

COMMAND™



RULES OF PLAY

MICROPLAY™
S O F T W A R E

COMMAND HQ™

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INTRODUCTION

The commander strides into the darkened room, the glowing wall map and computer CRTs providing most of the ambient light. "What's the situation?" he barks out.

"Two enemy mechanized armies are closing on Paris," the adjutant states. "Two infantry armies are following up. Our troops in the area have taken heavy losses from ground-based air strikes."

"What's the status of the convoy?"

"On its way. We've lost one transport to enemy submarine activity, but the rest slipped through. Under standard evasive procedures, it should arrive in seven days."

The commander contemplates the situation, the armies and ships like miniature glowworms as they crawl across the map of the world, deciding the fate of continents.

"I want air strikes here, and here," he says, pointing. "Bring up a tank army here and open a gap in the enemy flank with a combined paratroop assault. Our destroyer fleet has to pull out of the Mediterranean and comb the Atlantic. Belay evasive action — I want the convoy full steam ahead for Europe. Now what's the situation with our Pacific fleet?"

You are that commander, directing the armed forces of entire nations, deploying ground, sea, and air troops to bring about the accomplishment of your plans and the ultimate defeat of your enemy. In any war, in any era, on any side, the decisions that shape the course of history are made in the *Command HQ*.

How to Start

What This Game Contains

This Manual provides a tutorial for beginning players, detailed operating instructions, and a wide variety of historical and strategic background. It is applicable to all computer systems.

The Technical Supplement gives specific instructions for loading and/or installing the simulation for your computer. It also provides a complete reference of all the graphics and keys used in the game.

Learning the Game

There are three ways to learn to play *Command HQ*.

Tutorial Method: If you like step-by-step guidance while learning a game, turn to the "Tutorial" (pages 5-14) and follow the instructions. The tutorial, although long, introduces you to all the salient points of the game.

Note: We recommend the tutorial method unless you are already familiar with games of strategic combat on a grand scale. Other products based on "the art of war" may not prepare you for the number of options available in *Command HQ*.

Study Method: You can study the game controls and operating instructions of the game, as detailed in the "Game Controls" section (pages 15-32). If you're still confused, try things out with the tutorial (pages 5-14).

Try and See Method: You can just dive in and try things out, referring to this manual and the Technical Supplement as necessary. In this case we strongly suggest that you have a mouse or joystick interface available for easy access to the pull-down menus.

Warning: This method, usually the most popular, can lead to confusion and frustration because *Command HQ* is a real-time simulation; while you're learning how to play the game, things will be happening all around you!

1. TUTORIALS

FAMILIARIZATION

Before you take command of the combined world forces of your national alliance, it's a good idea to practice on some set-piece situations to learn about controls and tactics. There are two tutorial games included with *Command HQ* to help introduce you to the game controls.

Before you begin, locate the *Pause* key; you'll want to be able to pause the simulation while you refer to the manual.

Starting Options

Install: See the Technical Supplement for information on how to install *Command HQ* on floppy disks or onto a hard disk.

Hardware Options: In some versions, after loading the game you'll see questions about your computer hardware. If you're unsure of the answers, or wish to automate this process, see the Technical Supplement.

Where You Start

Main Options: After the title screens you'll find yourself at the Main Options menu. Select "Resume Saved War" to begin the first tutorial.

Load Game: Choose "Tutorial One" to begin learning *Command HQ*.

You begin in control of the blue forces, with a full view of the world situation. The top section of the screen shows the current status of the game. The tutorial begins in *Pause* mode to give you time to look around.

The map is a terrain representation of the world. Types of terrain include sea, plains, forest, jungle, desert, and mountains. The colors for terrain types vary according to your computer's graphics capabilities — see the technical supplement for details.

The map also shows the location of all major cities, bases, and oil fields in the world. Normally, cities and bases are black squares and oil fields are small “+” signs (see the technical supplement). The object of any scenario of *Command HQ* is to capture all of the **Capital Cities** on the map. **Oil** is important in some eras, to keep the machinery of war and commerce running.

The four screens below the map are called *Monitors One* through *Four*, numbered from left to right. Each serves several functions during the course of the game.

Monitor One initially shows you your oil status, in games that use oil. In the tutorial, you will soon notice that your oil situation is critical: your income of oil is less than your total outflow, and your reserves are dropping (the word “oil” flashes red to warn you of this). The subject of the first tutorial is a blue attack on the red oil fields of the Middle East.

Monitor Two initially shows the flag of the city currently under the cursor (in this case, Washington, D.C.).

Monitor Three initially shows the general location of your major capital city. Depending on the scenario, there may be other friendly capitals that you must also protect.

Monitor Four depicts the type of terrain the cursor is currently over.

Terminology

For compatibility across a wide variety of computers and control mechanisms, standard terms are used throughout this manual. See the Technical Supplement and Command Summary Card to interpret each for your computer.

Controller: A two-dimensional control device, normally a joystick, mouse, or four-directional cursor keys.

Selector #1: The first (left) button on a joystick or mouse. On the keyboard it is always the Return or Enter key.

Selector #2: The second (right) button on a joystick or mouse. On the keyboard it is always the Space Bar.

Keys: Each key is referred to by an *italicized name*, which is shown on the Command Summary Card.

COMBAT TECHNIQUES TRAINING

In this tutorial we'll concentrate on the basic game controls and the elements of war: once you know how to maneuver and fight, you've learned 75 per cent of *Command HQ*.

The Field of Battle

In a real game of *Command HQ*, the theater of war can range from a single area like Hawaii to the whole world. Part of the challenge is knowing which theaters deserve your attention, and which can be left to follow commands previously given.

For this tutorial, we'll concentrate on the Middle East. Your first step is to take a close-up look at the action.

Use the *Controller* to position the cursor below the two red units in the Middle East, and press *Zoom*. Note that in the zoom view, the oil fields look like little black circles instead of crosses. If your zoom box does not fill the whole screen, press *Resize Zoom Window* until the zoom box is at its largest. You see your blue forces poised for an attack on a red position.

Move the cursor around and note the various types of terrain on the map. To see the terrain underneath the units, press *Show Terrain*. This also shows which side owns the cities and which side owns the oil fields.

As you can see from the arrangement of the blue forces, a combat unit is as large as nine map positions (three squares by three squares)—thus, units can overlap other units in tight formation. If you want to get a good look at a unit that is obscured by another, put the cursor over it and watch Monitor Four.

The Combat Units

Each unit represents an army, fleet, or air wing composed of many thousand soldiers and vehicles. Each unit actually occupies only the center of its icon on the screen, but different types of units have different combat ranges, giving them different "effective sizes."

Types of units in this tutorial include air, infantry, tank, cruiser, and carrier.

All units except air units have several common features:

Type Icon: Each unit type is recognizable by the icon in the center of the unit. A summary of icon types appears in the Technical Supplement.

Strength Bar: A unit is at full strength when the band of color at the bottom extends all the way across the unit. As the unit takes damage in combat, the bar recedes. A unit with no color bar showing is very near destruction.

Background Color: A land unit has a distinctive background color, usually white (see the Technical Supplement). A sea unit has a different background color, usually blue. When a land unit boards transports and becomes a sea unit, its background color goes from white to blue to note the change.

Infantry Entrenchment: Infantry armies can "entrench," making them much harder to kill. An entrenched infantry has an additional color bar above its strength bar (usually green). If this bar is not there, the infantry is not entrenched, and is therefore more vulnerable.

Time to launch an attack! Press the *pause* key to take the game off pause mode, position the cursor over the blue cruiser unit, and press *Selector #1*. You'll see the message "Setting Unit Destination" at the top of the screen.

Now move the cursor so that it is adjacent, without overlapping, to the red cruiser, and press *Selector #1* again.

Simple Moving and Fighting

Put the cursor over the blue cruiser again, and a new message appears: "Unit Path." Watch for a moment, and the flickering image will follow the unit's new path of movement. Also note that in Monitor Four, the unit has a message appearing with it, "Moving," to let you know that that unit currently has a destination.

When the opposing units are close enough to each other, they begin to fight. Hold the cursor over one or the other unit; two new icons appear in Monitor Four. The small burst symbol denotes that the unit has been hit by enemy fire; the white arrow shows the directional facing of the unit, pointing out (in general terms) with which enemy the unit is engaged.

As the battle progresses, both units' strength bars begin to dwindle. When one unit runs out of strength, it is destroyed. If your cruiser is destroyed, you'll have to bring up the carrier to finish off the enemy.

Select the carrier by positioning the cursor over it and pressing *Selector #1*. Give it a destination, but this time leave one space between the carrier unit and the enemy cruiser. Carriers have a longer range than cruisers, and you'll be able to bombard the enemy without taking any return fire at them.

As the carrier moves, you'll see two red infantry appear on the coast of India. These units were always there, but you had no friendly units close enough to see them. As your air unit (aboard the carrier) gets closer, the units appear. See the discussion of "Hidden Units," pages 12-13.

Now take a look at your oil situation. All your reserves are gone by now (or soon will be) and a small bar has appeared in your "out" column. This shows how much oil you need, as opposed to the solid bar that shows how much you have. Time to do something about the oil.

Game Speed

If things move too slowly for you, press *Increase Game Speed*. You can push it all the way up to speed 6, but this moves very fast and makes it hard to keep track of what's going on when many units are moving and fighting at the same time.

If things are going too fast for you, press *Reduce Game Speed* to slow the action down. You can go all the way down to speed 0 in which nothing moves (but you can still give orders) as a kind of alternative pause. When you're ready with all your orders, increase the speed again.

Combat Options

Goals

Select the topmost infantry unit in the cluster around Jerusalem. Select the topmost Iranian oil field as its destination (if you are not sure which one is Iranian, hold the cursor over the different oil fields for a moment, and eventually you'll see the red, white, and green Iranian flag appear).

Once the first unit has been given a destination, select the next infantry unit down and give it a destination next to but not overlapping the red infantry unit guarding the oil field in Kuwait.

Attrition

As the two infantry units move, notice that their strength bars go down. This is due to **attrition**. Units that cross hostile types of terrain (desert, polar, and jungle) lose part of their strength each round until they leave that terrain. Also notice that once the unit begins to move, it loses its "entrenchment" indication.

At some point, your unit will capture the oil field in Iran (an animation appears in Monitor Two). This helps the oil situation, but doesn't solve it. You still need that Kuwaiti field, but the

designated unit is too weak to attack, due to attrition losses. You can also see that land units do not fight when next to each other the way the cruisers did. They have shorter ranges than cruisers, and must overlap to fight.

Repairs

See how the friendly unit that captured the oil field begins to repair its losses! Units in friendly cities, bases, and oil fields regain part of their strength each round until they are fully repaired. Send the weakened unit to that oil field for repairs. Be careful, though — if you give it a direct movement order, its path will take it into combat with the red infantry. First move it due north. When it arrives, give it new orders to move east to the oil field. Note that the unit's losses cease at some point. Under normal circumstances, a unit cannot be killed by terrain attrition.

