an independent country (or an alliance of several countries) during the fragile and turbulent period of 1939-1945 in the European, Middle East and North Africa theatre.

By waging war on the land, in the air and at the sea, planning military production, exercising different diplomatic actions, and investing in new technologies, you will try to lead your people to ultimate victory.

The game is played on a hexagonal map, 150 kilometers (about 100 miles) across, corps/armies, and one turn represent one month.

There are three main alliances: the Axis, Allies, and Comintern (there are no minor alliances in the game). Victory is achieved by an alliance rather than individual countries, although an individual score for each country is calculated at the end of the game.

3.0 Glossary

This glossary gives brief definitions of terms and acronyms used in the game and in this manual. All items in the Glossary are covered with more detail later on.

PP – Production Points. This is the main 'currency' in the game. Production Points are generated each turn in Cities and Resource hexes. You can spend PP to buy new units, invest in technology research, and expand your strategic/naval transport capacity, etc.

DP – Diplomatic Points. These are used in Political Actions, each of which (either Internal or External) costs certain amount of Diplomatic Points. Each country gets a fixed amount of DPs each turn (this value usually won't change throughout the game). Diplomatic Points can also be received as a result of certain in-game events.

Land Warfare Doctrine Level – This represents the overall doctrine used by Headquarters (HQs) and directly affects the effectiveness of all land units of the given country. Players have no choice over when they receive the next level of Doctrine; this is simply hardcoded into the game for each country. Minimum Doctrine Level is 0, while the maximum is 5.

SMP – Strategic Movement Points. These are used to transport land units over great distances in a single turn. Each unit so transported will require a cost in SMPs; this cost changes, depending on the unit's type. Any of these Points spent in a turn are returned for the following turn; players may not accumulate unused SMPs.

STP – Sea Transport Points. These are exactly like SMPs, except they are used to transport units by sea (they are not used to invade; for that, see AIPs, below). They are also used to transport Supply (via convoys). Any of these Points spent in a turn are returned for the following turn; players may not accumulate unused STPs.

AIP – Amphibious Invasion Points. These Points are used to perform sea invasions. Loading a land unit into a naval unit costs given number of AIPs (depending on the unit's type). Unlike the SMPs or STPs, they are NOT replenished the next turn after they've been used.

VP – Victory Points. Each city on the map is worth a certain amount of Victory Points. The Alliance that controls cities worth the most VPs at the end of the game wins the game.

AP – Action Points. These are used by land and air units to move or attack. A unit with no APs cannot move or attack.

ZOC – Zone Of Control. These are hexes adjacent to units.

Friendly Unit, Friendly-Controlled Hex – A unit or hex controlled by your country or any other country that is in your Alliance.

FOW – Fog of War. Hexes that are not visible. Range of visibility into enemy territory can be setup in preferences screen.

Info-box – Small box below unit which contains all information about it such as Strength, AP, supply, etc.

RR – Railroads, that are used for distributing supplies and transporting units

4.0 Starting a New Game

When the game is started, the Strategic War in Europe main screen will be displayed. Select one of the three options to continue:
• Tutorial – Game introduction through simple learning scenarios.
• Quick Start – Allows to quickly start a game as a whole alliance.
• Custom Game – Begins a game. Also, will let you load any saved games.
• Preferences – Select to set in-game preferences.
• Exit – Returns you to your desktop.
To start a new game, select Quick Start or Custom Game button.

The Game Screen will be displayed. Here, you can select whether you want to start a new game, or load a saved game. By default, a New Game will be assumed, and all possible Campaigns and scenarios (both original and self-made) will be listed:

To load a saved single player game, click Load Game and select the saved game from the list.
To start a new game, highlight the Campaign or Scenario on the left and click OK or double click the scenario name. To exit to the

Campaign Selection screen, click Back. After a new Campaign is loaded, a Scenario Screen will be displayed.

4.1 Preferences
To set Preferences, click the Preferences button from the main screen.

NOTE: **Preferences may be set before a game is started or set during the game through the Options button. Some Preferences require the game to be restarted before they will take effect.**

Here, you can set the following options:
<u>**General:**</u>
Resolution: Select the resolution size. This will take effect after the game is restarted.
Windowed: Choose between windowed or full screen mode
Hide mouse pointer: Choose between windows and game cursor. (In full screen mode game cursor is always used).
<u>**Gameplay:**</u>
(AI) unit move speed: How fast, visible AI units will move on the screen.
AI Combat Results Display Time: Move the slider to the desired waiting time. This can be automatic (after a certain amount of time) or only on a click.
Visibility Range: Move the slider to the desired range. The number displayed below the slider indicates how far units are from each other before they are spotted. In other words this is FOW.
Advanced Recon: This option allows to hide info about enemy units inside visibility distance.
Allied Movement: Shows movement of allied units.
Various Sliders: Sliders are used to set delays of various in game actions.
FOW display: Decide whether unseen hexes should be visible or not.
<u>**Units:**</u>
Units Skin: Graphical representation of units can be selected here.
<u>**Map:**</u>
Map Skin: Graphical representation of map can be selected here.
Show Grid: Turns on and off hex grid on the map.
Border color: Select border color, together with width and style (solid, dotted or dashed).
Show city names: Turn on and off city names on the map.
Show AP left: Displays on the main map, amount of AP that will be left if a unit moves to a given hex.
Sea zone names: Displays names of sea zones on the map
<u>**Interface:**</u>
End turn confirmation dialog: If selected, the End Turn confirmation pop up will be displayed.
Auto-show info panels: This option allows to automatically handle information displayed on the main screen.
Various sliders: Those sliders allows to decide how fast the game will answer.
<u>**Audio:**</u>
Sound Volume: Move the slider to the desired volume setting.
Music Volume: Move the slider to the desired volume setting.

4.2 Scenario Screen

When a new game is started, the Scenario Screen will be displayed. Starting statistics for all countries that are active in the selected Campaign will be listed on the left; also, you can configure certain rules for the game here.

On the right, the selected/highlighted country's information will be displayed. For a complete description of these items, see section **15.2 Country Information**.

Below the Country Information panel is a Settings panel, where you may specify certain rules for the selected country:
• AI Controlled: Select to make this country computer-controlled. All countries are AI Controlled by default, but note that at least ONE country in the Campaign must be human-controlled in order to begin a game.
• Human Controlled: Select to make this country human-controlled. At least one country in the Campaign must be human-controlled in order to begin a game.
• Very Hard (-50% PP): Select for a truly difficult game; the country's PP total will be reduced by 50%.
• Hard (-25% PP): Select for a more difficult game; the country's PP total will be reduced by 25%.
• Normal: Select for a balanced game with no bonus or penalty given to the country's PPs.
• Easy (+50% PP): Select for an easier game; the country's PP total will be increased by 50%.
• Very Easy (+100% PP): For the tactically-challenged, or to give a new player a bonus in game with veteran players; the country's PP total will be increased by 100% (doubled).

HUMAN/AI, DIFFICULTY SETTING

Please note that for some of the scenarios or campaigns, there might be some additional bonuses or penalties, dependable on the difficulty level. Check section 11.1

You can select more than one country to be human-controlled. Use this feature to control Allied countries, or to play a hot-seat game with other (human) players on the same PC.

Once all selections are made, click OK to begin.

4.3 Sequence of Play
Strategic War in Europe is a turn-based game; each player performs his actions separately, during his turn, then passes control to next player, and so on. After all players complete their turns, specific actions are performed automatically such as calculating PPs and DPs, checking for Events, checking whether sea battles occurred, and so on.
The Sequence of Play is determined in the following way:
1. Axis Countries
2. Allied Countries
3. Comintern Countries
4. Neutral Countries

The sequence in each Alliance is determined by the Political Strength value of each country (countries with a higher Diplomatic Strength value will play first, followed by the next-highest, and so on). In case of equal Diplomatic Strength, the sequence is determined by the game automatically.

4.4 Turn Lengths
In Strategic War in Europe, each turn is equal to one month (however, it can be modded).

4.5 End of Game Conditions

The game will end when ANY of the following conditions is met:
• Time runs out (all scenarios end after a certain amount of turns have passed);
• All human-controlled countries have surrendered;
• Only one Alliance (i.e. Axis, Allies or USSR) is left; or
• No Alliance is left (very unlikely, but still possible).

Once a condition is met, the number of Victory Points from city occupation for each Alliance is calculated. The Alliance with the most VPs will win the game. In case of an equal number of VPs for one or more Alliances, a draw is declared. The following game results are possible:

• No Result (in this rare case, all three Alliances were eliminated).
• Draw (all Alliances have an equal number of VPs).
• Axis-Allied Draw, Comintern Defeat (when Axis VPs equals Allied VPs and this number is greater than Comintern VP total). Note that Axis and Allied VPs are NOT added together for this purpose.
• Allied-Comintern Draw, Axis Defeat (when Allied VPs equals Comintern VPs and this number is greater than Axis VPs). Note that Allied and Comintern VPs are NOT added together for this purpose.
• Axis-Comintern Draw, Allied Defeat (when Axis VPs equals Comintern VPs and this number is greater than Allied VPs). Note that Axis and Comintern VPs are NOT added together for this purpose.
• Axis Victory.
• Allied Victory.
• Comintern Victory.

Apart from the Alliance's total number of VPs, each country's individual VP amount is calculated.
This total is a sum of:

• The Strength of all land, air, and naval units (both on the map and in reserve) for that country divided by 5;
• The unmodified number of PPs generated each turn by that country multiplied by 2;
• The current number of VPs from cities controlled by that country multiplied by 5.

5.0 Main Screen

The Main Screen of the game has many features displayed, as follows:

5.1 Navigating the Map

To scroll your view in the Main Display panel, move the map move cursor to the edge of the screen or press the arrows on your keyboard.

You can click on the Mini Map to quickly get to other areas and use its buttons to change your view (see section 5.3, Mini Map Panel, for more details).

You can also drag the map by pressing right mouse button and moving the mouse.

5.2 General Information Bar

The General Information Bar runs across the top of the screen. It will display current game information. Going from left to right the lettered buttons show available PPs, DPs, SMPs available /SMP max STPs available, AIPs available/AIP max, and available Nukes.

Also, most important information about currently selected hex is displayed at the top of the bar.
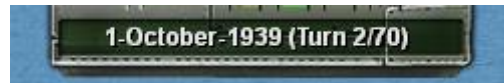
5.3 Current country

At the top right side of the screen a flag with the name of the current country is displayed.

5.4 Date and turn
Under the mini map current date and turn number is displayed.

5.5 Mini Map Panel
The Mini Map panel appears in the upper left corner of the screen, allowing for quick navigation; simply click on an area of the map to zoom the main display there.
• The plus button (+) zooms the main display in.
• The minus button (-) zooms the main display out.
• Third button is responsible for borders display. Clicking this button will switch the type of borders displayed in the Main Viewing panel. The first mode draws borders between hexes controlled by different countries, while the second mode draws borders between hexes owned by different countries.
• Fourth button is responsible for ownership display. Clicking this button will switch the ownership displayed in the mini map.
• Fifth button is responsible for changing map display modes: Normal, Terrain only and political.
• Sixth button displays air units supremacy

5.6 Hex Information Panel

The Hex Information panel is toggled by hex image, it displays information about the selected hex (if one is selected in the main display area). See section 5.11, Hex Information, for a bit more information.

5.7 Unit Information Panel

The Unit Information panel is toggled by the eight-stars image, it displays information about a selected unit. See section 10.1, Unit Information, for more information.

5.8 Unit Action Buttons

After the Units has been selected, certain actions may be available to the player owning that unit; these buttons will be displayed at the bottom of the screen. The buttons that display will depend on whether or not the unit is friendly. See sections 8.0, 9.0, 10.0, and 11.0 for more information on what displays.

5.9 Game Buttons Panel
On the right side of the screen is the Game Buttons panel. Here, various game functions may be performed:

- Finish Turn: Ends the current game turn. (hotkey Q)
- Hide panel buttons
- Units management: Allows the player to view and deploy units. (hotkey U)
- Convoys: Allows the player to set up and controls convoys. (hotkey C)
- Purchase: Allows the player to buy new units. For more information, see section 13.0, Purchasing and Deploying New Units. (hotkey P)
- Research: Allows the player to conduct research in an attempt to improve their country's war-making abilities. For more information, see section 14.0, Researching New Technologies. (hotkey T)
- Reports: Opens reports menu. For more information, see section 16.0. (hotkey R)
- Options: Opens options menu. (hotkey escape)
- Hotkeys: Displays hotkeys used in the game

5.9.1 Function keys

F1 Preferences Menu
F2 Toggle hexes on/off
F3 Toggle weather on/off
F4 Toggle city names on/off
F5 Toggle unit names on/off
F6 Switch border draw mode
F7 Switch ownership draw mode
F9 Toggle all hexes which can be invaded from sea on/off
F10 Toggle Air superiority over each hex on/off

5.10 Main Display Panel

The Main Display panel is where all the actions in Strategic War in Europe appear. It is made up of various hexes containing many different terrain types, as well as land and air units looking for a fight.

5.10.1 Hexes

Each hex is characterized by the following attributes:

• Terrain Type. There are seven terrain types: Plains, Hills, Mountains, Forest, Rough, Swamp, and Desert (a hex may also be considered a Coastal hex if it borders on a Sea Zone – see Sea Zone, below). Terrain affects unit movement and, depending on its type, may give a bonus to unit's strength.

• Presence of Rivers. Defending behind a river gives bonus to defender.

• Owner. This is the country that owns the hex. The country may lose control over a hex to an enemy, but it will remain the owner. In other words, nothing can change who actually owns a hex. Hex ownership is changed only when a country surrenders (see 17.1) or through some of the events.

• Controller. This is the country that currently controls the hex. Controlling hexes is important for Supply reasons, as Supply can travel to units only through friendly controlled hexes (see 19.0).

• Fortification Level. This value can range from 0 (meaning no fortifications) to 10 (with detailed, painfully efficient fortifications). Attacking units that occupy a fortified hex gives a penalty to the attacker; the better the fortification, the higher this penalty. Fortifications cannot be built OR destroyed in a game.

• Weather. Informs about the weather on selected hex.

Hexes can be occupied by units. Each land hex may ONLY have one unit at a time in it – there is no stacking.

5.10.2 Cities and Resources

Some hexes may contain Cities or Resources, which yield PPs to a country controlling the hex. There are four City types:
• Main Supply Source
• City (only)
• Port and Main Supply Source
• Port (only)

Each city has three important values:

• Supply value. The displayed value, e.g. 30 (22), shows the current Supply amount for the current country; the value in bracket is called the "city's own supply," which is the amount of supply generated when this city is cut off from a Main Supply Source (for details of supply calculation see section 19.0)
• PP value. (Displayed as Current and Maximum, separated by a slash, e.g. 1.0/2.0, indicating a Current value of 1 and a Maximum value of 2). The Current value may be reduced by Strategic Bombing; see section 7.2 for more information.
• VP value. These are Victory Points and are important in determining winners.

5.10.3 Land Units
There are seven land unit types: Infantry Corps and Army, Motorized Corps and Army, Armored Corps and Army, and Airborne Corps. (Please note that depending on scenario unit size, name and strength may vary).

Infantry Corps and Army:

Motorized Corps and Army:

Armored Corps and Army:

Airborne Corps:

Each land unit is characterized by the following attributes:

Click on any land unit and the unit info screen appears in the lower left corner.
This box contains all data about a unit. Name, Owner, Size, Strength, Experience, Effectiveness, Bonus, AP, unit level, supply level, damage, owning country, unit's composition as men, tanks, artillery, AFV.

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Name. The name of the unit. You may wish to rename a unit. In the top right corner you will see the arrow. Click on it to rename a unit.

Size. Unit size may vary from Battalion to Army. However in the game there are currently only corps and army

Strength. The Strength value of the unit. The maximum Strength value depends on the unit type and its level. The table below shows the maximum Strength value of land units:

UNIT LVL	INFANTRY DIVISION	INFANTRY CORPS	MOTORIZED DIVISION	MOTORIZED CORPS	ARMORED DIVISION	ARMORED CORPS	AIRBONE DIVISION
1	2	5	3	6	8	16	2
2	3	7	4	8	9	18	3
3	4	9	5	10	10	20	4
4	5	11	6	12	11	22	5
5	6	13	7	14	12	24	6

Please note that the given values might be different for some countries or in specific scenarios.

Strength is also displayed by a red bar that moves from left to right and a percentage number in the center of the bar.

Exp Experience. This value informs us how well the unit has fought during the game. Value might vary from 0 to 100. Experience increases during the battle and decreases when a unit is reinforced. A red bar that moves from left to right also displays experience.

Eff. (Effectiveness) This is how effective a unit is in combat. The minimum value is 1%; there is no maximum limit. The following factors influence a unit's Effectiveness:
• Land Warfare Doctrine Level,
• Experience,
• Commander (3% per Commander level),
• Supply. A Supply level of 20 or more has little negative effect on Effectiveness; below 20, a unit will
  fall more quickly and each point below 10 will seriously impact unit Effectiveness,
• Sea Bombardment. Effects of sea bombardment last only one turn,
• Air Strikes. Effects of air strike last only one turn,
• Can affect the unit positively or negatively.

You can see details of how effectiveness is calculated for a unit by hovering the mouse over the Eff number.

Effective Strength. This is current unit Strength multiplied by its current Effectiveness. This figure is used for all combat odds calculations.

Action Points. Used for movement and combat. In the beginning of each turn unit AP are replenished for each unit. Base amount of AP depends on unit type and level as well as the land warfare doctrine level of unit's owner. The table below shows the base AP level for land units:

INFANTRY CORPS	INFANTRY ARMY	MOTORIZED CORPS	MOTORIZED ARMY	ARMORED CORPS	ARMORED ARMY	AIRBONE CORPS
3	3	5	5	6	6	3

A unit's base APs are modified by its Supply level. A low Supply level will have a negative effect on APs.

Unit Level. The Level (quality) of the unit. The Level can range from 1 to 5; the higher this number, the better the quality of the unit's equipment (weapons, vehicles, artillery, etc.) To upgrade Infantry, Motorized, and Airborne units to the next level, you have to research the appropriate technology.

Supply. This represents the essential materials (food, ammo, spare parts, etc.) needed to keep the formation running at peak performance. The minimum value is 0 (indicating the unit is cut off from Supply), while the maximum value is 30 (in standard Campaigns). A low Supply level means the unit will suffer lower effectiveness and less APs. The city listed after the Supply value indicates where its current Supply is coming from (if any).

Commander. Each country has a pool of 'unique' Commanders, who, if assigned to a unit, will improve its effectiveness. Units with no "unique" Commander don't get any penalties.
Here you will see the name of the commander followed by the level/experience. For more information, see section 8.4, Assign Commander.

Photo. A WWII photo image that represents the basic unit. *Most* photos will change when the size of a unit or it's level changes. A player can use these photos for recognition when the map is zoomed out.

Split Next to the photo an icon for splitting a unit is here. For splitting see here 8.4

Merge/Transfer Next to the photo and below the Split icon is the Merge/Transfer button. For Merging see here 8.3

Statistics Here a player can see what the composition of the unit. Below the photo we have properties on the left and amount on the right. For a land unit, Men, Tanks, Armored Fighting Vehicles are listed.

5.10.4 Air Units
Air units represent a country's aerial combat power (in the form of fighters, bombers, etc., all represented by an Air unit). There are three types: Fighters, Tactical Bombers and Strategic Bombers.
The first one is used to reduce the Strength of enemy air units by interception of enemy air units, or interfering with enemy paradrops. They also are used to count air superiority. Tactical Bombers are used to attack enemy land units and enemy fleets. Tactical Bombers can supply land units. Strategic Bombers are used to bomb enemy cities and attack enemy fleets. All can be used for air recon.

Fighter: Tactical Bomber: Strategic Bomber:

Each Air unit is characterized by the following attributes:

Name. The name of the unit. You may wish to rename a unit. In the top right corner you will see the arrow. Click on it to rename a unit.

Strength. The maximum strength of air units is equal to 10 by default. However, this might vary for some scenarios. Also, the strength is represented by active men and planes within a unit.

Exp (Experience). This value informs us how well the unit has fought during the game. Value might vary from 0 to 100. Experience increases during the battle and decreases when a unit is reinforced. A red bar that moves from left to right also displays experience.

Effectiveness. This is how effective a unit is in combat. The minimum value is 1%; there is no maximum limit.

Action Points. APs are used to rebase Air units, attack other Air units, bombard land or naval units and for Air Recon missions.

Lvl Unit Level. The Level (quality) of the unit. The Level can range from 1 to 5. The higher this number, the better the quality of the unit's equipment (weapons, engines, airframe etc.) To upgrade an air unit to the next level, the Combat Aircraft technology must be researched up to the appropriate level. Higher levels of Air units are better at bombardment and fight better against enemy Air units.

Supply. This represents the essential materials (food, ammo, spare parts, etc.) needed to keep the formation running at peak performance. A low Supply means fewer APs, lower Effectiveness in air combat, and spotty bombardment of land units.

Commander. Each country has a pool of "unique" Commanders, who, if assigned to a unit, will improve its effectiveness. Units with no 'unique' Commander don't get any penalties. Here you will see the name of the commander followed by the level/experience. For more information, see section 8.4, Assign Commander.

Photo. A WWII photo image that represents the basic unit. Most photos will change when the size of a unit or it's level changes. A player can use these photos for recognition when the map is zoomed out.

Split Next to the photo an icon for splitting a unit is here. For splitting see here 8.4

Merge/Transfer Next to the photo and below the Split icon is the Merge/Transfer button. For Merging see here 8.3

Statistics Here a player can see what the composition of the unit. Below the photo we have properties on the left and amount on the right. For an Air unit, Men and planes are listed.

5.10.5 Sea Units
For details on operating Fleets, see section 10.0, Fleet.

5.11 Hex Information
Left click on a hex to select it. Basic information about the hex will be displayed on the Top Bar. More detailed information about the hex can be seen in the hex panel.
Information that might be found there are as follows:
City: City name (together with the port size)
Info: Terrain type and hex coordinates
Supply: Supply level – actual (generated by city)
Fortification: Fortification level
PP: Production points level – actual/total
VP: Victory Points for city
Controlled by: Country that controls hex
Owned by: Country that owns hex
Weather: Describes kind of weather

5.12 City icons
On the main map, cities can be marked with different icons.
From the top left and going clockwise
Harbor
Production Points
Resources
Victory Points

6.0 Land Unit Movement and Combat

6.1 Moving Land Units
To move a land unit, select it by left clicking on it. Its Movement Range will be highlighted. In this screenshot, the selected unit is an armored unit. The green and red Xs are hexes it can move to in the current turn.

Moving unit costs a number of APs; this number depends on a combination of the terrain type(s) it moves over, weather and the unit type. Moving into an enemy ZOC (i.e. into hexes adjacent to enemy units) costs extra APs. The table below displays the cost of movement:

PLAIN	FOREST	ROUGH	SWAMP	HILLS	MOUNTAINS	DESERT	ENEMY ZOC PENALTY
1	2	2	3	2	3	1	1

6.2 Land Units Swapping
Sometimes there is a situation when two units should just switch places. This may occur because of the need to withdraw a front line unit to the rear to better prepare for battle, etc. To do so, chose a unit, press and hold the SHIFT key, and then choose a second unit standing just next to the first one. The switch uses all AP of involved units.

6.3 Merging Land Units and Transferring Strength
There is also a possibility to merge two units into one. When a unit is selected and standing next to another similar type unit, it can move on to the similar unit to merge. Not only must the unit be the same type, it must be the same size and level. The Merge icon will be highlighted if this task can be performed. Click on the Merge button and the unit you wish to merge into or transfer strength. In order to Merge, the target unit must be less than full-strength. The unit that is Merging in must be less than the missing strength, or it will be only a partial Merge, leaving the first unit at full-strength and the second weakened.

6.4 Splitting Land Units
There is a possibility to split a unit into two smaller units. First of all, the unit must not be moved during that turn. After choosing a

unit and clicking the split icon, a new window is opened. Player can choose how much strength should be distributed to the new unit. After a split is performed the original unit will lose all action points. The new unit will be frozen for a period of time. Check the unit information panel after the split. It will say frozen with a number in parenthesis for the number of turns unit is frozen e.g. frozen(6).

6.5 Attacking with Land Units
There are two ways to attack the enemy with your land units:

Attack directly, with one unit. To perform such an attack, select a land unit and click on an adjacent enemy unit. Be aware that attacking from one direction is less effective, as the attacker receives a penalty.

Attack from multiple directions. Each of your units may participate only in ONE such attack per turn (observe the blinking dot on the unit's counter to see if a unit already participated in such an attack). Also, each enemy unit can be attacked this way only once per turn (this is also shown by a blinking dot next to it). To attack from multiple directions, left click on an enemy unit, then left click on your valid adjacent units to add them to the attack (clicking on your unit again will remove it from attack). To confirm the multiple-direction attack, left click on the enemy unit. The attack will be executed immediately.

In the pop-up panel, you will see statistics for the attack, and the combat result including:
• What enemy unit is being attacked (e.g., "Armia Poznan");
• How many and which units attacks and defends;
• The total of the Attacker's and Defender's Strength;
• The Attacker's and Defender's combat modifiers;
• List of modifiers (as a tooltip under modifiers value)
• The total odds for the combat
Also, crucial information about the combat is displayed by numbers floating just above the units, where combat took place.

6.5.1 Attacker Modifiers
• 25% penalty for attacking an enemy armored unit, if no armored unit participates in the attack.
• Attacking a unit which is neighbor to own or an allied unit gives a bonus to the attacker. The bonus varies depending on the total number of units adjacent to the attacked unit.
• When an enemy unit is attacked by one unit and no other allied units are adjacent to it, the attacking unit receives a 25% penalty.
• If the defender is in a Fortified hex, the attacker will receive a penalty (9% per Fortification Level).
• Attacking across a river reduces an attacking unit's Strength by a quarter.
• Rain decreases effectiveness by 10%, and snow by 30%.
The effective Strength of all attacking units is multiplied by Attacker Modifier.
All modifiers are cumulative.
Please note that all above are default values and might be different for some countries.