You'll quickly find that two units cannot occupy the same position. Move the unit on the oil field one space to the south (into the plains, where it won't suffer from attrition). This allows the weakened unit to enter the oil field and repair.

Advanced Movement

Overruns

Now let's experiment with some advanced movement. Select one of the tank armies and give it a direct destination of an unguarded Saudi Arabian oil field.

The first thing you notice is that the tank moves pretty fast. Depending on the type of terrain, tanks move up to twice as fast as infantry.

As the tank closes with the enemy infantry, they begin to fight — but the tank keeps moving! This is called an **overrun** and is one of the most valuable abilities of tanks: they can move "through" enemy infantry (taking losses) and seize objectives in the rear. Once the tank reaches the oil field, it will stop and begin to repair.

Pinning

Now try the same thing with an infantry unit, and see how the infantry becomes **pinned** in combat (once it's engaged, hold the cursor over the unit to see the message). Being pinned means the unit cannot move until the combat is over, or until the unit is given fresh movement orders. See "Movement," pages 21-22. In general, infantry are far less mobile in combat than tanks.

Meanwhile, send the tank to capture the last unguarded oil field, and watch the oil reserves begin to rise.

Advanced Combat

Marine Assaults

Now for some advanced forms of combat. Select one of the tank armies at sea (note that they are transports, as denoted by the color background) and give it a destination atop the southernmost red infantry in India. Attacking from the sea in this way is called a **marine assault**. The tank, although it can still defeat the infantry, takes heavy losses. Watch as the tank background turns white to show it has reached the coast.

Navy Guns

One way to lessen losses against coastal defenders is to soften them up with **navy guns**. Move the carrier to just off the coast of Bombay, and watch as it begins to bombard the red infantry. Meanwhile, let's get ready to attack the red infantry in Kuwait.

We have two infantry nearby to make the attack, and they could probably take the position, but with heavy losses. We can make things easier with **air strikes** and a **paradrop**.

Air Strikes

Press *Show Air Power*, and find the two air wings stationed in Jerusalem. Select one. The message "Designating Air Mission" appears. Place the airplane-shaped cursor over the red infantry defending the Kuwait oil field, and press *Selector #1*. (Note how the naval bombardment at Bombay continues as you do this.)

Air strikes can be unsuccessful, due to ground-based defenses. If your air strike fails, press *Speed Up* a few times until the air unit is available once more, then press *Speed Down* and attack the same target again.

A successful **air strike** costs the defender half his current strength. Quickly, before he begins to repair, attack with your nearby infantry. To attack, all you have to do is move your unit so the two icons overlap. As combat is joined, place the cursor over the defending red unit. You'll see the enemy infantry "turn to face" the attacker, as designated by the arrow that appears in Monitor Four on your screen.

Since the enemy unit is facing north, a flank attack from the west will do additional damage, but sending a unit from Jerusalem overland will be slow, and the unit will suffer attrition.

Airdrops

Instead, let's do an **airdrop**. Press *Show Air Power* again and select an available air unit (unavailable air units are shown in gray, see pages 24-26). When the "Designating Air Mission" message appears, select a nearby infantry unit (tanks cannot be paraded). Now a new message appears: "Designating Air Transport." Place the cursor so that it overlaps the enemy, and press *Selector #1*. The infantry will be dropped in that space. Your unit's strength is reduced by paratropping because it must leave its all of its heavy equipment behind.

Once the enemy is defeated, don't forget to move one of the units onto the oil field, and send the other elsewhere for repairs. A traffic jam may result in the north; see if you can get everybody to a safe destination (units may move through each other, though they may not stop to occupy the same space at the same time).

Dogfights

Time to capture Bombay. The enemy unit there is weakened by the bombardment, so select your remaining tank at sea and land it on the coast of India. Once it's there, send it into the city.

City Conquest

While the tank moves, press *Show Air Power* and select the air unit on board the carrier. Notice the enemy air unit in Bombay. Once the airplane-shaped cursor appears, press *Show Air Power* again and place the cursor over the enemy air unit. This will cause a **dogfight** between the two air units. Depending on how lucky you are, a plane may be shot down, or both planes may go gray. Either way, you've taken the enemy air power out of the action for a while.

Try to coordinate your air attack with the arrival of your tank. In a real game, negating your opponent's air unit can be vitally important.

Now watch as the tank moves into the city. Do you see it take damage even after the enemy unit is destroyed? This is because enemy cities have a small militia which defends them from conquest. This militia is not very potent, but it can kill a weakened unit trying to capture a city.

Once you've captured Bombay, press *Show Air Power* again and note that the enemy air unit was destroyed when you took the city. Capturing the air strip is the most certain way of destroying enemy air units.

Ending the Battle

You've now learned most of the controls you need to play **Command HQ**. Try experimenting with various combat tactics on the remaining red unit. Try air strikes, bombardment, tank overruns, and flanking attacks with paratroops. If you give a command that doesn't seem to be working properly (for example, you might find yourself stuck with an airplane-shaped cursor), press the *Escape* key to abort the command and place yourself back in the main simulation. If you've gotten yourself in deep, you may need to press the *Escape* key multiple times.

When you're ready, press *Restart* to return to the Main Options menu.

REACTIVE TECHNIQUES

In this tutorial, the enemy troops will be moving. Although there is no “artificial intelligence,” you’ll get an idea of what it’s like to play in real time, against an opponent who is changing the conditions on the battlefield.

Pause Key

You’ll probably want to use *Pause* frequently in this tutorial. We suggest you read a few paragraphs, play, pause, read a few more paragraphs, play, etc.

Getting Started

To begin the second tutorial, return to the Main Options menu, either by pressing *Restart Game* at the end of the last tutorial, or by beginning the game again.

When you get the Main Options menu, select “Resume Saved War,” and choose “Tutorial Two.” The game begins in *Pause* mode.

The Situation

The purpose of this tutorial is to give you an idea of how the game is played against a live opponent. There are red units out there, moving, but you can’t see them at the start.

You begin with a large convoy headed for Europe, with the purpose of establishing a beachhead and retaking the captured continent. This is similar to actions that could occur late in a World War III scenario.

Show Owner

Press *Show Ownership* to see what’s been happening in the war so far. As you can see, the red army has conquered all of Europe and Asia (except South Korea), and a small part of Africa and the Middle East. They still hold Havana.

Press *Show Ownership* again to toggle this mode off.

Oil

Now check your oil situation. You can see that your income and outflow are about equal. Watch your reserves during the course of the battle to see if you are having any problems.

You can also check on your opponent’s oil situation (spies and reports keep you abreast of his condition). Select the *Alternate Function* for Monitor One, and you’ll see a similar readout for your enemy’s oil. He looks like he’s doing about as well as you are.

Strengths

You can check on how many resource centers you own (cities, oil fields and bases), how many units you have, and your income. First select the *Alternate Function* for Monitor Two, and you’ll see a comparison of resources owned by you and your opponent. As you can see, you have a slightly greater number of cities and oil fields. In a long war, you would probably win. In the tutorial situation, though, you have very little time.

You can also find out your overall strength. Press *Buy Units*. Later we’ll discuss actually purchasing new units; for now, look under the **COUNT** column and see how many of each type of unit you currently have on the board. The **KNOWN** column shows how many of each unit you have **seen** on your opponent’s side. At the start of the tutorial, you see none of your opponent’s units. As you progress, call up the *Buy Units* menu and see how the **KNOWN** numbers change now.

Press *Buy Units* again to remove the menu.

You can also find your relative income by selecting the *Alternate Function* for Monitor Four. You’ll see your own income in Billions per Round (yours is 1.35), and how many billions you currently have available to use for purchasing units. Press the key again, and you’ll see your opponent’s income. His available funds are always hidden from you.

Getting Moving

Initial Orders

At this point your opponent is probably getting impatient, so press *Pause* and begin the game. In a real game against another player, you can let your opponent know that you're ready by pressing *Pause* — but the game won't start until you both have pressed it.

Now press *Speed Down* until the "Speed 0" message appears at the top of the screen. In this mode, you can give your units orders and conduct air strikes, but no movement or fighting takes place. The game does not "progress." You will play most games at speed 3 or 4, but speed 0 is useful for giving lots of orders at the start of a game, or as a way for two players to play at the same computer (for more details about this, see page 35).

For now, give your orders at speed 0. Your objective is to land your convoy in Europe. Give your transports and cruisers destinations in either Spain, the west coast of France, or England (or any combination you wish).

You can keep track of which units have already received orders by holding the cursor over the unit for a moment. The unit icon that appears in Monitor Four will have the "Moving" message printed above it if the unit has already received the orders it needs.

Movement Paths

Once you've given orders to all your units, press the *Show Destinations* key and watch as each unit's path is outlined. Using this key, you can get an overall sense of where you've ordered units to go at any time during a war. If you notice a unit has no movement line, check to see if you've given it movement orders. This key works in zoom mode as well.

You can find an individual unit's movement orders by holding the cursor over that unit for a second or two. The unit's path appears as a blinking cursor moving across the map. You can only see the first three moves of an enemy unit.

Move Out!

Now get your convoy moving by pressing *Speed Up* three times. When you're at speed 3, you'll see your ships start to move across the screen. As enemy troops appear you can adjust destinations on the move, to attack the enemy or to avoid him. For now, keep reading.

Hidden Enemies

Radar and Air Recon

Each type of unit has a **scanning range**. As your convoy moves toward Europe, enemy units will appear when they are within radar scanning distance of your units.

Your best recon units are your air units. Their scanning range is very large, as long as the plane is active (not being used for a mission, or recovering from a mission). If you use all your air units, enemy troops may disappear from the screen until your air units are ready again.

Radar and air recon happen automatically.

Satellite Recon

Your observation satellite shows you all enemy units within its radius (except submarines, which remain hidden). By moving the satellite, you can get very good reconnaissance on enemy positions. The down side is that moving the satellite uses fuel, and eventually it will fall from orbit (see page 29). In the tutorial there's no need to worry about that, so let's get some reconnaissance.

Press *Satellite*. You'll see your satellite (in blue) over the Atlantic, warning you of enemy fleets in the area. The red satellite is over Europe, where you're hoping to invade.

Select your satellite and give it a destination over Europe. It will begin to move, and as it does you'll see any enemy troops (except subs) within its observation radius. Press *Satellite* again to remove the global picture.

Sub Recon

Submarines are always hidden from air and satellite scanning, and stationary subs can't be spotted on radar. The only way to find an enemy sub is if it moves within radar range of one of your units, enters one of your cities' dock areas, or if

**What
the
Enemy
Sees**

one of your units runs into it. Transports are fragile when facing subs, so watch out for enemy sub activity in the Atlantic!

Since your units are hidden as well, it's important to know which of your troops the enemy can and can't see. Your radar detectors and ECM capabilities make it easy for you to find out which of your units are hidden and which are not.