6.5.2 Defender Modifiers

Terrain: Defending in terrain other than plains or desert gives bonus to the defender. Mountains give 70% bonus, hills give 30%, swamp give 20% bonus, forest give 30% bonus, rough give 50% bonus.
City: Gives 30% bonus to the defender.
Weather: Rain decreases effectiveness by 10%, and snow by 30% (those can be also modified for each country separately, so some countries can have this value lower or higher).
Dig In: Units that don't do anything during the turn, digs in and gains 5% bonus. Total bonus from digging in can't be higher than 25%. If a unit moves then it loses the dig in bonus.
The effective Strength of the defending unit is multiplied by the Defender Modifier.
All modifiers are cumulative.
Please note that all above are default values and might be different for some countries.

6.5.3 Combat Odds

Odds are calculated by dividing the final Attack Strength by the final Defense Strength.
Minimum odds are 1:1 (rounding up if necessary) and maximum are 7:1 (rounding down if necessary).
• 7:1 odds gives the attacker the best chance to utterly wipe out the targeted enemy unit.
• 6:1 or 5:1 odds gives some chance to destroy the enemy unit, or at least inflict heavy losses on it.
• 4:1 or 3:1 odds will inflict some losses on an enemy, but the attacker will take more losses on average than the defender.
• 2:1 or 1:1 odds attacks are risky, as the attacker may take heavy losses or even get destroyed in the attack.

==Attacking with odds lower than actual 1:1 (e.g. 4.6 / 5.0) will still be displayed as 1:1, but a special rule will be applied: the defending unit will NEVER take losses in such an attack!==

6.5.4 Land Unit Retreat

After each attack, a check is made to see if the defending unit decided to retreat.

==Units defending in Cities AND hexes with forts NEVER retreat.==

The base Retreat Chance is 100% minus the unit's actual Strength divided by its Maximum Strength. So, if a unit after an attack has 45% of its Maximum Strength, its base Retreat Chance is 100% - 45% = 55%.

This chance is then modified by two factors: terrain (mountains decrease the Retreat Chance by 50%; Forest, Rough, Swamps, and Hills decrease it by 25%) and attack odds (4:1 is neutral; higher odds increase the defender's Retreat Chance and lower odds decreases this chance). Attacking with 1:1 odds reduces retreat chance to zero.

If the result of the check is that the unit will attempt to retreat, it will retreat 1 hex in a direction opposite to attacking units. If there is no valid hex to retreat to, the unit will surrender (and thus, be eliminated).

Air units can be attacked by land units. A defending Air unit in such a case is a low-value Infantry unit representing the few ground personnel and Security detachment attached to the unit. This value is always the same and does NOT depend on the actual Strength of the air unit. This combat is resolved as a special check; if this check fails, the Air unit is Overrun and eliminated immediately. As you can see, Air units are very vulnerable to land attacks (even when attacked by a single level 1 Infantry Corps), so remember to keep them away from the enemy.

6.5.5 City Siege
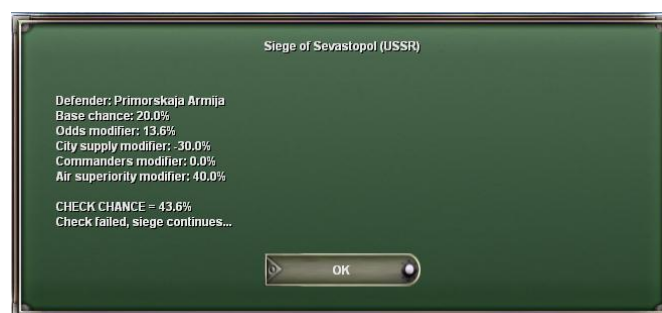
City Siege is a special rule implemented to make assaulting a city easier.
When a unit defends in a city and all adjacent land hexes are occupied by an enemy, there is a possibility that the defending unit will lose a fort level. If the defending unit is at level zero then a successful siege calculation will force this unit to surrender.
When calculating a siege the following aspects are taken into consideration:
- Base chance,
- Effective Strength of attacker and defender,
- Supply,
- Commander,
- Air superiority.

Sieges are always calculated at the end of the turn.

7.0 Hex Action Buttons

When you select a coastal hex, Action Buttons for that Hex will be displayed in the Hex Information panel. There, you can find a button responsible for deploying a Mulberry Harbor.

7.1 Mulberry Harbor

Mulberry Harbors are special units which may be deployed only in coastal hexes. They are very expensive but are indispensable if making an invasion.
Mulberry Harbors provide supply for friendly units for two months since deploying.

8.0 Land Unit Action Buttons (Friendly Units)

By selecting a hex occupied by one of your own land units, the following Action Icons will appear at the bottom of the screen. Explanations are below going from the left to the right.

8.1 Upgrade unit

This allows you to upgrade a unit to a unit of different size or type. A unit after upgrade is frozen for several turns. Frozen time depends upon the original production time of the unit you wish to upgrade (default is 60%; e.g. after a change to a unit which production last 5 turns a unit will be frozen for 3 turns). A unit that has moved and/or attacked during the current turn cannot be upgraded.
To upgrade a unit it must be located on owned territory.

Note: most units will have their photos upgraded as the size changes. Exception: Special Flavor Units
Photographs can be used to distinguish between sizes and level of enemy units when the player is zoomed out on the map.

8.2 Upgrade Level

By clicking this button, you can upgrade the selected unit to the next Level. The following conditions apply:
• Level 5 units cannot be upgraded, as this is the maximum possible Level;
• You have to research the necessary Technology to a Level that will allow upgrading;
• The unit cannot move and/or attack in the current turn to upgrade; and
• You have to have enough PPs available for the upgrade.
• Unit must be located on friendly territory.

Note: Upgrading units is slightly ineffective PP-wise. For example, a Level 5 Armored Corps (with a base Strength of 10) will cost you several percent more PPs than three Level 1 Armored Corps, which count for the same base Strength. However, by upgrading to higher Levels, you benefit from concentrating large Strength in a smaller amount of units, which allows you to punch holes in enemy lines (and then to flank them with lower-Level units), or more easily conquer important Cities defended by strong enemy units.
To upgrade a unit it must be located on owned territory.

Note: most units will have their photos upgraded as the level changes. Exception: Special Flavor Units
Photographs can be used to distinguish between sizes and level of enemy units when the player is zoomed out on the map.

8.3 Supply Level

This action allows you to check the city that sends supply to the selected unit.
Clicking on this action button will jump the cursor to the supplying city. Another way to see this information is in the unit panel on the left. It is above the Commander. Clicking on the supply button is useful for finding unfamiliar names on the map.

8.4 Assign Commander

This will open a popup window from which you can assign/recall a Commander to/from a unit. Assigning a commander will increase the unit's Effectiveness.

Units with a Commander attached to them are considered to be HQ units. HQ units can be identified on the game map as having a star icon next to it.

Other friendly units in range (within 3 hexes) that do not have a Commander assigned to them receive a bonus from this HQ unit. The bonus depends on the Commander's skill and the range to the HQ.

If a unit has more than one HQ in range, a combination of the Commander's skill and the range will determine the best HQ to use. Units with no HQ in range displays no name in the Unit Information panel.

The HQ Commander bonus is calculated at the beginning of the turn, so assigning a Commander during one turn will only begin to affect units on the next turn.

Each country has its own pool of Commanders. To assign a Commander, click on a unit and click on the icon with an officer at the bottom of the screen. Select his name from the drop-down list in the top box. Click Assign. Click exit, or hit the escape key.

Note: Once you click the assign button you can change your mind by clicking the recall button however, you will not be able to reassign the first commander until next turn. So it is best to plan ahead and not click Assign unless you are absolutely positive you want that commander.

If you already have a Commander out in the field, you will see it using the unit information panel in the left-hand corner. This is the one with the photograph. Above the photograph you will see the commanders name. There are two numbers in brackets separated by a slash; the number to the left of the slash is the Commander's skill, while the number to the right of the slash is the Commander's Experience (see below for more on Commander Experience).

Some graphic interfaces like "Counters combination mod" will display a commander symbol on the unit icon. See Unit skins under Unit 4.1 Preferences.

To recall a Commander from the unit, open up the commander window, click Recall to HQ button. The Commander will then be available in the pool the next turn.

Commanders also have an Experience attribute. All Commanders start with 0 Experience. When a unit a Commander is attached to (either direct command or via "HQ link") takes part in combat, a check is made. If the check succeeds, the Commander is awarded one Experience point. For a defending unit, this chance is 30%; for attacking units, it is 10% since attacks can be carried out from many directions. For example; if the attack is from 3 directions, three independent checks are made, each at 10%. A Commander's Experience is translated to higher unit effectiveness (1 Experience Point = 1% bonus to Effectiveness). The maximum Experience a Commander can accumulate is 20 points.

The Commander's Skill also affects a unit's Effectiveness. For each Skill point, effectiveness of a unit is increasing by 3.

8.5 Reinforcements

This will open a popup window which allows you to replenish the Strength of a reduced unit. In order to reinforce, the following conditions must apply:
• The unit cannot move and/or attack in the current turn to receive replacements;
• Units out of Supply cannot receive replacements; and
• Units with a low Supply or abroad (enemy-owned territory) can receive replacements, but only to a certain level.

Replacing unit Strength costs Production Points. However, replacing the Strength Points of an existing unit costs MUCH less than buying a new unit with the same Strength.

8.6 Disband Unit

This action will disband the selected unit permanently. This is useful when you'd like to get rid of some low-level, weakened unit with 0 Action Points that blocks access to a hex.

Disbanding a unit will give 50% PP of its actual value.

8.7 Undo Movement

This allows you to cancel the last move of the currently selected unit.

8.8 Strategic Movement

This allows you to immediately move a land unit to a friendly-controlled hex with railroads. The following conditions apply:
• You must have enough SMPs available;
• Unit must be stationed on a Railroad;
• The unit cannot move and/or attack in the current turn to use Strategic Movement; and
• Units out of Supply can't use Strategic Movement.

After clicking this button, all valid hexes to which the unit can be transported will be highlighted on the map. Highlighted hexes are friendly-controlled hexes that had a railroad connection over friendly controlled hexes to the selected unit at the beginning of a turn. Left click on a highlighted hex, and the unit will be moved immediately; right click to cancel Strategic Movement.

Transporting Army-sized units costs more SMPs than transporting Corps. Also, the unit type has an influence on the cost; transporting Armored units is the most expensive, while transporting Infantry is the least expensive.

8.8.1 Railroad Repair
Railroads repair automatically. A hammer icon will appear in the hex where it is being repaired. Repair time can take up to three turns, depending upon weather. When a player first takes over a railroad hex there is a waiting period before one can use it. A check is made every turn. After three turns the RR is automatically repaired.

8.9 Amphibious Transport

Use this action to load a unit into an amphibious fleet, which can then unload it on any coastal hex on the map. The following conditions apply:
• The unit must have at least one AP;
• You must have enough AIPs available;
• The selected unit must be in a friendly-controlled Port or adjacent to one; and
• The Unit must have Supply level of at least 2/3 of the maximum level.

If all conditions are met, clicking this button will remove the unit from the map. It will then appear in the Naval Screen, in the appropriate Port as an Amphibious unit. It can then be moved to a Sea Zone and unloaded on a Coastal hex.

8.10 Sea Transport

Use this action to transport a unit between friendly-controlled Ports. The following conditions apply:
• The unit must have at least one AP;
• You must have enough STPs available; and
• The selected unit must be in a friendly-controlled Port or adjacent to one.

If all conditions are met, clicking this button will remove the unit from the map. It will then appear in the Naval Screen, in the appropriate Port as a Naval Transport unit. It can then be moved to another Port and unloaded there.

Transporting Army-sized units by sea costs more STPs than transporting Corps. Also, the unit type has an influence on cost: transporting Armored units is the most expensive, while transporting Infantry units is the least expensive.

8.11 Paradrop

This action is available for Airborne Corps only. Select the Corps, then click this button, and a range of highlighted hexes will be displayed (up to 20). Select the hex to drop the Corps into and it will immediately do so. The following conditions must apply:

• The unit cannot move and/or attack for three turns to execute a Paradrop; and
• The unit must have a Supply level of at least 2/3 of the maximum level.

When an Airborne Corps` paradrops, a casualty check is made, based on friendly and enemy air superiority over the target hex and a random factor of air activity (which is partly modified by air superiority in some measure).

The results determine losses for the Corps. If your side has total air superiority, the Corps will suffer no losses; if the enemy has total enemy air superiority, the Corps may suffer very heavy losses when dropped.

Remember that at the end of the turn, the unit should have a land connection to a valid Supply source. Dropping a unit far behind enemy lines can lower its Supply level and thus make it more vulnerable to attack.

9.0 Air Unit Movement and Combat

When you select a hex occupied by your own air unit, attack is the default action.

After selecting air unit it's attack range is visible

9.1 Attack
This is the default action for all air units. When an air unit is selected, all possible targets for that unit are highlighted. It doesn't matter if is it a Fighter, Tactical Bomber or Strategic Bomber. The game recognizes what are the default target types within the range of current unit, and allows you to attack them.

9.1.1 Fighters
Fighters are allowed to attack enemy air units within a range for the unit's level that are visible for the current player. Fighters cover nearby sea zones and ground forces within a range, and try to achieve air superiority over enemy air units, by intercepting them. Interception is done automatically by units with strength higher than 50% (this value is modifiable and might differ for some scenarios or campaigns).

9.1.2 Tactical Bombers
Are able to attack enemy ground forces, ports and fleets. However, every time when an air strike is conducted, there is a possibility that an enemy fighter might intercept the bombers.
When a tactical bomber is attacking an enemy ground unit it reduces not only strength, but also effectiveness. Strength of attacking ground unit can not be reduced below 20% due to air strikes.

9.1.3 Strategic Bombers
Strategic Bombers are used to attack enemy cities and ground forces. When a strategic bomber is attacking an enemy city, there is a possibility to reduce PP produced by this city. Attack on enemy land units is not as effective as done by tactical bombers.

9.2 Upgrade Level

By clicking this button you can upgrade unit to next level. Following conditions apply:
• Level 5 units cannot be upgraded, as this is the maximum level;
• You must research Combat Aircraft technology to a Level that will allow upgrading; and
• The unit may not have rebased or attacked during the current turn.

You have to have enough PPs for an upgrade.

Simply highlight the unit to upgrade, then click this button (if available). The unit will then upgrade to the next level, as long as the above conditions are met. The unit will also lose the rest of its turn.

A player can not undo this action. Plan ahead.

9.3 Supply Level

This action allows you to check the city that sends supply to the selected unit.

Clicking on this action button will jump the cursor to the supplying city. Another way to see this information is in the unit panel on the left. It is above the Commander. Clicking on the supply button is useful for finding unfamiliar names on the map.

9.4 Assign Commander

This will open a popup window from which you can assign/recall a Commander to/from a unit. Assigning a commander will have following effects for every skill point:

• 2% chance for avoiding damage in battle,
• 2% chance for double damage to targeted enemy land units,
• 5% chance for hitting a ship during air strike on sea zone.

To assign a commander use the functions as assigning a land commander. See section 8.4

9.5 Reinforcements

This button opens a popup window, which allows you to replenish the Strength of an Air unit. The following conditions must apply:

• The unit may not have rebase, attack or recon during the current turn;
• The unit must be in Supply to receive replacements; and
• If the unit has a low amount of Supply, it can only receive a certain number of replacements.

Replacing Strength Points will cost Production Points, depending on how many you replace. Simply move the slider to set the number of Strength Points to replace, or click the Max button to replace the maximum number possible. Replacing Strength Points in an existing Air unit will cost MUCH less than buying a new Air unit with the same Strength.

9.6 Disband Unit

This action will disband the selected unit permanently.

Disbanding a unit will give 50% PP of its actual value.

9.7 Undo Movement

This allows you to cancel the last move of the currently selected unit.

9.8 Strategic Movement

This allows you to immediately move an air unit to a friendly-controlled City. The following conditions need to be met:
• You must have enough PP available;
• The unit cannot move and/or attack in the current turn to use Strategic Movement;
and
• Units out of Supply can't use Strategic Movement.

After clicking this button, all valid hexes to which the unit can be transported will be highlighted on the map. Highlighted Cities are all friendly-controlled. Left click on a highlighted hex, and the unit will be moved immediately; right click to cancel Strategic Movement.

9.9 Rebase

Only the Air units that did not attack during the current turn can be rebased. The rebase range is 40 hexes for Fighters and Tactical Bombers, and 80 hexes for Strategic Bombers. It also depends on the unit's actual level.

Simply select the Air unit to rebase, and select the hex to move it to. Air units may move to any kind of terrain hex.

9.9 Air Recon

Air Recon is a very useful feature, which allows you to uncover Fog of War.
Air Recon can only be used on enemy hexes. The amount of uncovered hexes depends on the Air Technology level of the country which performs the action. So at level one, only adjacent hexes will be uncovered and at level five it will be five hexes wide.
This territory remains uncovered until the beginning of the next turn of the country performing Air Recon.

When performing Air Recon, enemy Air Units might try to Intercept the scouting unit. If they succeed, terrain won't be revealed.

If interception fails, intercepting recon unit might lose Strength points.

Units whose strength is equal or less than 50% of maximum Strength points can't perform interceptions.

9.10 Nuclear Attack

This button is only available when you click on a strategic bomber. This button allows you to drop a nuclear bomb on an enemy city. The following conditions must be met:
• You have at least one nuclear bomb available; and
• You have a Strategic Bomber unit in range (40 hexes).

Dropping a nuclear bomb has the following effects:
• City suffers a PP loss. This loss cannot be recovered,
If there is an enemy unit in the targeted City, it's eliminated. Also, units around the city might become damaged or destroyed,
• Social Unrest in the attacked country grows by 20%, while Social Unrest in allies of the attacked country grows by 10% (for more on Social Unrest, see sections 13.0 and 15.2).

9.11 Do not intercept

This button is only available for fighters. Selecting this option prevents fighters from intercepting enemy.

9.12 Calculating Air Superiority Over a Hex
Air superiority for a hex is calculated in the following way: the Strength of all friendly Air units in range is divided by the Strength of all enemy units within range (Strength = Strength Points + Level). Strategic Bombers are not considered in this calculation. Having air superiority allows to attack enemy land units with bombers.

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10.0 Fleet

Fleets are managed using the Sea Zones or Ports.

10.1 Overview

The part of the map covered by the sea is divided into Sea Zones. Most of the coastal cities have ports with different sizes.

10.2 Sea Zones and Ports

The area of the sea zone can be checked by clicking on the water tile. Name of the sea zone is displayed on top of the blue square. For the game mechanics, the size of sea zones are equal, although the size and shape are different on the map.

To view the sea zone box, hover your mouse over a ship or blue square icon with the sea's name.

The icons in Sea Zones are, from top to bottom: Battle Groups, Carrier Groups, Patrol Groups, Submarine Groups, Transport Fleets, and Amphibious Fleets. The number in blue shows your ships and type that are in the Sea Zone or Port. The number in green shows how many allied ships of that type are in the Sea Zone or Port. The number in red shows how many spotted enemy ships of that type are in the Sea Zone or Port.

Please take a note that the Sea Zone box size might differ for different Sea Zones and Ports types.

Ports are represented by a blue round icon similar to those which represent ship positioning of the sea zone.

Your Fleets are going to be either at sea (in a Sea Zone) or docked (in a Port). You can move them from a Sea Zone to a Port and vice versa. If a Fleet is in a Port or in a sea zone, you will see a ship figure/counter in that place.

To select a Sea Zone or Port, simply click on a blue square or blue round icon. All friendly-controlled Fleets in that selected Sea Zone or Port will then appear in a pop-up window (the Fleet Display panel).
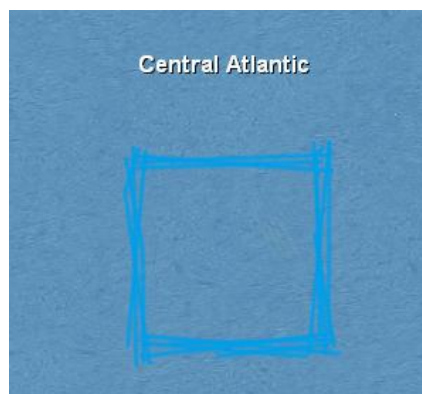
10.2.1 Port Size
Each port has its own size, which may vary from 1 to 10. Larger ships can enter and deploy in larger ports.
To deploy a new group, a port must be at the minimum size of:
8 – Carriers   (Carrier, Light Carrier Escort Carrier, Fleet Carrier)
6 – Battleships   (Battleship, Pocket Battleships, Battle Cruiser, Super heavy Battleship)
4 – Cruisers   (Cruiser, Heavy Cruiser, Light Cruiser, Auxiliary Cruiser)
2 – Submarines (Submarine, Coastal Submarine, Long Range Submarine)

To enter the port its size must be at least:
Carriers – 4
Battleships – 3
Cruisers – 2
Submarines – 1
Troop Transporter – 1
Landing Craft – 1

10.3 Fleet Display Panel
Click on a ship to view this panel. At the top of this panel is the name of the Fleet currently selected (in the Sea Zone or Port). This will also show the number of ships in that particular Fleet, in brackets. Click the dropdown arrow to see or select additional Fleets (if any are present).

Fleets at Baltic Sea

Name	Size	Health	Fire Power	Formation	Behavior	C	Distance
Baltische Flotte	7	96% (26/27)	7.4	Regular	Engage		

Formation: ○ Regular   ○ Raiders   ☒ Engage

Groups list   Select Fleets

Name	Health	Fire Power	Type	C	On sea
KMS Schlesien	100% (4/4)	1.2	Pocket Battleship		
KMS Schleswig-Holstein	100% (4/4)	1.2	Pocket Battleship		1
KMS Leipzig	80% (4/5)	1.2	Cruiser		1
KMS Nurnberg	100% (5/5)	1.2	Cruiser		1
KMS Koln	100% (5/5)	1.2	Cruiser		1
U-12	100% (2/2)	0.7	Submarine		1
U-20	100% (2/2)	0.7	Submarine		1

Transported unit: No unit transported

Close

Once a Fleet is selected, groups will be displayed below the Fleet Name. This display will show a maximum of two rows of eight ships each. If more than 16 ships are in the displayed Fleet, click the Up and/or Down buttons on the right to scroll through the list.

10.4 Regular Fleets vs. Raiders Groups

Formation: ○ Regular   ○ Raiders
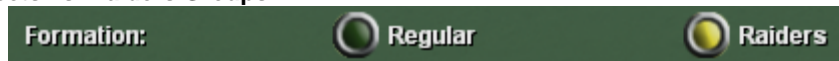
Each Fleet can operate in either one of two modes: Regular Fleet or Raiders Group. Between the top and bottom boxes there is a space that says: Formation. Click on the radial button to assign the task you want the fleet to perform. Regular and Engage are the default settings.

Regular Fleet. A Fleet in this mode acts as a single formation; its goal is to seek battle with enemy Regular Fleets and Raider Groups. Whenever it encounters either of these enemy Fleets, a sea battle occurs and all ships will take part in the battle. A Regular Fleet can deal greater losses to intercepted Convoys (even destroy the entire convoy) than a Raiders Group, but Regular Fleets have less of a chance to actually encounter a Convoy than a Raiders Group. This is due to a Convoy Detection check, made for friendly Fleets in the same Sea Zone as an enemy Convoy. A Raider Group's Convoy Detection Check is made for EACH ship in a Raider Group, whereas the Check is made only once for an entire Regular Fleet.

Raiders Group. A Fleet in this mode is in fact a group of individual units operating separately in a Sea Zone (they are grouped as a 'Fleet' only to facilitate their overall management). Ships in this formation will not seek battle with Regular Fleets or Raiders; instead, they will limit their attentions to hunting Convoys only. Their chance of finding a Convoy is much better than that of a Regular Fleet, but losses dealt to a Convoy will be lower than those dealt by a Regular Fleet. This mode is better for countries with smaller Fleets that would not survive any kind of decisive battle with stronger opponents. The disadvantage of this mode is the fact that when a Raider Group is detected, even by a small Fleet, it has virtually no chance to survive.

10.5 Engage vs. Evade

Regular fleets are set to Engage mode. This mode will make the fleet more eager to fight the enemy, if both opposite fleets are set up into engage mode, there is a high chance of a naval battle as soon as one of them will find the other. If only one of the fleets is set up into Engage mode, and second one is in Evade mode, chance of occurring a naval battle is smaller, as the engaging fleet has to catch evading. To set a fleet to Evade, uncheck the Engage box. Now, note the top box, Behavior column. It has been changed to Evade.

10.6 Fleet Orders Panel

To the right of the Fleet Display Panel is a grouping of buttons used to issue orders for the currently-selected Group.

10.6.1 Rename Fleet

This allows you to change the name of the Fleet. Select the Fleet you want to rename, then click this button and change its name, or cancel if you change your mind

10.6.2 Move Fleet

This action is possible for a Fleet that has not moved in the current turn.

First, select a Fleet either in a Sea Zone or in a Port. Then, click the Move Fleet button. After clicking the button, click on a Sea

Zone or Port that you want the Fleet to move to. A player can move to any Blue circle that appears. Note that a Fleet can move 4 or 5 Sea Zones per turn depending upon the country you are playing.
This setting is modifiable and may be different for different scenarios.

Whenever a Port City is occupied by enemy units, all friendly Fleets from there move automatically to the nearest Sea Zone. If a port has been captured by neutral forces, all ships becomes internee.

Note that the fleet might not be able to enter the port due to large ships.

IMPORTANT NOTE: Please be aware that in certain parts of the map, fleets won't be able to move if a strait isn't controlled by a friendly nation.

10.6.3 Create Fleet
This allows you to create a fleet with currently selected groups. Clicking on this button will automatically create a one ship fleet. To create multiple ship fleets, go to the bottom box. Hold the Ctrl key and select each ship you want in the new fleet. Click Create. Don't forget to name your new fleet. See Rename.

10.6.4 Transfer Groups
This allows you to move selected groups to another Fleet, or to create a brand-new Fleet, in the same location (either a Port or Sea Zone). First, select the group you wish to transfer in the bottom box. Hold the Ctrl key for more than one ship. Then click this button. Click Transfer. A pop up box will appear. Select the fleet you wish to transfer to, click ok. If you change your mind click Cancel.

10.6.5 Rename Group
This allows you to change the name of an individual group. Only one group must be selected to make this button enabled. Select the group, click this button, then change the name. Or, cancel if you change your mind.