Press *Toggle Show-Who*; the message "Show Common" appears at the top of the screen. So far, your convoy should be well hidden from the red army.

**Satellite
Combat**

When your convoy is halfway across the Atlantic (about round 7-10), you may want to pause. It's time to knock that enemy satellite out of the sky before it gives away your invasion plans. Press *Satellite* and then *Buy Units*. Select a Satellite Killer. This is a satellite that can be set to explode at a certain point in space, destroying any nearby recon satellites.

The cursor becomes a selection point, asking you where to target the killer satellite. Select a destination very close to the red satellite. Make sure your own recon satellite isn't too close to the kill point or it will be destroyed too! If necessary, move it away.

You'll see the satellite killer appear over the central U.S. It moves quickly across the globe to kill any satellites in its radius of effect; it will go off only when it reaches the designated destination. If your opponent moves his satellite, you'll have to give your killer a new destination.

For now, get back to the war by pressing *Satellite* again.

The Invasion**Crisis
Messages**

Whenever your units engage for the first time, or you spot an enemy, or a unit is destroyed, a crisis message appears at the bottom of the screen, and an animation may appear in Monitor Two. At the same time, Monitor Three shows the area of the world in which the crisis is taking place.

**Combat
Tactics**

Put the cursor in Monitor Three and press *Zoom*, and you will zoom to that area of the world map showing more detail.

When enemies appear, fight them as quickly and as economically as possible. Keep the following tactics in mind.

Attack Ranges: Subs have short attack ranges. Carriers have long ranges. Use your weapon types to their best advantage.

Engagement: An enemy can only fire at one of your units at a time. Once he's engaged with one of your strong units, you can attack with your weak units without fear of loss (but make sure your timing is right!).

Air Strikes: Practice with air strikes, and remember that you can find out when an air unit will be ready by selecting the unready icon.

Enemy Movement: You can determine the short-term destination of an enemy by holding the cursor over the enemy unit.

**The
Satellite
Killer
Explodes**

At some point you'll see the message that a recon satellite has been killed. Press *Satellite* to see what the situation is. If your satellite is still alive, try moving it to a different spot (select the satellite, then select the destination) to see what's going on in another part of the world.

**Deploying
Nukes**

When you've taken care of the defending sea units, it's time for a landing. To demonstrate the power of nuclear weapons, we'll start our invasion with a nuclear strike.

Press *Buy Units* and select "Use Nukes." Now the cursor becomes a targeting device. Pick a spot and select. Try to place the strike so as to affect the maximum number of enemy units (just south of Madrid is a good choice). Be careful! Nuclear weapons have a large radius of effect (they can wipe out a whole city), so keep friendly troops away from ground zero.

Foreign Aid

Your use of nukes will also cause some cities on the board to change allegiance. Press *Show Ownership* after the nuke is dropped to see which of your cities have become neutral. It is also possible for neutral cities to join the other side after a nuke.

Foreign Aid is used mostly in the pre-game and cease-fire portions of *Command HQ*. However, foreign aid can be used even during war, where it represents direct shipments of money and personnel, diplomatic missions, support for rebel factions, and propaganda and subversion.

To use foreign aid, press *Buy Units* and select Foreign Aid. The cursor becomes a selector, as with nukes, but the target must be a city. Try giving foreign aid to Birmingham. You'll have to do it several times (after a few gifts the city becomes neutral, then it joins your side). Then press *Show Ownership* to see what effects your foreign aid designations had.

Buying New Units

Press *Buy Units* and select the type of unit you wish to build (try a tank). Now you must place that unit in one of your cities or bases.

When placing a unit, each friendly city is highlighted with a colored box. The box is green if the city is available for building, yellow if the city will soon be available, and red if the city will not be available for a long time. You can find out when an unavailable city will be ready by placing the cursor over the city and pressing *Selector #1*. A message will appear telling you in what round the city will be ready. Compare this to the round counter in Monitor Three.

Try building several units and placing them in various areas on the map.

Mopping Up

You can experiment with various tactics and moves, as in the first tutorial. When you're ready, press *Restart* to return to the main menu.

2. GAME CONTROLS

STARTING A WAR

Selecting

Command HQ offers you a lot of choices when you first start up the game. To make a choice, use the *Controller* to scroll through the menus. Press *Selector #1* to make a choice.

At other points in the rules you will be told to **select** a unit or area of the screen. The **cursor** is moved via the *Controller*. When the cursor is in the desired area, use *Selector #1* to select.

Hardware Options

First you may be asked questions about your computer hardware. See the Technical Supplement for information.

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Keys: Each key is referred to by an *italicized name*, which is shown on the Command Summary Card.

**Main
Options**

Start a New War: This begins a new game of *Command HQ*. You are then given a choice of opponents, communications methods, and eras in which to fight.

Resume a Saved War: This restarts a saved war. The game will begin using the same parameters under which it was saved (e.g., a two-person saved war cannot be restarted as a solo game).

Layout Armies: This is a special option used to create personalized layouts for “1986” wars only. See page 37.

Load a Film: This selects a previously saved “War Film” (see page 38), and loads it into memory.

Watch a Film: This runs the War Film currently residing in memory. To watch a different film, it must first be loaded.

Save a Film: This saves the War Film of the war just fought into a file of saved films. If a film is not saved, it is lost as soon as a new war is fought (see page 38).

**Opponent
Options**

When you select “Start a New War”, you are then given a choice of opponents. You can play another human being (via cable link or modem), or a Computer Opponent. “None” is a special, non-active computer opponent, to be used for practice, or when two players want to play at the same computer.

**Connect
Options**

If you choose to play another human, you may be offered several choices as to the type of connection you have, including Com options and modem models. Consult the Technical Manual if you are unsure as to the meaning of any of the options.

**Crisis
Options**

Once you have chosen your opponent (and established a connection if playing via cable or modem), you are offered a choice of crisis situations in various eras of world history (and future). If playing against a human opponent, one player is chosen at random to select the crisis option to be played.

1918: This game begins late in World War One, after the fall of Czarist Russia. The German forces must be remobilized for an all-out assault on the western front, and the German fleet must escape into the Atlantic to prevent the arrival of American reinforcements.

1918 is a good scenario to play for your first game of *Command HQ*. It uses only infantry, cruisers, and subs, and limits the scope of the battlefield. It is also an interesting operational problem in its own right.

1942: This game begins with American involvement in World War Two. The German forces have invaded Russia and are in a race to take Moscow before the Allies begin their D-Day invasion. Meanwhile the Japanese have conquered the Philippines and may be heading for Hawaii. This scenario adds air power and carriers, and enlarges the scope of the war to cover the entire world.

1986: A hypothetical World War Three between the Warsaw Pact and NATO, as envisioned several years ago. This scenario adds nukes, foreign aid, satellites, intelligence scans (see page 29), and cease-fires. Oil becomes a consideration in this global war.

2023: This scenario uses all rules from 1986, but presents each side with a balanced but randomly selected mix of cities and oil fields. It postulates a World War Three-style war further into the future, when national alliances and super-power status have changed. The random selection process allows for millions of possible starting setups. No starting forces are given in this scenario; instead, players are allowed to build their armies from a large pool of money.

????: A far-future scenario postulating a fragmented Earth of city-states. You are one powerful overlord who begins a program of world conquest based from your own capital. Your opponent’s forces and possessions are hidden from you, so you must first find his capital before you can win!

**Side
Options**

The cities and oil fields are distributed randomly (as is your capital) providing millions of different game situations.

In two-player games, the player who did not choose the scenario gets to choose which side he will play. In all cases, when choosing sides, you may play either red or blue. The red forces control the Axis armies in 1918 and 1942, and the Warsaw Pact in 1986, 2023 and ????. are balanced setups, so color choice is irrelevant in these scenarios.

**Layout
Options**

If you are playing 1986, you have the choice of using the standard opening layout, or a custom layout you have created with the “Lay Out Armies” option (see page 37). Select the layout you wish to use.

**Starting
Money**

For all scenarios, you are allowed to adjust the amount of money with which your opponent begins the game. This can be useful as a handicapping device.

LOOKING AROUND THE WAR ROOM

Game Screens

Status Bar

At the top of the screen is a mode status bar. The modes and messages are self-explanatory, and appear as reminders (for example, when in Airplane Mode the message “Airplanes” appears in the mode status bar).

The Map

The map is a terrain representation of the world. Types of terrain include ocean, lake, plains, forest, jungle, desert, polar, and mountains. The colors for terrain types vary according to your computer’s graphics capabilities—see the Technical Supplement.

The map also shows the locations of all major capitals, cities, bases, and oil fields in the world. Typically, cities and bases are black squares and oil fields are small “+” signs (see the Technical Supplement). The object of any scenario of *Command HQ* is to capture all of the **capitals** on the map. **Oil** is important in some scenarios, to keep the machinery of war and commerce running.

Zoom: You can zoom in on any area of the map by holding the cursor over that area and pressing *Zoom*. This shows the terrain in more detail, and shows combat units at full size. Press *Resize Zoom Window* to toggle through small, larger, and full-screen zoom windows.

Press *Scrolling Zoom* and move the *Controller* to alter the zoom position a little bit at a time. To zoom in on a distant area, press *Zoom* to unzoom, reposition the cursor, and zoom again.

The Monitors

The four screens below the map are called *Monitors One* through *Four*. Each serves several functions during the course of the game.

Monitor One shows you your oil status, in games that use oil. Selecting the *Alternate Function* for Monitor One displays your opponent’s oil situation. See page 27 for more about oil.

In addition, when you select a unit to move, Monitor One shows the unit and any pertinent status messages.

Monitor Two automatically displays the national flag for any city, base or oil field over which the cursor is held. In addition, it displays animations whenever a crisis message appears (see below).

Selecting the *Alternate Function* for Monitor Two displays a city/base/oil comparison graph, including the number of each that you hold.

Monitor Three is the crisis monitor. It begins the game displaying the area around your national capital, and shifts view throughout the game whenever a crisis message appears (see below). Press *Zoom to Monitor Three* to focus the game map in on the crisis area. You can also do this by pressing *Zoom* when the cursor is in Monitor Three.

Selecting the *Alternate Function* for Monitor Three converts the crisis window to Show Ownership Mode (see page 32).

Monitor Four displays the type of terrain and occupying unit, if any, in the map space over which the cursor is placed. Units sometimes have status messages accompanying them (see page 23). In some scenarios, the owner of the terrain is also displayed.

Selecting the *Alternate Function* for Monitor Four shows your current income in Billions per Round (BPR), and your current cash reserve. Pressing the key a second time shows your opponent’s BPR; his cash reserve is always kept secret.

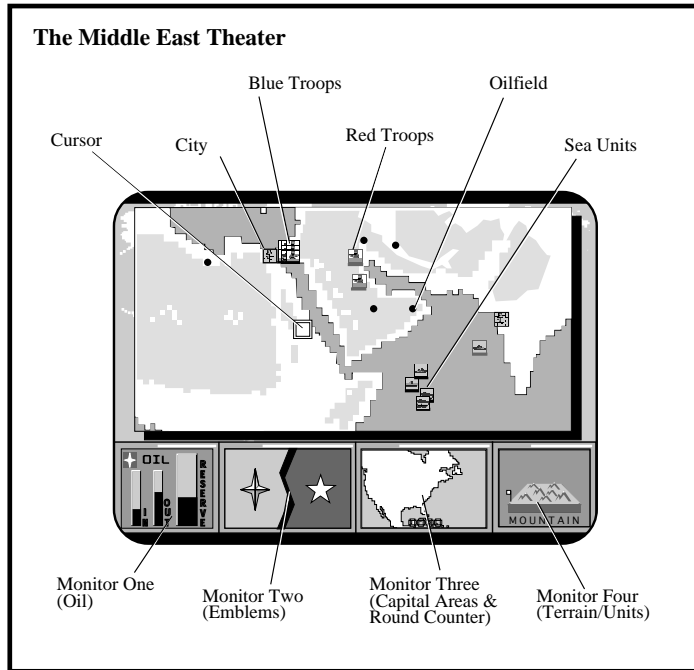
The Message Bar

Below the monitors is a space for game messages. These include crisis messages such as “Enemy threatening Hiroshima” or “Enemy sub spotted in the North Atlantic,” messages typed and sent by the opponent, announcements of capture (“We liberated an oil field in Oman”) and results of air missions.

You can set the level at which “threat” messages will be received (see “Menu Commands” below). Level 0 gives no threat messages, level 1 gives warning only of serious threats, level 2 gives

warning of all threats, and level 3 gives all warnings and announces the spotting of enemy units. It is suggested that level 3 be used until you become proficient at the game.

You can review previous messages on this line by pressing *Previous Message*. The buffer stores about 30 messages.



Combat Units

Your Units

You can see your units as small icons (check the Technical Supplement for exact shape and color) when looking at the full map. You can see a closeup in Monitor Four of any unit the cursor is over. The closeup also appears in the zoom windows, and in Monitor One when the unit is selected.

Each unit represents an army, fleet, or air wing of up to several thousand soldiers and vehicles. Types of units include air, infantry, tank, cruiser, carrier and submarine. All units except air units have several common features:

Type Icon: Each unit type is recognizable from the icon in the center of the unit. A summary of icons appears in the Technical Supplement.

Strength Bar: A unit is at full strength when the band of color at the bottom extends all the way across the unit. As the unit takes damage in combat, the bar recedes. A unit with no color bar showing is very near destruction.

Background Color: A land unit has a distinctive background color, usually white (see the Technical Supplement). A sea unit has a different background color, usually blue. When a land unit boards transports and becomes a sea unit, its background color alters from white to blue to note the change.

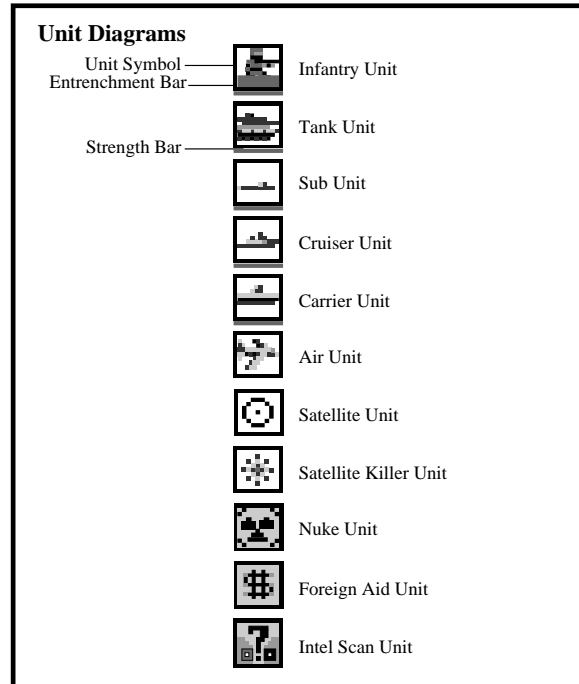
Infantry Entrenchment: Infantry armies can “entrench,” making them much harder to kill. An entrenched infantry has an additional color bar above its strength bar (usually green). If this bar is not there, the infantry is not entrenched, and is therefore more vulnerable.

Enemy Units

Enemy units are hidden from sight until they enter the scanning radius of one of your units. Scanning radius ranges from very large (for active air units) to very small (moving submarines). An enemy unit remains hidden (does not appear on the screen) until it is scanned.

Your recon satellite scans everything in its radius (see page 29).

Submarines do not appear in the scan radius of enemy units. Subs are only revealed when they attack, or move into the fire range of an enemy unit.



Movement

Movement Orders

To order a unit to move, first select it. The cursor changes shape, the selected unit flashes, and its icon appears in Monitor One. Move the cursor to the desired destination and press *Selector #1*. If the destination is illegal for that unit, a warning sounds and a message is displayed in the status bar.

Once movement orders are given, the unit will begin moving towards the destination without further commands. Infantry that are ordered to move lose their entrenchment benefit (see page 22). A unit moves in a straight line over land, but if a land unit's path of movement lies across the water, it will "board transports" and begin to move along the sea routes. Naval units cannot cross land.

Speed, Terrain, and Attrition

All sea units (except transports, which are slightly slower) move at the same rate of speed. Land units move more slowly than sea units, and infantry moves more slowly than tanks. Speed is also dependent upon the type of terrain the unit passes through.

Some types of terrain cause **attrition**. Attrition causes a unit's strength to drop each round that the unit is in that terrain; strength cannot go below 20 per cent of maximum due to attrition (except in a nuclear wasteland).

Some types of terrain provide better opportunities for **defense**. A unit on one of these spaces suffers less damage in combat.

The following table is a summary of movement, defense, and attrition effects of each type of terrain.

Terrain Effects

	Movement	Defense	Attrition
Base*	Full	Yes	Yes†
Capital	Full	Yes	Yes†
City*	Full	Yes	Yes†
Desert	Full	No	Yes
Dock*	Full Sea	No	Yes†
Forest	Slowed	No	No
Jungle	Slowed	No	Yes
Lake	Full Sea	No	Yes
Mountain	Slowed	Yes	No
Ocean	Full Sea	No	No
Oil Field	Full	No	No
Plains	Full	No	No
Polar	Slowed	No	Yes
Wasteland	Full	No	Yes

*These types of terrain allow friendly units to repair when resting in them.

†These types of terrain cause attrition only to enemy units.

Routes and Goals

When you select a unit and then select a destination, the unit will move to that spot and await further orders. It will go to that destination regardless of the presence of attrition-causing terrain, enemy units, or any other factor. Be sure to keep an eye on your units as they move to make sure you still want them to go where you told them to go!

Showing a Destination: To see a unit's destination you can either press *Show Destinations* or hold the cursor over the unit in question. Pressing the key shows the target and travel path for all your units. It is useful for getting an overall idea of where your troops are going. Holding the cursor over a unit shows only that unit's path and destination. This is sometimes a little easier to see.

Sea Routes: Land units can board transports and become sea units. When they do this, they will begin to follow the sea routes, which are sometimes tortuous-looking but are usually faster. Note that the sea lanes are standard paths, and are not always the most efficient. Be sure to check a sea unit's path when navigating near islands (such as England, Japan, and Borneo) to make sure the sea unit isn't taking the long way around.

Infantry Dug - in

An infantry unit that does not move or engage in combat (offensive or defensive) can "entrench;" this represents anything from true trenches to improved positions and the preparation of kill zones. When an infantry is entrenched, a color bar appears above its normal strength bar; this bar disappears if the unit is ordered to move, but once entrenched an infantry remains entrenched even if engaged in combat.

Entrenched infantry suffer significantly less damage from all types of ground and sea attack.

Moving Air Power

To move air power, first press *Show Air Power* to view all planes. Then select the plane you wish to move. Finally, select its destination (this must be within the larger circle visible on the world map). The air unit is immediately transferred to its new location, and becomes unready. Air units may only be transferred to cities, bases, and aircraft carriers.

Paradrops

An air unit may transport an infantry unit to any land location (except enemy cities) via a **paradrop**. To perform a paradrop, first press *Show Air Power* and select an air unit. Then select a non-moving infantry unit within three spaces of that air unit.

The infantry may be paraded within the small air mission circle. Conducting paradrops in the presence of enemy air power is a risky thing. Infantry lose strength from the act of parading due to the fact that they must leave behind their heavy equipment.

If the air unit transporting the infantry targets a friendly city, the "paradrop" becomes an air transport, and both the air unit and the infantry unit are moved to the new location.

Land Combat

A typical infantry army represents 300,000 to 500,000 troops, with artillery, trucks, and helicopters. A typical tank army represents 100,000 to 300,000 troops, with artillery, armored personnel carriers, attack helicopters, and 1,000 to 3,000 tanks.

When two opposing land units' icons overlap, they engage in combat. To order a unit to attack, simply give it a destination that overlaps the location of an enemy unit.

Infantry are fairly fragile and deal out small amounts of damage; entrenched infantry are enhanced defensively, but do no extra damage. Tanks are overall best on offense and defense, but cost twice as much as infantry.

Combat Tactics

When a unit engages in combat, it causes damage to a single enemy unit once every other round. The unit remains targeted on the chosen enemy until one of them is destroyed or moves away, or until a different enemy unit moves closer, at which point it will be targeted. A second friendly unit added to the combat inflicts damage on the enemy, but takes none itself.

When units engage, they take on a "facing;" that is, one of their four sides is considered the "front" of the unit (the side nearest the targeted enemy). If the unit is then attacked from the flanks or rear, it takes additional damage.

When fighting, a burst symbol appears in Monitor Four when the unit shown takes damage.

When a unit attacks or is attacked, some of its movement ability is lost. Units that are heavily engaged can become "pinned" and lose the ability to move until enough time has passed, or until you re-order them to a destination.

Unit Strength and Repair

When a unit takes damage, its strength bar is shortened to show the approximate percentage of strength it has left. When this bar is completely gone, the unit is very near destruction. When a unit takes a hit that inflicts more damage than it can absorb, the unit is destroyed; you'll hear a warning sound and see an appropriate animation.

A unit can recover strength by remaining in a friendly city, base, or oil field. Sea units can recover only in the **dock** spaces of a city. Each round the unit is in such a space, it recovers some of its lost strength, its strength bar gets longer, and the message "Repairs" appears above the unit in Monitor Four.