10.6.6 Commander
Check section 10.14 Guide for Assign Commander

10.6.7 Repair Group
This allows you to repair a group of ships. The group must be in a Port and it must be damaged for this option to be available. Select the damaged group from the Fleet Display panel and click this button to conduct the repair.
Each damaged point on a group costs a certain number of PPs to repair, depending on the group type.
Only one point of damage per group can be repaired per turn.

10.6.8 Disband Group
This will decommission the group and send it to the scrap heap immediately. No PPs will be retrieved from this action.

10.6.9 Recon
This action allows an Air Carrier to send planes to scout nearby Sea Zones or land for enemy units.
A plane on a reconnoiter mission is subject to interception. If it is intercepted the mission fails. If the unit is not intercepted it will reveal information dependent upon the country's detection level.

10.6.10 Disembark (in ports)
This button is enabled only for Transports and Landing Craft. Transports can only unload in Ports.
Move the transport into a port. Now click on the port. Click on the transport. Click on Disembark. Choose the hex you want to unload into. If there is no valid unoccupied adjacent hex, a message is displayed that the unit cannot be unloaded there.

10.6.11 Disembark (at sea)
Whenever a fleet is in a sea zone adjacent to enemy coast and any Landing Groups are in the fleet, there is a possibility to invade the beaches. An amphibious landing craft can perform the same function as a transport. In addition, the landing craft may perform an assault onto a beach hex. Click on the landing craft. Click on the Disembark button. Hexes that you can assault will be revealed. See section 10.11.

10.6.12 Bombardment
Whenever a fleet is in a sea zone adjacent to enemy coast and an enemy unit is present, there is a possibility to direct fire onto that unit. Click on the bombardment. Units that can be shelled will be revealed. See section 10.12 for details.

10.6.13 Air strike
This action allows one to attack enemy fleet, land or air units with the fleet's Air units. Possible targets are displayed.

10.7 Naval Unit Types

There are six naval unit types, as follows:

10.7.1 Carrier Group

This group represents 1 Air Carrier and 5 Destroyers.
Max Hit Points: 10
Destroys 2 to 10 STPs from any encountered Convoy.
Very Good at detecting enemy ships/Fleets.
Special Ability:
Has a good chance to detect and attack enemy units in the same Sea Zone.
Surprise attack. For every level of Group owner's Naval technology, Carrier group has a chance to attack enemy without retaliation. Chance of hitting enemy ship is equal to Carrier group owner's naval technology level multiplied by 3%. If the attack is successful, then the target loses Strength equal to the Carrier group owner's naval technology level.. This action is performed in between turns. A pop up menu will display the results.
Carrier groups are able to defend against attacking enemy bombers.
Can attack adjacent sea zone with an air strike. See 10.13

10.7.2 Battle Group

This group represents 1 Battleship and 5 Destroyers.
Max Hit Points: 8
Destroys 1 to 5 STPs from any encountered Convoy.
Poor at detecting enemy ships/Fleets.

Special Ability:
Can bombard enemy land units in Coastal hexes.

10.7.3 Patrol Group

This group represents 1 Cruiser and 3 Destroyers.
Max Hit Points: 5
Destroys 0 to 5 STPs from any encountered Convoy.
Average at detecting enemy ships/Fleets.

10.7.4 Submarine Group

This group represents 4 Submarines.
Max Hit Points: 2
Destroys 5 to 10 STPs from any encountered Convoy.
Average at detecting enemy ships/Fleets.
Special Ability:
Surprise attack. Has a chance to detect and attack enemy ships in the same Sea Zone by surprise. Each submarine has 1% chance for each Submarine technology level to hit random an enemy ship.This is a single attack in which the enemy CANNOT return fire. This action is performed in between turns. A pop up menu will display the results.

10.7.5 Troop Transporter

Transports cannot be built; instead, they are created when a Sea Transport action (see section 8.8) is conducted for a land unit.
Max Hit Points: 1
They cannot intercept Convoys.
They have no detecting capabilities whatsoever.
When the Transport is destroyed, the land unit loaded on it is destroyed as well.

10.7.6 Landing Craft

Landing Craft units cannot be built; they are created when an Amphibious Transport action (see section 8.9) is conducted for a Land unit.
Max Hit Points: 1
They cannot intercept Convoys.
They have no detecting capabilities whatsoever.
When the Landing Craft is destroyed, the land unit loaded on it is destroyed as well.

Name	Health	Fire Power	Type	C	On sea
KMS Schlesien	100% (4/4)	1.2	Pocket Battleship		1
KMS Schleswig-Holstein	100% (4/4)	1.2	Pocket Battleship	+	1
KMS Leipzig	80% (4/5)	1.2	Cruiser		1
KMS Nurnberg	100% (5/5)	1.2	Cruiser	+	1
KMS Koln	100% (5/5)	1.2	Cruiser		1
U-12	100% (2/2)	0.7	Submarine		1
U-20	100% (2/2)	0.7	Submarine		1

10.8 Managing Convoys

Click the Convoys button from on the right side of the screen to bring up the Convoy Management screen (Hotkey C). A list of convoys is displayed. This list is just a plan of convoy execution. Not every convoy from the list may be executed.

Convoys are always executed according to the list order. If necessary, you can position a convoy on the list by using one of four buttons (move up, move down, move to top, move to bottom). The Delete button removes a convoy from the list.

There are two types of convoys: a supply convoy and a resources convoy. The former carries supply from a supplied port to a non-supplied port; the latter carries Production Points from your country to another country. Use the Change Type button to change the convoy's type between the two.

The New Convoy button allows you to create a new convoy. After clicking this button, click the departure Port, then click the arrival Port. Clicking the right mouse button cancels the creation of a new convoy. After creating the convoy, it is displayed on the list. The new convoy route will appear at the bottom of the list. Scroll down, click on the convoy and now choose what you wish to transport. PP's or supplies. After selection, use the horizontal scroll bar to pick the quantity you wish to transport.

The Create convoys button allows the player to automatically create, which can be later deleted or adjusted by the player.

10.8.1 Convoy Execution Summary

Convoys are executed at the end of a turn. They may carry Supply or PPs. A Convoy Execution Summary window will be displayed if you had at least one Convoy scheduled during the turn. By selecting the convoy, you will see detailed information about the Convoy's route and losses taken (if any). This information will be displayed in the bottom box. You may need to scroll down to see all the details. If the Convoy was not executed, you will see an explanation as to why it failed.

10.9 Deploying New Naval Units

Naval Units can be deployed from Units Manager screen. By selecting a naval unit that is available to deploy, you can select any port that is controlled by you. A ship can only be deployed in a port, which is the correct size.
Carrier Group – port size 8 or more
Battle Group – port size 6 or more
Patrol Group – port size 4 or more
Submarine Group – port size 2 or more

10.10 Sea Battles

The possibility of a Sea Battle occurring depends upon the units that are in the fleet. Before anything else happens, at least two enemy fleets must be in the same zone. Then a check is made whether any of them was able to detect an enemy fleet. Also, at least one of the fleets must be set in Engage mode to be able to intercept enemy fleet.

A Naval battle can last from one to five turns.

10.10.1 Naval Battle control panel

Next turn – all moves during this turn are made by AI, according to the schedule and strategy used by AI.
Next move – skips move and allows opponent to make his move.
Auto resolve Battle – the whole battle is resolved automatically by AI.
Retreat – The unit tries to retreat from the battle

Striped part of the screen means that the units are in second line and hitting them by direct fire is extremely difficult.

Hotkeys N next turn, M next move, E end battle, C close the screen.

10.10.2 Unit's orders

During the naval battle the Player can try to withdraw his units by using the retreat option.
It is also possible to skip the battle directly to the battle summary report to speed things up.

If you wish to manually control the Naval battle, choose a friendly unit, the following actions can be made:
Move – moves the unit into another tile which helps to avoid enemy fire. Left click on unit, click on new location.
Attack – select an enemy unit that is going to be shot by selected friendly unit. Left click on one of your ships, left click on the target ship.
Withdraw – unit tries to escape. Left click on one of your ships, click on the retreat button.

During the naval battle the Player can try to withdraw his units by using the retreat option.

10.10.3 Time on Sea and Distance from Port effect
Those two modifiers have a cumulative effect on the ships ability to detect enemy fleets or convoys, and for chance to hit enemy group during the naval battle. The higher those values are, the less chances for detection and hit.

It is also possible to skip the battle directly to the battle summary report to speed things up.

10.11 Guide for Unload Land Unit from Landing Craft

This action can only be made if there is an enemy coast adjacent to the sea zone where the fleet is located. Upon attempting to unload a land unit, a check is made whether the invasion was intercepted by enemy fleets. Fleets from adjacent Sea Zones will also join in to intercept an invasion. An interception chance is counted separately for each fleet. Also, the intercepted fleet can avoid the attack (a special algorithm is applied to calculate this; the player has no influence on the interception decision).
If the invasion was NOT intercepted, or the intercepting fleet was defeated, units can unload. When unloading, another check is made; the invading unit may as a result take some losses or even get destroyed. Always take this into account when planning a big sea invasion. Use amphibious invasions to open new fronts, but remember that unloaded units should immediately take over a city (preferably a Port city); otherwise, within three turns they will run out of Supply and possibly be destroyed by the enemy very quickly. Air superiority and shore bombardments are crucial for invasions, as they allow you to soften enemy garrisons in a Port prior to unloading your units and attacking it.

An alternative, but very expensive and temporary solution might be creating a Mulberry Harbor, which will provide some Supply for units in the vicinity. See 17.5

Note that the Amphibious Invasion action should be used to land on enemy-controlled territory. To move units by sea between friendly-controlled ports, use the Sea Transport movement action.

10.12 Shore Bombardment

This action allows one to bombard an enemy land unit close to the coast with Battle and Patrol Groups. The following conditions apply:
- Can only be performed against an enemy unit in a fire range;
- Battle Group and Patrol Group can only bomb once a turn.
- A unit can not be bombarded more than once per turn.

Shore bombardment reduces an enemy unit's Effectiveness for one turn (only). The amount of Effectiveness that is reduced depends on number of Battleships/Cruisers used in the bombardment, as well as a die roll.

10.13 Air Carrier Strike on Units, Sea Zones and Ports

This action allows you to attack an enemy unit or a Port city with carriers in a sea zone adjacent to it.

To attempt an Air Strike, choose a Carrier Group in a sea zone. After pressing Strike button, all available targets will be highlighted.

10.14 Guide for Assign Commander

This will open a popup window from which you can assign/recall a Commander to/from a unit. Assigning a commander will have following effects for every skill point:

• 5% chance to avoid damage during naval battle,
• 5% chance for detecting enemy convoy,
• 5% chance to detect enemy ships when entering a sea zone.

11.0 Purchasing and Deploying New Units

Clicking the Purchase button in the Game Button panel will open a new window in which you can purchase new land, air, and naval units as well as SMPs, STPs, and AIPs.

Click the left-hand drop-down menu to select a unit type. The drop-down menu to the right lets you select a Level for the current unit; only Levels you have researched will be available. The cost of the currently-selected unit and Level is displayed in the middle of the window, along with your total number of PPs remaining.

Click Purchase to buy the unit (a sound prompt will verify your purchase). You may buy as many units as you have PPs to spare, but keep in mind that keeping some PPs in reserve to 'save up' for more expensive units, or to help re-build damaged units, may be useful. Click Exit when you're finished.

Notice that each subsequent SMP or AIP purchased is more expensive than the last one bought.

Purchased land and air units are added to the production queue, where they are built after several turns. After a unit is built it is transferred into a Reserve Pool, from which they can be placed on a map using the Deploy Unit's button.

Units are deployed from units management panel. Land and air units may be deployed in cities and around them. Naval units can only be deployed in controlled ports which are large enough.

When the units panel button is clicked (hotkey U), a menu will appear with three tabs on top. Click on the tab for the unit you wish to view, Air or Sea. The land tab is default. Now in the middle of the screen click on the "To Deploy" button tab. When this tab is clicked, any purchased units from previous turns will be displayed. To deploy a unit from this list, click it to select it, then click Deploy Unit. Map will appear. You can only deploy land and air units in "Supply center cities that you control" and the "adjacent

hexes".
To deploy a Naval unit look for a port that is large enough and that you control.
Click Exit to return to the game if you don't want to deploy any more units.
Note: The unit panel will remain on the "To deploy tab" the next time you open up the panel. To view on map units click the tab.

11.1 How Production Points Are Collected

PPs are collected by a country during the end-of-turn sequence. The following rules are used to calculate the amount of PPs collected:
• Resource hexes yield their full PP value to the hex's controller.
• Cities that are owned yield their full PP value to the hex's controller.
• PPs from cities that are occupied (i.e. controlled but NOT owned) yield 50% of their total PP value to its current controller.
• PPs from cities that were annexed as a result of surrendering (i.e. are owned by a given country, but were not owned by this country at the beginning of the game) are distributed in the following way:
• 40% of its PPs go directly to its current owner.
• 40% of its PPs are distributed among countries that waged war with its original owner; these PPs are distributed according to the victory share.

After PPs are calculated for a country using the above rules, they are modified by three factors as follows:

Social Unrest (SU). The Social Unrest number is a percent that is subtracted directly from 100. So, if Social Unrest is 30, the modifier will be 70% (100 – 30).