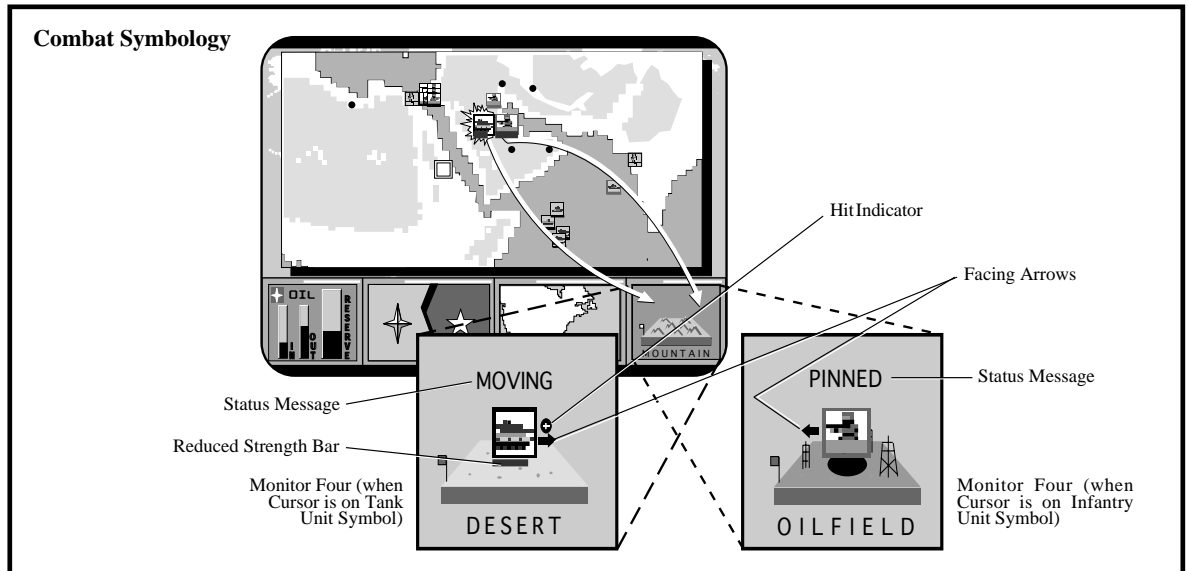
Units can never be repaired beyond their starting maximum.

Combat Against Cities, Bases, and Oil Fields

Land units can capture enemy cities, bases, and oil fields. Oil fields have no defense, and become part of a side's territory when a unit from that side occupies the field. The field remains on that side (even if the unit leaves the field) until an enemy unit occupies it.

Cities and bases have intrinsic defenses against invasion, but a city alone cannot withstand attack from a full-strength combat unit. Once a unit is given the destination of any location in an enemy city, it will attempt to seize the central portion of that city until given orders to leave the city entirely.

If the unit reaches the center of the city without being destroyed, that city is "liberated" and joins the attacker's side. The city remains on that side (even if all combat units leave) until an enemy unit occupies the central space of the city.



Sea Combat

A typical sea unit represents an entire fleet of ships and its support units. A carrier represents 3-10 carriers each with about 100 aircraft, plus 40-50 support ships. A sub represents 50-100 subs. A cruiser represents 10-20 cruisers and battleships, with 100 or so support ships (destroyers, frigates, PT boats, etc.).

In general, sea units follow the same rules as land units as far as targeting enemies, facing, and taking and receiving combat damage. Sea units' combat ranges are usually larger than those of land units, but the procedures are the same.

Sea units that engage in combat do not suffer a loss of mobility; sea units are never "pinned." In addition, there is no "flanking" at sea.

Submarines are hidden as long as they do not move; if they move, they can be spotted by a stationary enemy, and attacked normally. Once spotted, they can be seen at normal scan range. Otherwise, they attack and are attacked only when within two spaces of the enemy.

Land units that move out to sea become "transports" with extremely limited ranges and combat power.

Air Power

A typical air unit consists of 1000-1500 aircraft, including 100-200 heavy bombers, 100-300 transports, 200-400 fighters, 100-300 strike aircraft, and 100-200 miscellaneous aircraft, such as electronic warfare and reconnaissance planes. An air unit based from a carrier represents proportionately fewer planes. This is partly because carrier crews are expert at getting multiple missions out of their planes, and partly because a carrier craft cannot perform paradrop missions (and thus has no transports).

To enter Airplane mode and view air units, press *Show Air Power*. In the world view, each air unit is visible in its base, city, or aircraft carrier (see the Technical Supplement for details). Active air units are distinguished from inactive, usually by color.

Active vs. Inactive Air Units

All air units are either active or inactive. Active air units can be given missions when in Airplane mode. Giving an active air unit a mission causes it to become inactive for eight rounds after the mission is completed.

An active air unit can also become inactive if an enemy air unit performs a mission within ten spaces, as the unit must scramble to perform Combat Air Patrol (CAP). This is called the **CAP radius** of the unit. CAP is performed automatically. Air units rendered inactive by performing CAP are made inactive for only four rounds.

Inactive air units can still perform CAP, but at reduced effectiveness. An inactive unit performing CAP has its amount of inactive time increased by four rounds. Inactive units can perform no other type of mission.

Selecting an inactive air unit causes a message to be displayed that tells what round the air unit will become active.

Air Recon

All active air units automatically carry out reconnaissance flights over the surrounding area, exposing all enemy units (except submarines) to view. Inactive aircraft do not perform reconnaissance flights, so using an air unit might cause some enemy units to disappear from your view during the air unit's subsequent period of inactivity.

Sea
Combat
differs
from
Land
Combat

Air Missions

To have an air unit perform a mission, select that air unit while in Airplane mode. Two circles appear around the unit. The smaller is the “restricted air radius” in which most missions must be performed. The larger is the “maximum air radius.” This radius is used for unloaded air transfers only.

Loaded/Unloaded Air Transfer: To perform an unloaded air transfer, select a friendly city, base, or aircraft carrier within the “maximum air radius” (the larger circle) of the air unit. The air unit will move to the new destination and become unready (air units can transfer directly from the city they are in to another location in the same city).

Air units can also transfer friendly infantry. Infantry must be within three spaces of the air unit’s start point, and be entrenched, in order to be the subject of an air transfer. If you select such a friendly infantry unit as the air unit’s destination, you may then select a friendly city or base within the “restricted air radius” (the smaller circle) of the air unit. The air unit and the infantry are both transferred to the new destination; the air unit becomes unready.

Air units based on carriers cannot perform loaded transfers, as they have no transport craft as part of their wing.

Paradrop: If an infantry is selected as above, selecting a destination anywhere within the small circle *other than* a friendly city or base executes a paradrop. In a paradrop, the following restrictions apply:

- 1) The target must be on land, and may not be directly on an enemy city or unit.
- 2) The air unit remains at its original base and becomes unready.
- 3) The dropped infantry suffers a minor combat loss.

Air units that are based on carriers may not perform paradrops.

Air Strike: To perform an air strike, select an enemy unit (land or air) as the destination. If the target is a land unit, then half its remaining strength is lost to the air strike. If the target is a sea unit, then a constant amount of its strength is lost. Thus, sea units can be destroyed by three air strikes, but land units can take six strikes.

Bombing: If you select an unoccupied enemy city, base, or oil field space as the destination, then that target will be “bombed.” Bombing deducts resources from the opponent — money if the target is a city or base, oil if the target is an oil field. In addition, a city or base will be unable to produce new units for five (additional) rounds (see page 28).

CAP/Air Defense

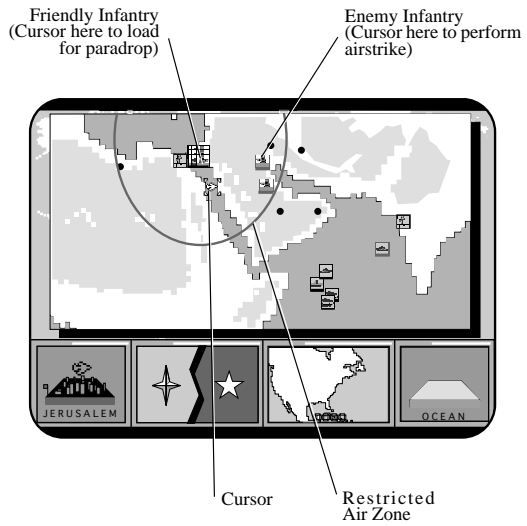
All air missions except “transfer” have a chance of failure, regardless of the presence of enemy air units. This chance is increased when attacking enemy cruisers or carriers, and is also increased the closer the mission is carried out to an enemy air unit (active enemies are more deadly than inactive) on Combat Air Patrol. Air units perform CAP automatically. An air unit that fails a mission might become unready, or it might be shot down.

If you attempt an air mission (except transfer) within ten spaces of an enemy air unit, there is a chance your mission will be intercepted and the two air units will “dogfight.” This may result in the enemy being shot down and the mission succeeding, in an aborted mission, or in your plane being shot down. Inactive enemies are less likely to intercept.

Note that the chance of your mission being intercepted rises as you perform the mission closer to enemy aircraft, but that the resulting dogfights are always an even battle.

Air Missions

An air unit has been selected after pressing *Show Air Power*. If *Selector #1* is pressed while the cursor is over an enemy unit, an airstrike will be performed. If *Selector #1* is pressed with the cursor over a friendly entrenched infantry within three spaces, a paratroop / air transfer will be designated.



Economics and Oil

Although it sometimes seems like war is an end in and of itself, the true purpose of war is usually to seize economic objectives. In *Command HQ* there are two types of economy that drive the machinery of conflict: money and oil.

Cities & Cash

Each round, each of your cities produces 50 million dollars in income; this money is used to purchase new units and, depending upon the scenario, to pay for a variety of useful effects such as nuclear weapons and intelligence scans. By selecting the *Alternate Function* for Monitor Four, you can display not only your current money supply (in whole billions), but your income in billions per round (not rounded). Press the key again to see your opponent's income. The opponent's available funds are secret.

All things being equal, the nation with more cash will eventually win the game. Thus, you must conquer cities to gain an economic edge. Once you can outspend your opponent, you can produce more troops than he can, and the final victory is just a matter of time.

Oilfields

Or so it seems. In the 1986 and later scenarios, however, oil becomes a major consideration. You can have economic might and still lose if your oil situation is not taken care of.

Oilfields produce oil. You can keep track of your current oil situation in Monitor One. This displays the amount of oil you are currently using ("Out"), compared to the amount of oil you are currently producing ("In"). By selecting the *Alternate Function*, you can toggle back and forth between your own oil situation and your opponent's situation.

An oil shortage can cause your units to stop moving, your planes to be unable to fly, and your cities to stop producing income. An imbalance in your "oil budget" is signalled when the word **OIL** in Monitor One flashes red. When your reserves are exhausted, you will begin to see messages indicating the effects of the crunch. The red bar above the "Out" oil column indicates how much oil you would be using if you had enough for all your units and cities.

Cities and bases use a great deal of oil. Airplanes use more oil than land units. Land units that are not in motion use very little oil. Ships use no oil, partly because many of the ships represented are nuclear-powered, but also because oil used by ports takes into account naval refueling and maintenance.

Production

To purchase new units, press *Buy Units*. This brings down a menu showing all units available for purchase in the game. The next two columns list the numbers of each unit type which you possess (“Count”), and the number of enemy units that are visible (“Known”). Your opponent is likely to possess more units than those listed — the number given includes only those units currently visible to you.

The last column lists the cost per unit of purchasing the indicated item, in billions. To purchase a new unit, highlight your choice with the *Controller* and select the icon with *Selector #1*. The money is instantly subtracted from your funds and the production screen vanishes. You are then asked to place the new unit.

Placing New Purchases

General Placement Rules: Once you have produced a unit, you must place it. In the “Placing New Units” mode, every city and base you own is highlighted on the map (see the Technical Supplement).

Land units and aircraft may be placed in any friendly city or base. Ships may be placed only on docks. Thus, if all your ports have been conquered, you cannot produce new ships.

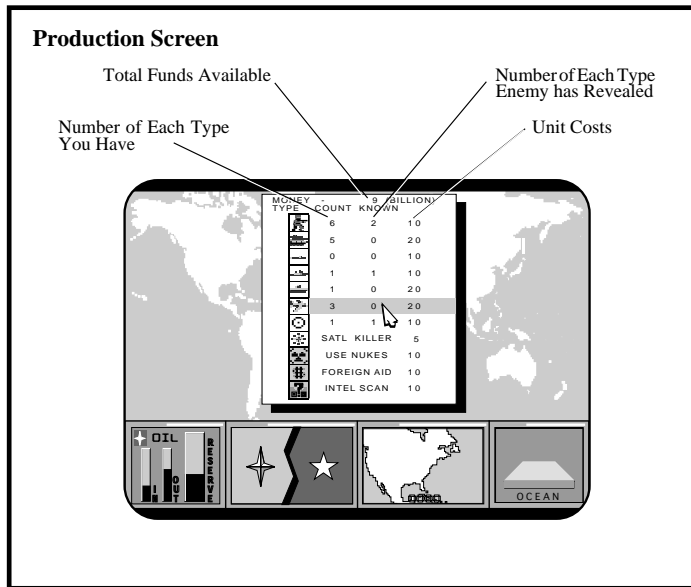
Readiness: Each time a city or base produces a unit, that city and several surrounding cities become unready, much in the same way as air units. The amount of time a city is unready is proportional to the cost of the unit built in or near it, and the number of friendly cities (and especially capitals) nearby.

When you are placing your purchase, ready cities are highlighted in one way, unready in another; in some versions, cities that are almost ready are highlighted in a third color — see the Technical Supplement for details.

If you attempt to place a new unit in an unready city, a message appears in the mode bar, telling you in what round the city will be ready.

Placing Non - Unit Purchases: See pages 29, 30, and 31 for placement of satellites and nukes, and the use of foreign aid and intelligence scans.

Escape: If you escape before placing the purchased unit, the funds are returned to you.



Satellites

In the 1986 and 2023 scenarios, satellites and satellite killers are available for purchase. To view existing satellites, press *Show Satellites*. A small insert box appears, showing the locations of all satellites on both sides.

Satellite Recon

Each satellite has a reconnaissance radius, shown as a circle surrounding that satellite on the satellite map. Within this radius, all enemy units are exposed except submarines.

Buying and Moving Satellites

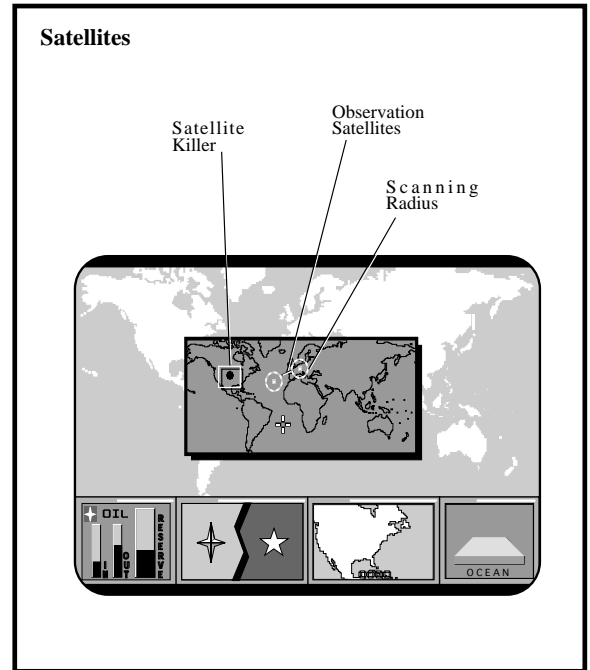
Satellites can be purchased like any other unit. To place a new satellite or move an existing satellite, select the satellite and then select a new destination, as with other units. Satellites move much faster than ground and sea units.

Each time a satellite is moved, it uses up a little of its booster fuel. While “satellite sweeps” are an effective way to keep track of your opponent’s forces, they will ultimately knock your satellite out of the sky.

Satellite Killers

Satellite killers are used to knock reconnaissance satellites out of orbit. Satellite killers are purchased as any other unit; to place a satellite killer, select a destination on the satellite map. The satellite killer begins over your home capital and moves quickly to the selected destination.

Once a satellite killer reaches its selected destination, it explodes, destroying all satellites within its kill radius (about six spaces on the world map). If your opponent moves his satellite, you’ll have to give your satellite killer a new destination to avoid detonating in empty space.



Nuclear Warfare

In the 1986 and 2023 scenarios, you have the option of deploying nuclear weapons. Nuclear weapons are launched from undetectable ballistic-missile submarines (i.e. they are not represented by specific units in the game). They can be targeted against any location except national capitals and locations very near to such capitals, which are protected by SDI/ABM networks.

Buying and Using Nukes

Nuclear weapons can be “bought” like any other unit, by selecting from the Purchase Units menu. Once bought, a nuclear strike is used once. A nuclear strike costs 10 billion dollars. Once purchased, the nuke is deployed by selecting a location on the map.

Restrictions: Capitals are protected by SDI/ABM, so nukes cannot be used within a certain distance of any capital. In addition, your missile crews will refuse to target a nuke in your home country (even if it’s been invaded).

Finally, there is the “three-nuke” restriction: your missile crews will only fire three more nuclear weapons than your opponent has used. Thus, if you fire three strikes, you may use no more until your opponent uses one.

Effects of Nukes

Kill Zone: A nuclear strike destroys all units and all terrain within three spaces of ground zero. This includes all land units, sea units, air units, cities, bases, and oil fields. Only satellites and satellite killers are unaffected by the nuclear strike.

Wasteland: After a nuclear explosion, all land area covered by the blast radius is converted to wasteland, including cities, bases, and oil fields.

Wasteland is radioactive, and causes extreme attrition that can destroy a unit. *Don’t enter wasteland!*

Diplomatic Effects: World opinion is heavily against the use of nuclear weapons. Therefore, whenever a nuke is used, some number of cities in the world will shift their alliance, either becoming

neutral if part of the offending alliance, or shifting to the enemy if already neutral.

The number of cities that switch is partly random, and partly determined by civilian casualties (represented by destruction of cities) and friendly casualties caused by the nuke. Also, the first side to use nukes suffers an additional penalty in this regard.

Production Reduction: After a certain number of nukes have been dropped, the overall deleterious effect on the Earth’s biosphere begins to be felt. All city production is reduced by 25 percent or more when this occurs.

Nuclear Winter: When the ash and haze from too many nuclear explosions threatens to bring about a new ice age, a warning sign appears with the dropping of each nuke. With each new nuke, there is a chance that true nuclear winter will occur, and the game will be a loss for both sides.

Diplomatic Warfare

Foreign Aid

Foreign Aid enables you to sway the loyalty of other nations, causing hostile ones to become neutral, or neutral ones to become allied. To use it, choose the Foreign Aid icon from the Purchase Units menu, then select a city within the nation you wish to sway. It may take more than one use of foreign aid to gain a nation’s services — the more cities it has, the more it will take to sway it. Cities within an opponent’s home country can never be the target of foreign aid.

Your opponent can give foreign aid to the same targets you do, thus negating your efforts, but only large countries make it known that they have received foreign aid. You may be able to gain a smaller ally without interference.

Once a nation switches to your side, however, your opponent might try to sway it back. Garrison its cities quickly to avoid this.

Violating Neutrality: Foreign aid can be used even during wartime, where it represents aid to insurgents, partisans, and other disruptive forces

Peace

within a conquered nation, or continued diplomatic efforts on a neutral. If the enemy captures a city within a neutral country, the remainder of that nation can be swayed to your side with only minimal foreign aid efforts.

At the start of the 1986 and 2023 scenarios, and at any time during those scenarios that both players agree, peacetime conditions prevail. At the start of the game, this is called the cold war. During a war, it is called a cease-fire. In either case, several special rules are in effect during peacetime.

Duration: Peace lasts for a pre-set amount of time, depending upon the scenario. A counter in Monitor One tells you how much time remains in mandatory peace; after that, either player can start the war by pressing *Begin Hostilities/Cease Fire*.

Unit Transfers and Production: During peacetime, units may be transferred from one location in the world to another, instantly. Simply select the unit once, then select its new location. This does not cause air units to become unready.

Units may be produced normally, but need not be placed in cities; units may not be produced in or transferred to neutral or enemy territory (foreign aid can be especially important during peacetime). Producing units does not cause cities to become unready during peacetime.

Starting Destinations: A unit can be given a destination to which it will start to move the moment war begins. To give a unit a destination, select it twice, then select its destination. Destinations do not have to be within friendly territory. Air missions cannot be predetermined.

Oil and Economy: Regardless of the number of cities or units, a side does not use or generate oil during peacetime. Cash, however, still accumulates, and at an accelerated rate.

Intelligence Scans (Spies): During peacetime, the opposing player's troops are "invisible." This is mainly due to the difference in time scale: his troops exist, but where they will be stationed

in time of war is top secret. The Intel Scan represents the use of spies, and can give you an idea of his plans (i.e. his disposition of troops during war).

When you select Intel Scan from the Purchase Units menu, the world map shades over. A single bar runs across the screen, beneath which all units are revealed — including your opponents'.

Your opponent receives a message that you are performing an Intel Scan, so be aware that his dispositions might be changing even as the scan is taking place.

Menu Command Summary

Following is a summary of all commands that are available across the hidden menu bar at the top of the screen. To access the menus, move the *Controller* into the Mode Bar; the menu bar appears. Use the *Controller* to move from menu choice to menu choice; use *Selector #1* to enact a command.

Options Menu

Enacting these changes the menu bar to the Game Functions menu; see page 34 for how to use these commands.

Message Level

Use this command to scroll between warning message levels. Level three warns of all threats to friendly cities, and of enemy units spotted; level two warns of threats only; level one warns of only “serious” threats; level zero gives no warning messages.