War Economy (WE). This number is a percentage that acts as a direct modifier. So, if a country's War Economy is equal to 40, the War Economy modifier will be 40%

Difficulty Level: If a country is played with Very Easy difficulty, the modifier is 200%; at Easy: 150%; Normal is 100%; Hard 75%; and Very Hard 50%.

After everything is applied, the modified PP amount is collected by a country.

PPs can be saved from turn to turn, however it might happen that in some scenarios, part of the stored PP will be wasted due to the various reasons.

11.2 Unit upkeep

Each Strength point of a unit costs a specified amount of PP of upkeep every turn. Default is 0.1 PP for each Strength point, but it may vary for some countries.

Unit maintenance PP costs are deducted immediately after PPs are collected each turn.

Please note that all above are default values and might be different for some countries.

12.0 Researching New Technologies

Clicking the Research button in the Game Button panel opens up a Research window.

You can invest in six different Research fields: Infantry, Tanks, Combat Aircraft, Submarines, Navy, and Nuclear Bombs. Each field may have from one to four 'Money Piles' invested in it at a time.

A lightning bulb is a general expression of your country's research efforts in that particular category; the more bulbs there are, the more effort your scientists are making in that particular project, towards the next attainable level. The current level for that category is displayed as well.

You can buy a bulb in each category. The cost for the next one is listed next to the category's Invest button. As long as you have the requisite PPs available, and there aren't already all bulbs lightened in that category, you can buy another one by clicking the Invest button.

Each bulb will generate a random amount of progress in the category.

When next level is achieved in a given field, all investments in this field are zeroed.

The different Research fields, and what they affect, are as follows:

Infantry. Allows the building of higher-level Infantry (including Motorized Infantry) units, which in turn allows you to upgrade existing units to higher levels.

Tanks. Allows the building of higher-level Armored units, which in turn allows you to upgrade existing units to higher levels.

Aircraft. Allows the building of higher-level Air units, which in turn allows you to upgrade existing units to higher levels.

Submarines. Increases the to hit chance of submarines in sea battles.

Navy. Increases the to hit chance of all other naval units (everything besides Submarines) in sea battles.

Nuclear. The penultimate military weapon of World War II; it's possible for any country to build this, but is extremely expensive to develop and most likely will only be attainable by resource-rich countries. This field has only two levels, 0 and 1. Achieving level 1 will automatically add one nuclear bomb to your arsenal every month.

Research progress is calculated once a month. The progress is random, however the more investment you have the faster the research. If you were to start with zero investment, It would take about one year for a technology level to be achieved if all the piles of cash have been invested.
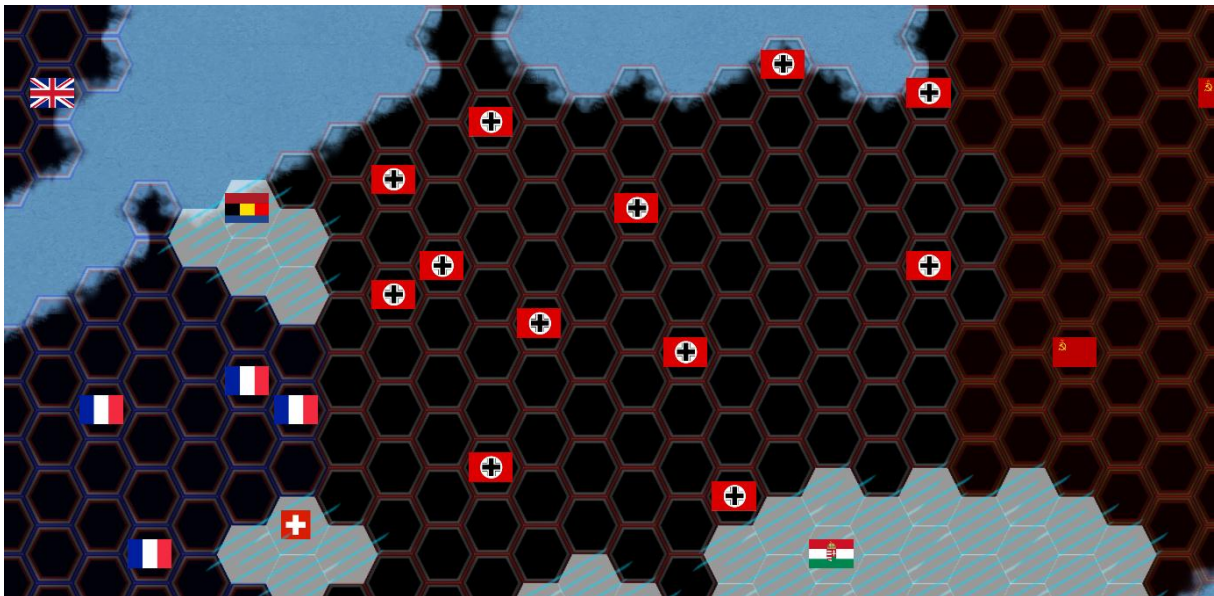
13.0 Diplomacy

Political mode can be turned on by clicking the very right button under the minimap.

13.1 Overview

The main part of the screen contains a map with different colors, every city on the map is changing into a flag of actual controller.

 Pressing this button will open diplomatic window with country's information.

 In the top bar, the number of Diplomatic Points (DPs) you have for the current turn is displayed. Each action takes a certain number of Points, which can be 'saved' from turn to turn to 'buy' more expensive actions down the road. Click Diplomacy button again to switch to normal view.

13.2 Country Information

By clicking at any place on the map, in diplomatic window you will receive about the country that owns the selected location.

Country: The name of the country is followed by its Social Unrest and War Economy levels:

Social Unrest: This value ranges from 0% to 100% and modifies the PPs that country collects each turn. For a Social Unrest value of X%, that country will only collect a percentage of their total PPs equal to (100 – X). This percentage value can increase as a result of different diplomatic actions and/or events. It will decrease by 0.5% each turn.

War Economy: This value ranges from 0% and modifies the PPs that country collects each turn. When a country is at peace, this value won't change. When it is at war, though, it will grow by a certain amount each turn (faster in Regimes, slower in Democracies; see Political Orientation, below).

Alliance: Shows the alliance to which the selected country belongs. This also shows if the country is the alliance's leader. There are only three alliances in the game (Axis, Allies, and USSR); creating other alliances is not possible. A country that is not in any of these alliances is considered a neutral country.

In the game, the term "neutral" does not mean the country will stay out of the war, but rather that the country will stay out of the main alliance. Neutral countries can be at war with each other or with any alliance.

Alliance Entry: This value is displayed for all countries on the map as the rightmost number. It ranges from 0% to 100% and shows how close the country is to joining an alliance which is influenced by. It can be increased or decreased as a result of diplomatic actions and special events. So countries can only join one Alliance, and other countries can only try to keep them from joining it or encourage them to join. Reaching 100% means automatic entry.

Political Orientation: This determines which alliance a country will join when it reaches 100%. It is also a key factor in determining the costs of different diplomatic actions or their success chance.

There are six orientations in the game:
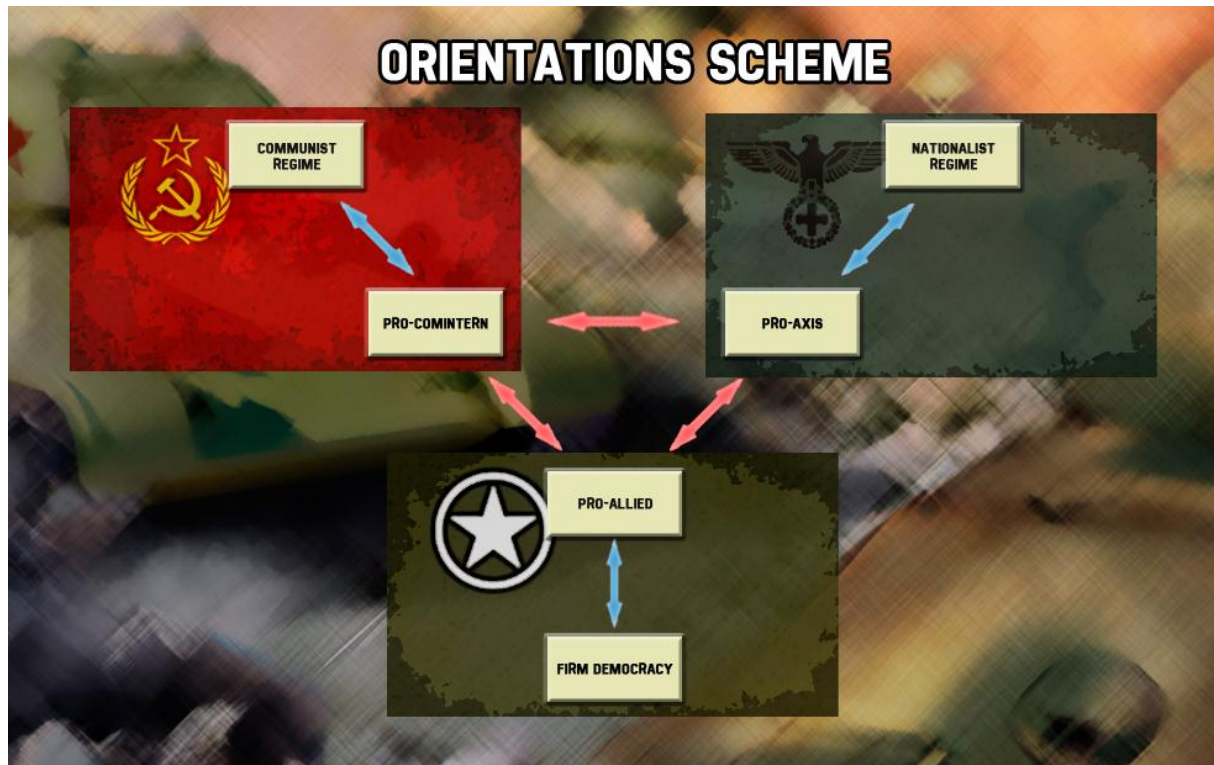
The red arrows indicate that there is an impact on the country's Social Unrest. Blue arrows indicate no such impact. So, there are costs (or benefits, depending) if a country changes its orientation.

Refer to this chart to better visualize the descriptions below.

The orientations are:

Communist Regime. This closed country is fully run by a Communist government. It can't get much more Red than this, but can become partially Democratic by changing its orientation to Pro-Comintern. Communist Regimes that are neutral will join the Comintern when their alliance entry reaches 100%.

Nationalist Regime. This closed country is run by a Fascist government. It may become partially Democratic by changing its orientation to Pro-Axis. Neutral Nationalist Regimes will join the Axis when their alliance entry reaches 100%.

Firm Democracy. A Democracy is a free nation, but can be weakened by changing to Pro-Allied. Neutral Firm Democracies will join the Allies when their alliance entry reaches 100%.

Pro-Axis. This is still a Democratic country, but with a possibility of becoming a Nationalist Regime. It can also change to Pro-Allied or Pro-Comintern. Neutral Pro-Axis countries will join the Axis when their alliance entry reaches 100%.

Pro-Allied. This represents a Weak Democracy. It may become stronger and turn into a Firm Democracy or change to Pro-Axis or Pro-Comintern. Neutral Pro-Allied countries will join the Allies when their alliance entry reaches 100%.

Pro-Comintern. This is a Democratic country, but leaning towards Communism with the possibility of becoming a Communist Regime. It may also change to Pro-Axis or Pro-Allied. Neutral Pro- Communist countries will join the Comintern when their alliance entry reaches 100%.

Zone of Influence: The country can be in a Zone of Influence of any of the three main alliances. Declaring war on a neutral country in an alliance's Zone of influence will automatically make this country join that alliance.

Political Strength: This has an effect on the country's initiative in a game turn, but more importantly, it tells how difficult is to influence the country. This is an important factor in determining the base cost of diplomatic actions towards this country.

Status: Whether the country is at war or not.

13.3 Diplomatic Actions (Own Country)
By clicking on your country's capital, four Diplomatic Actions become available. To perform them, you have to have enough DPs. The base cost of a Diplomatic Action (in DPs) for your own country is equal to the Political Strength of your country. This value can be then modified (increased or decreased) depending on the type of Action and - usually – the Political Orientation of your country.

13.3.1 Delay Alliance Entry
This Action is used to attempt to decrease the Alliance Entry for your country. This action is very cheap for Democracies, reasonable for Communist or Pro-Communist countries, and expensive for Nationalist Regimes and Pro-Axis countries. The following conditions apply for delaying your alliance entry:
• The country must be neutral (not in an alliance), and
• Its Alliance Entry rating must be greater than 0.
This Action can only be performed once per turn

13.3.2 Hasten Alliance Entry
Use this Action to increase the Alliance Entry rating of your country. This is cheaper for Regimes or Pro-Axis/Pro-Communist countries, and expensive for Democracies and Pro-Allied countries. The following conditions apply for hastening your alliance entry:
• The country must be neutral (not in an alliance), and
• Its Alliance Entry rating must be greater than 0.
This Action can only be performed once per turn

13.3.3 Parliamentary Elections
Use this Action to change the Political Orientation of your country without negative consequences. Be aware, though, that changing the Orientation in a way which will change its Alignment will cause a reduction of your country's Alliance Entry level. The following conditions apply for holding Parliamentary Elections:
• The elections can be held only ONCE in a single game;
• Elections are NOT possible for Communist/Nationalist Regimes;
• The country must be neutral (not in an alliance); and
• The country MUST NOT be at war.

13.3.4 Change Political Orientation
Use this Action to change the Political Orientation of your country. Be aware, though, that changing the Orientation in a way which will change its alignment will cause a reduction of your country's Alliance Entry level. Changing your Political Orientation with this Action will cause an increase of Social Unrest within your country. It will increase even more if you're changing its Orientation AND its Alignment. The following conditions apply for changing your country's Political Orientation:
• This Action is available only once per turn;
• Your country must be neutral (not in an alliance);
• Your country's Social Unrest must be lower than 75%; and
• The country MUST NOT be at war.

13.4 Diplomatic Actions (Other Countries)
By clicking on a hex not owned by your country, three Diplomatic Actions become available. To perform any of these Actions, you have to have enough DPs available. The base cost of the action (in DPs) is the Political Strength of the selected country. This value can be then modified (increased or decreased) depending on the type of Action and - usually – the Political Orientation of both your country and the selected country.

13.4.1 Declare War
This Action immediately puts you at war with the selected country. If you are in an alliance, your allies will automatically join the war on your side. The following conditions apply for this Action:
• You cannot directly declare war on a country that is a member of an alliance; instead, to go to war with that particular country, you will have to declare war on their alliance leader;
• You cannot declare war on a country with the same or similar Political Orientation as yours; and
• Declaring war on a country that is in a Zone of Influence of another alliance will cause the targeted country to join that alliance; you will then find yourself at war with all members of that alliance.
The base cost (measured in DPs) of declaring war is the Political Strength of the target country. This value is then multiplied by a modifier whose value depends on the alliance (or whether or not they are an alliance leader) and the Political Orientation of both the country that declares war and the country on which war is declared. The following table shows the value of this modifier:
The modifier number is the percent that the Base Cost is modified by. Therefore, a zero (0) means you can declare war without cost; 100 means there are no changes to the Base Cost, 50 means the Base Cost is halved, and so on.

COST MODIFIER OF DECLARE WAR ACTION

COUNTRY THAT IS DECLARING WAR	LEADER OF COMINTER	LEADER OF AXIS	LEADER OF ALLIES	NEUTRAL, WITH ORIENTATION: PRO-COMMIE OR COMUNIST REGIME	NEUTRAL, WITH ORIENTATION: PRO-AXIS OR NATIONALIST REGIME	NEUTRAL, WITH ORIENTATION: PRO-ALLIED OR FIRM REGIME
COMINTER LEADER	X	0	0	X	0	0
AXIS LEADER	0	X	0	0	X	0
ALLIES LEADER	100	75	X	100	50	X
COMINTER MEMBER	X	200	200	X	100	100
AXIS MEMBER	200	X	200	100	X	50
ALLIES MEMBER	200	200	X	100	100	X
NEUTRAL, WITH ORIENTATION: PRO-COMMIE OR COMUNIST REGIME	X	50	50	X	25	25
NEUTRAL, WITH ORIENTATION: PRO-AXIS OR NATIONALIST REGIME	50	X	50	25	X	25
NEUTRAL, WITH ORIENTATION: PRO-ALLIED OR FIRM REGIME	150	150	X	100	100	X

*x means that declaring war is not possible

Declaring war also has another effect: it increases the Social Unrest in the country that declares war. Social Unrest will grow by a fixed value, which depends on the same factors as the ones described above. These values are described in the table below:

RAISE OF SOCIAL UNREST IN COUNTRY THAT DECLARES WAR

COUNTRY THAT IS DECLARING WAR	LEADER OF COMINTER	LEADER OF AXIS	LEADER OF ALLIES	NEUTRAL, WITH ORIENTATION: PRO-COMMIE OR COMUNIST REGIME	NEUTRAL, WITH ORIENTATION: PRO-AXIS OR NATIONALIST REGIME	NEUTRAL, WITH ORIENTATION: PRO-ALLIED OR FIRM REGIME
COMINTER LEADER	X	20	50	X	0	0
AXIS LEADER	0	X	10	0	X	0
ALLIES LEADER	50	35	X	20	10	X
COMINTER MEMBER	X	0	20	X	0	30
AXIS MEMBER	40	X	40	0	X	5
ALLIES MEMBER	70	60	X	20	15	X
NEUTRAL, WITH ORIENTATION: PRO-COMMIE OR COMUNIST REGIME	X	30	40	X	15	25
NEUTRAL, WITH ORIENTATION: PRO-AXIS OR NATIONALIST REGIME	10	X	25	5	X	10
NEUTRAL, WITH ORIENTATION: PRO-ALLIED OR FIRM REGIME	70	40	X	30	30	X

*x means that declaring war is not possible

13.4.2 Exert Pressure

This Action represents diplomatic efforts made by your country to influence the Alliance Entry value of the selected country. When performed on a country with a similar Political Orientation as yours, this will INCREASE the Alliance Entry level of the targeted

country. When the Alliance Entry reaches 100%, the target country joins the alliance appropriate for its Political Orientation. If the alliance is at war, it automatically joins the war on its new allies' side.

When this is performed on a country with a different political orientation than yours, it will DECREASE the Alliance Entry; however, in this case the Action may fail (which means no change in its Alliance Entry).

The following conditions apply:
• The country must be neutral (not in an alliance); and
• This option is available once per turn per target country per alliance of the country performing this action. For example: if Germany (Axis) exerts pressure on Romania, no other Axis countries may use this action on Romania in the current game turn (the Allies and/or Comintern still can, however).

If you exert pressure on a country with a different Political Orientation than yours, the failure chance is the Political Strength of the targeted country (if they are a Firm Democracy or Regime), or half of its Political Strength (in all other cases). Also, the cost of this Action is, in such cases, 50% greater.

13.4.3 Coup d'Etat
This Action represents an attempt by your country to change the Political Orientation of the target country by brutally replacing its ruling government with one that has a Political Orientation closer to your country's. The following conditions apply:
• The country must be neutral (not in an alliance);
• The country MUST NOT be at war; and
• If the target country's Political Orientation exactly matches yours, this Action is not allowed.

This Action is always risky. The chance of success is a combination of the Political Strength and the Political Orientation of the targeted country. When a coup d'etat attempt fails, it causes the following effects:
• The targeted country's Political Strength is increased by 10;
• The Political Strength of the country that failed the attempt is reduced by 5; and
• The Alliance Entry of the targeted country is increased.

When the attempt succeeds, the Political Orientation of the targeted country is changed one step closer to yours, but its Alliance Entry takes a moderate drop.

The cost of this Action is the Political Strength of the targeted country multiplied by 2.5.

14.0 Reports

 The Reports button in the Game Buttons panel will provide you with a detailed analysis of many aspects of the game. (hot key R)

Select the type of a report and a country from the drop-down menu at the top of this window to display the information for different countries.
There are two tabs. The first is Reports Statistics. The second is Reports Events.

The following reports are available in the Statistics tab:
General Summary – general review about the country status
Production – information about PP income
Upkeep – the cost of unit's upkeep
Research – the effect of researches
Convoys – the status of convoys sent during last turn
Victory Points – the number of VP held by alliances or countries
Cities – the cities information
Commanders – the information about commanders
Naval groups lost – the information about the losses on sea
Losses dealt and taken – the information about casualties dealt and received against each enemy

The following reports are available in the Events tab:
Raiders Activity – the effect of raiders actions
Destroyed convoys – information about destroyed convoys
Battle at Sea – information about naval battles
Sea Zones attack – information about air strikes on sea zones
Combat (attack) – information about battles fought as attacker
Combat (defense) – information about battles fought as defender
Air Strike – information about air bombardment
Air Combat – information about dogfights
Shore Bombardment – information about naval bombardment
Strategic Bombardment – information about effect of own strategic bombardment
Strategic Bombardment (losses) –information about losses dealt to own cities by enemy strategic bombers
Sieges – the information about sieged cities
Events – the detailed info about historical events that occurred for other countries
Cheats – information about a player using cheats

14.1 General Summary
There are four tabs in the Summary Report. Choose a country in the box below and then click on a tab on the right. You only have access to countries in your Alliance.

Alliance
Political Orientation
Zone of Influence
Political Strength
Social Unrest
War Economy
Land Warfare doctrine level
Nuclear Bombs

14.2 Resources
Production Points
Diplomatic Points
SMP Strategic Movement Points
STP Strategic Transport Points
ATP Amphibious Transport Points

14.3 Units
This lists all the different type of units in the game with columns for on map quantities and in reserve quantities. Note that sub-categories are rolled up to the main unit type. For example: Coastal Submarine = submarine type, light carrier = Carrier.

14.4 Technology
This lists all the different type of technology available and the current level achieved.

14.5 Production
Occupied cities, you will receive 50% of the PPs from captured cities. Once the country surrenders, you will get 100%.

Annexed cities, you will receive 80% of the PPs from annexed cities.

The important thing to watch here is Civil Order. Events will happen that affect Social Unrest. Social unrest in society effects your Civil Order. When Civil Order decreases, you get less production. When it increase you will get more production.

War Economy will go up at about 5% per month. There are events that affect WE. War economy is the same as Civil order. When it decreases, you lose PPs. When it goes up you gain PPs.

14.6 Convoys
Date and turn of convoy is shown in header.
The first line shows the convoy size, departure and destination point.
The second line shows results, Success or Failed
The third line shows path the convoy got from point A to point B.
The bottom is a summary of what the convoy did and its impact on the game.
Convoy reports are kept in history. You may page back to see other convoys for previous turns..

14.7 Cities
The Cities Report is very useful. You can use the bottom box to select the country you wish to see. On the right will be three tabs. Controlled, Owned, All.

In the Controlled tab you can click on any city and the map will go there. Just click exit. Now open up the Report menu again and go to Cities. Clicking on any header will sort the column. A player can do the same thing in the Owned and All tabs.

Name = name of the city
Controlled = the country that currently controls the city.
Owner = the country that the city belongs to per international decree. In most cases it will be the country that controlled it at started the game. However, this changes if a country surrenders. It may also change by an event. Control is important as it affects who can deploy new troops.
Type = Tells a player what the city consists of. For example, a port, resource or MSS (main supply source)
VP= the number of Victory Points the city is worth.
PP= the number of Production Points the city produces
Supply = the current supply in the city. Full supply is 30.
Own Supply = the amount of supply the city generates. If it is less than 30 than it needs to be connected to a MSS to receive full supply or a convoy, or a Mulberry.
Coords = the Coordinates of the city on the map. First number counts hexes from North to South and second counts hexes from West to East. Coordinates starts with 0,0.

14.8 Commander

The commander report helps you find and organize your commanders. There are three tabs: Land, Air Naval. Once again, you can click on the bottom left hand box to choose a country. On the right there is Name, Skill, Experience, Location, and his assignment to a unit. Once again we can sort by headers. Once again, we can sort by the different headers. By using Photographs, Unit names, and Commanders we can fully immerse ourselves into history and become part of the game.

14.9 Naval Groups Lost

We can check our Naval skills here. This report allows us to view all countries in the game, just pick one in the bottom left box. In the right hand box, the column Unit & Fleet will show the name of the ship on the first line and its fleet on the second. Then the next column shows attacker unit and country. The third column has the sea zone in which the vessel was sunk and how it occurred. Regular, Naval Battle, Surprise Attack, Sea Bombardment, Submarine Attack. The last column shows the date and turn the vessel was sunk.

15.0 Ending a Turn

To end your turn, click the End Turn button in the Game Buttons panel. (hot key Q) After the last country ends its turn, the game makes a series of checks and calculations before beginning a new turn. Some special events may be activated and sea battles can occur. The most important of these end of turn activities are described below.

15.1 Surrendering Countries

A check is made for each country to see if it surrenders. A country surrenders when it is at war and losses all Victory Points it owns. Cities that are not owned by the country (but are only controlled), DO NOT count for this calculation. So for example, if Germany controlled a pocket in Russia with one Russian City worth 1 VP in it, but losses all VPs that it owns within its borders, it would automatically surrender at the end of the turn.

The surrendering country losses all Land, Air, and Naval units. All of its Supply sources are also converted to normal cities.

When a country fights more than one country (say, in an alliance) and surrenders, the conquering countries divide up 'shares,' or credit for the conquest. Any shares in victory are calculated for each country that waged war against the surrendering country. These shares are calculated based on losses dealt to the surrendering country by all countries that waged war against it. The country with the biggest share is considered the victorious country and is displayed in the surrendering message (for example "Germany surrenders to USSR" means that USSR was a victorious country over Germany).

You may check at any time how many losses each country has suffered by clicking the Reports button in the main screen. These shares are remembered and used for calculations of Production Points.

The ownership of all hexes of the surrendering country are transferred to the current controllers of these hexes. Ownership of all remaining hexes is transferred to the victorious country.

Surrendering is the only way in which hexes can change ownership.

When the surrendering country is an alliance leader, the leadership of the alliance is passed on to the alliance member with greatest political strength. When the last alliance member is eliminated, the game is over. When an Alliance is eliminated it cannot be revived. When only one alliance is left, the game ends.