War Status

Enacting this command during peacetime allows you to begin hostilities, but only after the mandatory time has elapsed. Enacting this command during wartime allows you to ask for a cease-fire, or to resign. Your opponent must agree to your proposed cease-fire, or the war continues.

Show Terrain

Use this command to examine terrain features and ownership of cities and oil fields. When in Terrain Mode, all units are removed from the board. Enacting this command again returns the game to War Room mode.

Show Air Power

Use this command to examine all known air units on the map. While in Airplane Mode, air units can be given missions.

Chat

In Chat Mode, you can communicate with your opponent. After enacting this command, simply type whatever message you wish to send. It will automatically appear (as you type it) on your opponent’s message bar at the bottom of his screen. If he replies, his messages will be displayed for you.

To exit Chat Mode, enact this command or press *Selector #1*.

Buy Units

When this command is enacted, the Purchase Units menu appears. To exit this mode, press *Escape* or the \backslash key or toggle *Buy Units* again.

Show Owner

This command turns the world view into an ownership view. It shows which side controls all cities, bases, and oil fields, and also shows all units. In addition, national boundaries of friendly countries are outlined, to help you in placing units during peacetime.

Show Paths

In Destination Mode, each unit’s path is shown as a line on the screen (this works in zoom as well). While large numbers of units’ destinations are hard to distinguish, this command is useful for getting an overall idea of where you’ve ordered everyone to go.

Satellite Mode

When this command is enacted, the satellite map appears, showing the location of all satellites and satellite killers. Satellites and killers may be given destinations on this screen (only).

3. SPECIAL FUNCTIONS

GAME AIDS

The following commands are all available to help you customize and speed up your game. Due to the real-time nature of the war, these can be quite useful.

Screen Macros

By pressing *Zoom to Monitor Three* you can move quickly to crisis spots, but sometimes that's not enough. Often, a war is broken up into distinct theaters, and you need to be able to scroll through them on a regular basis. You can do this with programmable screen macros, which are a method of storing specific zoom locations in memory.

Defining Macros

To define a macro, zoom to the area you wish to program. Center the zoom box in an area you like, size it to your preference, and set up the background the way you wish (such as *Show Air Units* or *Show Ownership*). Then press *Program Screen Macro*.

This information is saved throughout the game, and between games. To return to that exact zoom location and window size, simply press the *Execute Macro* key corresponding to the ID of the macro you defined. For example, in IBM systems you would press the ALT key plus a number to define the macro. From then on, pressing that number alone would send you to the pre-set window location and size.

The first four macro IDs are already programmed into the game, but can be overwritten. They zoom to Europe, the Middle East, Japan, and North America.

Undoing Macros

To return to the screen position you had before executing the macro, press *Undo Macro*. To alter the zoom area of a macro, simply re-define it.

I/O Commands

These commands deal with the input devices supported by *Command HQ*. They allow you further to fine-tune the play of the game, making it faster and more efficient.

Program Selector #2

If you use a joystick or mouse, having to let go and use the keyboard can sometimes be frustrating. Therefore, as many commands as possible have been placed on the menu bar for easy access. However, there may be a command you use particularly often to which you would like especially free access. You can get this by programming *Selector #2*.

To do this, press *Program Selector#2* and *Selector #2*. Then press the key whose function you want *Selector #2* to enact. This “macro” will be saved from game to game and session to session.

Calibration Commands

These commands allow you to adjust the sensitivity and reactions of the keyboard, joystick, and mouse.

Keyboard: Press *Calibrate Keyboard* to change the speed and sensitivity at which the *Controller* keys move the cursor. High sensitivity moves the cursor fairly quickly, and adjusts its position one space for every tap of the *Controller*. Low sensitivity moves the cursor very slowly,

even when the *Controller* is held down.

In addition, you can decide if you want the cursor to pop into the center of any windows you create by setting “Move Cursor” on. With “Move Cursor” off, your cursor will not move to these windows upon opening.

To set the sensitivity bar or to toggle “Move Cursor,” place the *Controller* over the level of sensitivity you want, or in the “Move Cursor” box, and press *Selector #1*.

Mouse: You can do the same thing with the mouse by pressing *Calibrate Mouse*. Using the mouse selectors, choose your level of sensitivity and whether or not you want the cursor to pop automatically to the middle of any windows you open.

Joystick: The joystick moves at a constant speed; *Calibrate Joystick* should be pressed with the joystick centered. This command *only* recalibrates the joystick.

Other Commands

Restart/Quit: Press *Restart* to return to the Main Options menu. Press *Quit* to exit *Command HQ*.

Pause: Press *Pause* to halt the game. In a two-player game, only one player need press *Pause* to pause the game. Both players must “unpause” in order for the game to begin again. The message “Opponent Waiting” appears if your opponent has unpause but you have not; “Waiting for Opponent” appears if you have unpause but he has not.

Volume Control: Press *Volume On/Off* to toggle the sound on or off.

Speed: By pressing *Speed Up* or *Speed Down*, you can alter the game from speed 6 down through speed 0. Speed 6 moves extremely fast, and is best for watching films and speeding through periods of little activity (which are relatively rare). Speed 1 moves extremely slowly, and is useful at the beginning of a large battle before all units have

received orders. In a normal two-player game, you and your opponent should agree beforehand as to what speed you wish to stay at. High speeds put time pressure on you and your opponent, if you wish that to be a factor in the game.

At speed 0, game-time does not pass at all. It is similar to a pause, but units can still be given orders, and air strikes can still be carried out. Speed 0 is useful for playing two-player games at a single machine.

Show Who

Command HQ is a game of hidden movement and surprise maneuvering; “can he see me?” is an important part of the strategy and tactics.

Games and Films

During a game, you see your own units, and any enemy units within scanning range. By pressing *Toggle Show-Who*, you can switch to “Show Common” mode, which displays only those enemy units in scanning range — and only those of your units that are in the scanning range of an enemy! Using this, you can sometimes tell if one of your subs has been spotted, or if your surprise attack is really a surprise.

During a film (replay), you can toggle between four different views: Show Red, Show Blue, Show Common, and Show Both. Show Red and Show Blue show all the units of the selected side, and those units of the other side that are within scanning range. Show Common is the same as in a

Change Sides

game. Show Both shows all units of both sides.

In addition to changing who is seen, you can actually switch sides during a game. To do this, press *Switch Sides*. This only works in a solo game or a game against “no opponent.”

Switching sides can be especially useful when playing a game with two players at one machine. To do this:

- 1) Select “No Opponent” in the Opponent Options screen.

- 2) When the game begins, set to speed 0 before unpausing.

- 3) The player whose side is showing gives orders to any or all of his units. Since air strikes are actually resolved at Speed 0, you may wish to limit the number of air strikes (but not air transports) a player is allowed to perform in each “turn” at the computer — a limit of two is fair.

- 4) Push *Toggle Show-Who* until “Show Common” appears, and press *Switch Sides*.

- 5) That player leaves the machine, and the other player sits, agrees to switch sides, and toggles *Show-Who* to show his side. Then he gives orders.

After giving orders, he can toggle back to “Show Common” and speed up the game for an agreed-upon number of rounds (four rounds is fair) so both sides can watch, or he can stay with his own view and speed up for an agreed-upon number of rounds. At the end of those rounds

SAVING GAMES

repeat steps 2-5.

During the course of a game, you may want to stop and save the game to play at a future time, or you may want to have a record of the game before you continue playing.

To save a game, press *Save Game*. A menu appears for both players, listing the current saved games. Select the title you wish to overwrite ("Untitled" is a new space for saved games) and

use the backspace and letter keys to type a name for your saved game. When saving a two-player game, both players must save the game, but they don't have to save the game under the same name.

Once saved, to resume the game then or at any other time, select "Resume Saved War" from the Main Options menu, and select the game you wish to resume. If both players have selected the same

LAYOUTS

game, it restarts at the moment it was saved.

In the 1986 scenarios only, you can create a “custom layout” to pit against the computer opponent, or your friends’ custom layouts. To create a custom layout, select “Lay Out Armies” from the Main Options menu.

This puts you in a special version of the pre-game setup, in which you can move your units freely within friendly territory, give units destinations, and buy new units with your starting funds — but you cannot use intel scans or foreign

aid, and you do not accrue money.

Once you have set up your units in a configuration you like, press the *Save Setup* key and give your setup a name as in “Saved Games” above.

To select this setup, play a 1986 scenario. The game will ask you if you want to use the standard setup, or one of your own. Choose the second option to access the Saved Layout Menu and select the one you want. The game will open with

GAME FILMS

your units in your preset configuration.

After each game, a special replay (called a “film”) is available for viewing. To see a replay of your game, go to the Main Options menu and select “Watch a Film.” You’ll see the previous war replayed. While watching, you can zoom and get other information, but you cannot “play” the film (but see below).

Saving a Film: If you like a particular war enough to keep a permanent record of it, go to the Main Options menu and select “Save a Film,” then give this film a name as in Saved Games and Saved Layouts above.

Load a Film: To view one of your saved films, select “Load a Film” from the Main Options menu, and select the film you wish to see. This film will be loaded into memory. Then select

Films to Games

“Watch a Film” to see the replay.

During a film, you can bring the computer opponent in at any time and turn the film into a solo game by pressing *Film to Game*. This begins the game with the setup currently available for the film. You’ll play the side that was currently being played at that machine. This can be a good way to see where you went wrong.

You can turn this solo game into a two-player game by pressing *Solo to Two-Player*. You’ll have to transfer a saved version of this file to your opponent in order to start the two-player game (although, if your opponent has a saved game of the same era that is **longer** than yours, he can start that and the synchronization process will default to your game).

4. ADVICE & HINTS

GENERAL STRATEGY

The first thing to consider with general strategy is to have one. Having no overall battle plan — simply striking at targets of opportunity — will lead you into a muddle of constantly changing priorities, and a concerted effort by your opponent can catch you off guard and overwhelm you.

Remember to be flexible in your plans. If it appears that a campaign is not going well, abandon it or send it additional resources. Don't throw away an army that cannot win simply because "it was the plan."

Patience is a virtue that cannot be given enough praise. If you don't have the local force to take a city, for instance, and your nearest city won't be available for building for ten rounds ... wait. Throwing away armies on a risky attack will

only weaken your overall situation. If in ten rounds your opponent has gotten stronger, then at least that strength is not being used to harrass you elsewhere. Tying forces up can be as effective as destroying them.

As you move from theater to theater, ask yourself: is this theater worth fighting over? What am I trying to gain? Do I need more resources? What is the priority of this theater over other theaters?

Don't stagnate. If you find yourself in a situation where neither side seems to be doing much of anything (recovering from a large battle, for instance), see if there is anything you can do to break the deadlock. A good chess player knows about pinning, protecting, and counter-threats. (If you know such a player, ask him.) Can you attack

another nearby target such that the forces opposing you must choose which to defend? Can you bring up additional reinforcements to counterattack a weakened foe? Can you open up a whole new theater for your opponent to worry about?