15.2 Collecting Production Points
All countries collect PPs at the end of the turn.

The following information can be viewed in Reports:
• Production from Resources: The total number of PPs your country collected from Resource hexes you own/control.
• Production from Own Cities: The total number of PPs your country collected from your own Cities (that is, those Cities from within your country's borders, NOT cities your country occupies).
• Production from Occupied Cities: The total number of PPs your country collected from Cities you occupy (that is, those Cities that are not within your country's borders).
• Production from Owned Annexed Cities: The total number of PPs your country collected from Cities you own that have been annexed.
• Total Production: The total amount of PPs from the above categories.

After Total Production, you will find all Modifiers listed that will affect your total PPs collected. The Total Modifier is the cumulative modifier from all of these.

At the bottom, "COLLECTED" is displayed, and indicates the total number of PPs your country collected after modifiers are applied. These are the PPs you can spend in your next turn.

15.3 Unit Upkeep

Every unit's strength point is charged with Production Points. Values are vary for different countries.

15.4 Research Progress
Progress in Research is determined at the end of every month.

The estimated completion time for each category is displayed. Each Bulb in a Research category generates a random value of 1 to 6 Progress Points.

If progress was made in a category, the information displayed will indicate this. All categories requires progress to reach a specific value; when it does, a new Technology level is achieved in that category.

The Nuclear Bomb technology requires the most progress in order to achieve it. For more details on Nuclear Bombs, see section 9.3.

16.0 Special Events

Special Events may be generated at the end of every turn.
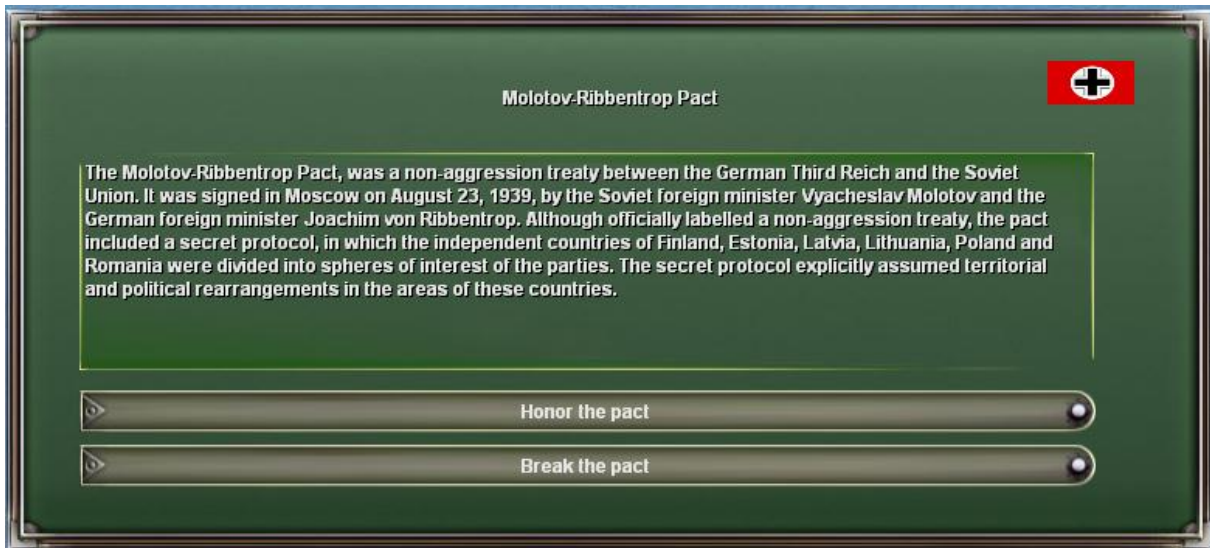
An Event is an external world occurrence or an internal domestic incident that a player can not control.
These are based upon history during WWII. A pop up window will display the event at the beginning of your turn.

16.1 Options

An Option is an import junction at a point in time where the player may choose between two or more outcomes. Some of the options affect your domestic policies while others will affect your external affairs with other countries.

Options have been added to Strategic War in Europe for alternative histories and replay of the game. If you like playing a historical game, pick the option that most closely matches History.

Usually, an Option has two choices for a player to select. These choices offer different ways of dealing with the situation, each of which usually has drastically different possible outcomes. To view these, hover the cursor over each option button for details. Some options will cause Special Events to execute for other countries.
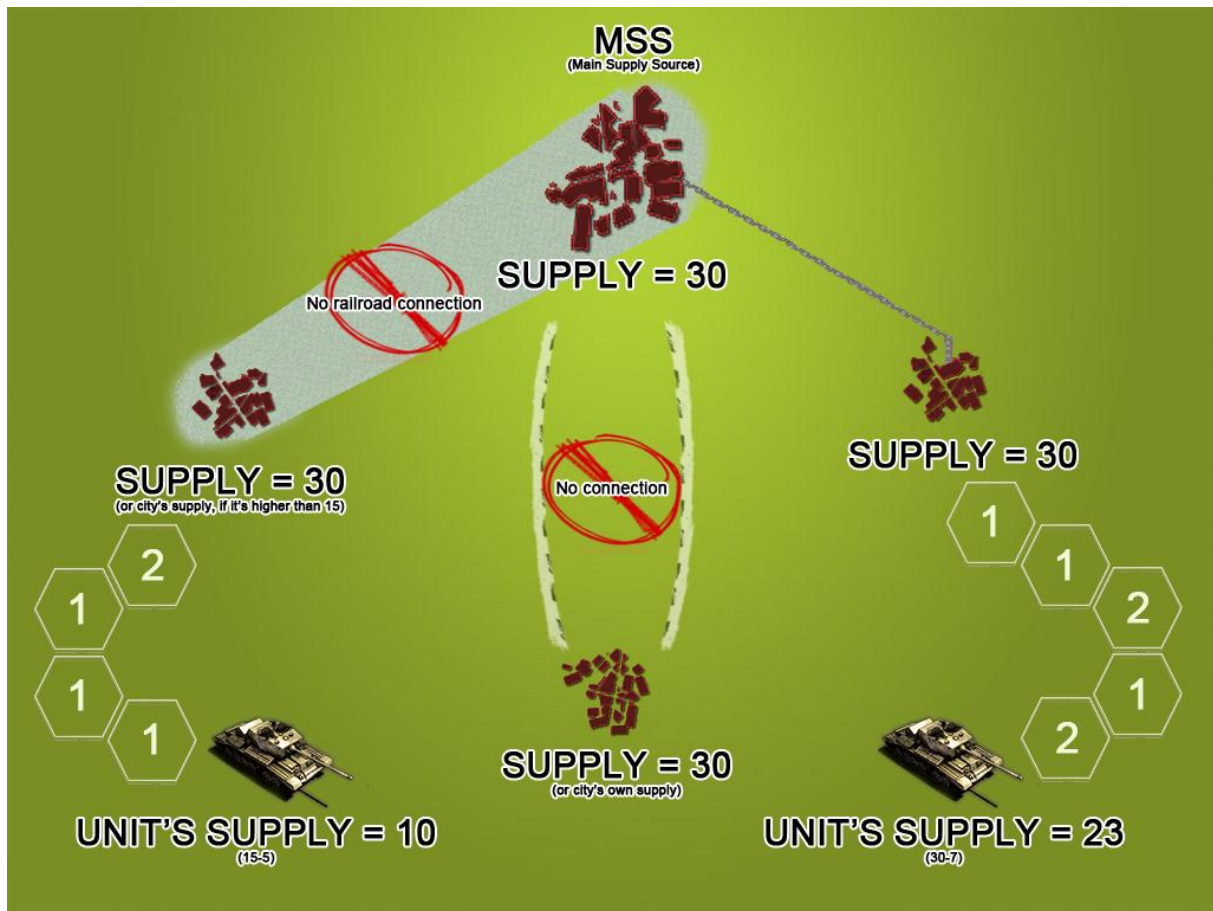
Choices can be viewed at a later date by using the Report menu and events tab.

In PBEM game, choices in Options for all human players are chosen by the AI.

17.0 Supply

Supply is important for units and allows them to perform actions. Low supply has a negative effect on units.

17.1 Calculating Supply
First of all, in Strategic War in Europe we have three types of cities: City, Resource and Main Supply Source (MSS). Let's put resources on the side, as this one is not affecting supply system at all.

Every unit needs supplies to perform its basic action, which are moving and fighting. Shortages causes units to be weaker and movement range reduction
When maximum supply level is equal to 30, a unit is operating at full-strength and has all of its Action Points. When Supply is reduced to 0, the unit is almost defenseless and useless and also unable to move.
Usually your units will operate with a supply range between 10 and 25, where 20 is not so bad, but below that it's good to find new sources.

Every country controls at least one MSS (usually Capital), which is producing 30 supply. It delivers supply to other cities and adjacent units.
Every city is producing 'Own Supply' which can be equal to a value between 1 and 30. Supply from cities is delivered to units.
If a city has a railroad connection to MSS through owned or allied territory, then that city's available supply is at level 30.
If a city hasn't got a railroad connection to a MSS, but there is a land connection through your nation's territory and/or through your allies' territories, then MSS is delivering supply at level 15 to that city. If a city's "own supply" is higher than that, then the city will use its "own supply".
There also can be a situation when the city is not connected with the MSS by land, but a convoy is sent. If the convoy with supply is delivered to a city with railroads, then supply is delivered using standard rules to other cities. In this case, supply is connected with the convoy, port and by railroad or land to units.

Supply from cities to units is delivered with a cost. Supply level is reduced using movement cost of motorized unit at given hex. So, if unit is three hexes (one plain and two forests) from city connected by rails to the MSS, then the unit is getting supply equal to 25 (30-1-2-2=25).

17.2 Lowered supply
Unit that has a lowered amount of supply:
Has lowered efficiency,
Has lowered AP,
Has lowered column during battle,

Has lowered Air strike modifier,
Has lowered Maximum replacements,
It might be impossible to perform strategic redeployment.

17.3 Out of supply

Unit that has been surrounded and is without any city inside the cut off area, becomes out of supply. For each turn that a unit is out of supply its effectiveness and AP are reduced by 1/2.

17.4 Supplying by fleet

Another option to supply units is to keep Naval units in adjacent sea zone. Supply provided by friendly naval units reaches three hexes deep into the land.
Friendly groups provide the following amounts of supply to the coastal hex (which is later delivered on standard rules) with following values:
Battle Group – 1 supply point
Patrol Group – 2 supply points
Every enemy group reduces supply value by 1 point.
Maximum supply level delivered by fleet is equal to 20
For example: you have one Battle group and one Patrol Group in an adjacent sea zone with the enemy's one Patrol Group. Supply is 1+2-1=2.
So, it is important to have a large number of ships in the adjacent sea zone.

Note: Units that have landed retain the original supply source for three turns, in which, after that they will rely upon fleets or the closest land source of supply that is controlled by your forces.

Note: after three hexes into land you will be out of supply. It is imperative to capture a supply source, or use a Mulberry. See 17.5

Considering supply, don't dither around. Capture a supply source quickly.

17.5 Mulberry supply

Mulberry is a special unit that can be built up on a coastal hex. By default it costs 300PP and provides 20 supply for two months.

To build a Mulberry, look at the information panel on the left side of the map. Now click on a land hex that you control next to the sea. There will be a small icon that will be highlighted if you can build it. Click it.

17.6 Airlift supply

It happens completely automatically when a unit is out of supply and is within range of a bomber. Every point of bomber`s strength has 10% chance of providing one point of supply to a cut-off unit.

18.0 Weather

At the beginning of every turn weather is calculated. At each hex there is a separate chance for rain or snow to occur. Both atmospheric conditions affect battles and movement cost and railroads' repair time.
Also, each country can be affected differently with the scale of changes, in other words winter is more harmful for Mediterranean countries than for Finland.

19.0 Multiplayer

Strategic War in Europe allows play in two multiplayer modes. Hot Seat and PBEM.

19.1 Hot Seat

Hot Seat is a game, that is played by more than one player on one computer. Before the game, players should decide who controls which country, and when its turn comes, take control over that country until the End of Turn. All players should be aware of reports, events and naval battles after last player's turn.

19.2 PBEM

PBEM is a kind of game with a maximum of 4 players, all of them playing on their own PCs.
First thing to do is to decide who plays which country. Then in the scenario setting screen one of the players (preferably the one playing as Germany, as in most scenarios this country moves first), should select his country, then check PBEM game checkbox. New fields will appear. One for Player number, second one for game name. Select countries, and choose player numbers for each player.
Remember that a player can be chosen only if country is set to be controlled by a human. Also PBEM game can't be started as long as there is no proper name.

Once the first player finishes his move and hits the End Turn button, a message will pop-up with information to whom save game should be sent.

PBEM game can be found in C:\My Documents\My Games\Strategic War in Europe\data\pbem\ with the name that was given on the Scenario Setting Screen. It is best to zip the whole folder and send it to the player indicated in pop-up message.

Only the last player can see the naval battles, but all other players will receive reports about it at the beginning of their turns.

20.0 Credits

20.1 Strategic War in Europe Crew

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Research
Roman 'Severian' Siewier

Additional map and units skin
AgentS

Music
Kevin MacLeod

PR and Marketing
Steven Mills

Translator
Gary Gardner

Thanks to our Partners

Special Thanks to our Families, betatesters, all our forum members, supporters and Wikipedia.

Poland 2012

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