In summary, having a strategy is important because it allows you to allocate resources quickly and decisively. A few extra units can usually turn the tide of battle, and a sound strategy will help you use all your resources to their utmost.

GENERAL TACTICS

Aircraft

A single air strike can often decide a battle in favor of your side. Concentrated air power is one of the most potent forces in the game. However, air units are fragile and hard to replace, and by war's end they tend to wear away to nothing. An entire war can be decided by the loss of a handful of air units.

Don't squander your air. Don't try to run missions near active enemy air units, or you run a huge risk of being shot down. Instead, first gain air superiority in dogfights by bombing or striking targets within three spaces of the enemy air.

Strike first. Hit at his air before he hits at you. It's a fifty-fifty shot on who gets shot down, and if you succeed you get the added benefit of the bomb or strike. Even if nobody is shot down, you can run missions when all the local enemy air is unready. It's still risky, but not complete folly. Even if you are shot down, at least their aircraft will be unready for a while and you will be safe from retaliatory attacks.

You can destroy sea units with air strikes, but it's almost impossible to do so with land units. For land units, strike only when the loss of strength will be decisive in a battle and when the land unit is at a fairly high strength — the stronger the unit, the more it will lose. Sea units far from home are worth striking any time. Once damaged, the sea unit is more vulnerable to your own sea power.

Don't be afraid to transfer an air unit. It puts the planes out of action, but that's better than keeping them in an unimportant theater, striking at targets that make no difference. To this end, check your routes. You may find that you need to capture a particular city or a city in a particular

area in order to transfer an air unit from one front to the other (this is especially true in 1942 for the Red player). If all else fails, build a carrier to transport your air to where it is really needed.

Bombing is useful when assaulting a single city. When a city is bombed, production is delayed. If your timing is good (or you have two air units available) you can suppress the city long enough to take it without a fight, or at least without reinforcements popping up just as you are about to occupy it.

Don't overlook paradrops. They are risky, but in certain situations (equal forces and an attacking enemy) having even one unit in the opponent's rear can swing things your way, destroying two or more of the enemy before he can react effectively. Paradrops are best used sparingly, but don't forget their existence. Also, paradrops are a good way to take a city surrounded by attrition-causing terrain, since you can avoid some of it by flying over.

Naval Tactics

The Big Guns

Sea units, unlike land units, have differing attack ranges. Try to use this to your advantage; if your opponent is not paying attention, pulling back your cruiser when it meets his sub can be devastating: the longer range of the cruiser allows it to sink the sub without suffering any return fire. Ditto for carriers, which can stand off and sink even cruisers if the cruiser does not pursue properly.

Conversely, if you are on the losing end of a "range contest," either get out immediately (and suffer the long range fire as you leave) or bull ahead right into the enemy's throat. Otherwise he'll stand off and sink you.

Naval Invasions

Never, never, *never* send unescorted transports into an unknown sea. A single enemy sub can sink a dozen transports without working up a sweat. Three or four submarines spaced strategically can blockade the entire Atlantic. When you send out transports for a naval invasion, send carriers or cruisers just ahead of them to clear the way, and have them stop occasionally to scan for moving subs. If your warships encounter enemy vessels, stop or reroute the transports immediately, lest they continue sailing blindly into a raging naval battle.

Navy Guns

Combined arms use of naval power to bombard coastal defenders can be a devastating tactic. A defender who is otherwise unkillable can be reduced to 20 per cent of his strength and is then easy prey for land attack. This takes time, but patience is the key. Meanwhile, beware enemy vessels appearing from nowhere to lift the siege. Try to protect your bombarding units with other sea vessels nearby.

Subs

Moving subs are pretty much like any other sea unit — worse in fact, since they can't bombard, and have a shorter range than other sea units.

Motionless subs are your secret weapon.

Use *Show Who* to see who can see your sub. Move it if you have to, but don't move within scanning range of an enemy or you'll be spotted. Instead, use the cursor to find out the general direction they're heading and try to cut them off. This can be especially deadly against transports.

Land Tactics

Overload the enemy. Never use one unit where two will do; he can only engage one of your troops at a time, and the other dishes out punishment and takes none in return.

Flank the enemy. Position counts — check the enemy unit's engagement arrow, and attack from a different angle. That attacker deals out extra damage. This is what makes paradrops so deadly, dropped in the enemy's rear.

Don't over-engage. Two land units fight when their icons overlap. There's no need to go deeper into enemy territory — you might end up engaged with additional enemies who will be giving you damage and taking none in return. Also, if you start losing the fight, it is harder to disengage if you are in too deep.

Exhort your troops. A pinned unit can be unpinned by reiterating its movement orders. Sometimes you can save a unit's life this way, extricating it from a losing battle just in time. It may take several new orders to succeed, though.

Know the strengths of different units in different terrain. Can a tank defeat an entrenched infantry in the open? In a city? Can a weakened infantry take an unoccupied city? Once you learn the usual victor in a variety of situations, you will be better able to judge your relative strength in an impending battle. (The answers are: Yes, No, Usually not.)

The tactics for land units also apply somewhat to sea units, although "line" battles are rare at sea.

Satellites and Nukes

In the modern scenarios, you should remember to utilize your new weapons to greatest effectiveness. Don't forget about satellites and nukes.

Satellites

Keep your eyes open! Don't let a killer satellite get launched without moving your satellite! And try launching a killer of your own occasionally.

Satellite "sweeps" can be very effective — and can reveal a secret invasion fleet moving in on your capital! Use them sparingly, though, because moving the satellite uses up its fuel. When things seem static, try a sweep. You might (not) be surprised by what you find.

Nukes

Nukes are a basic exercise in economy: they cost 10 to wield, and lose income permanently in the form of cities that leave your side. Most games last 200-300 rounds, so losing even three cities can cost you as much as 45 billion over the long run. Are you destroying 55 billion worth of the enemy (or saving as many cities as you'll lose)? If not, maybe it's not worth it.

In general, you can cut down on the ill will from a nuke by avoiding cities and not killing any of your own units (always a good idea). Otherwise you could see seven or more cities leaving your alliance! Avoiding first use is also a good idea.

To defend against nukes, try not to leave your troops too bunched together. Since you need to group up for effective attacks, this can be a problem. Still, you can avoid being too obvious a target by spreading out an immense invasion fleet, or refraining from putting three or more airplanes in a single city. Remember that you get a nuclear umbrella when on your opponent's home country or when quite close to anyone's capital. Also, if you have the nerves to let your opponent bomb you three times without replying, you are safe from nukes for the rest of the game.

Economic Tactics

Oil

In scenarios that use oil, it is the most important factor in the game — until you have enough, at which point it becomes completely unimportant.

The first thing to do is secure enough oil to keep going. This could involve foreign aid for nearby bases (see below) since you can't build new units on oil fields. It could also mean heavy garrisons of threatened areas.

You can't run a war without oil. Once you've got it, defend it, and get on with other things. More oil fields could be useful if your army (or your city holdings) increases greatly in size, but unless you feel that's likely, stop when you have enough.

Foreign Aid

Foreign Aid is also a question of economy: is it worth getting these cities for the cost? A single city could produce 15 billion during the course of the game — but if it's captured halfway through, you've lost money.

On the other hand, a base to build units near threatened oil fields is a must. Balance the value of the city strategically with its vulnerability and economic value before spending for foreign aid. But if your opponent spends, you should try to block him. You never know what he might have in mind!

Building Units

A cash reserve is a wonderful thing. It's like having a mobile army reserve that can appear anywhere in the world.

On the other hand, cities can be put out of commission for a long time by building, and you might not be able to build in an area where you need reinforcements. If only you had built elsewhere earlier, and shipped the reinforcement to that front!

In general, shipping units to the front is fraught with dangers: enemy subs, attacks in other areas, attrition — all take their toll. Unless you're absolutely sure an area is or will become a hot spot, a cash reserve is the better idea.

But it's vital that you know when your cities will be ready to produce. Select *Buy Units* and check the readiness numbers of unready cities in vital areas, and store that number in your memory (then *Escape* build mode without actually purchasing the unit). As soon as that round comes up, drop what you're doing and go produce that unit.

Another tactic is to produce a unit in a city that is already under siege. As soon as the enemy is well and truly engaged (where it will be difficult for him to retreat, and he's already taken attrition loss) pop the unit in. This may involve buying the unit and holding it "in hand" until just the right moment, but it can be worth it.

Don't just produce defensively. Build tanks for offensives, planes to counter enemy air power, and sea units to control shipping lanes. It takes combined arms to win a war, not just a preponderance of infantry!

Miscellaneous

Don't ignore "Carrier Engaged" warning messages. This can sometimes mean that an enemy sub, not yet spotted, has been detected somewhere in the area. It's probably about to attack! Reverse course!

You can bombard from the sea more effectively but suffer damage in return by moving closer to land units (within one space). As a last push, this can be valuable — but it is costly. A ship can be sunk quickly by coastal fire.

Watch the sea lanes. Without your help navigating through treacherous waters (moving slowly, a few spaces at a time), ships will take the "safe" routes when navigating near islands. This could mean going the long way around, often in the exact opposite direction you expect.

Watch for the first hit. In sea battles especially, where units have even strengths (there is no terrain and entrenchment to complicate matters) whoever gets the first hit will usually win. Although there is no guarantee, it is probably better to retreat if you take the first hit rather than risk the 3-1 chance of a loss.

Don't believe everything you don't see. Don't launch an invasion just because you don't see any defenders. You may run into hidden subs or land units just out of scanning range. Try using air reconnaissance or a sub to spot the enemy presence before moving in. Satellite reconnaissance can be good, too, but if the enemy looks at his satellite map, he may wonder why you moved your satellite over there.

Keep a sense of perspective. Of course, all of the preceding hints are wonderful things to know — but most of them involve careful attention to detail. As the game passes you by, you'll find that some theaters get left to their own devices, while you concentrate on others. And when you return to a theater, you can sometimes be surprised by what you find there! Try to move around and give equal attention to important places — and even an occasional check of the minor theaters can reap big rewards!

World War I

The Allies

Paris is the key to the game, so don't let it be taken by a sneaky attack. Get reinforcements into France as quickly as possible, and **don't unentrench** unless absolutely necessary. You must withstand the initial onslaught, and staying entrenched in the cities is a good way to do it.

Get the convoy over as quickly as possible, but look diligently for enemy subs. Stop your cruiser occasionally to scan for moving subs, and try to follow the cruiser with the transports. Even so, you'll probably lose one unit. Just try not to lose more. And don't neglect those other units scattered around. They may look far away, but their timely arrival can mean turning the tide near war's end.

The Central Powers

An early strike at Paris looks tempting, but don't do it. It's tough to succeed, and failure involves the loss of many units (it's what the Germans did historically, and look where it got them). Better to wait for all your strength to arrive.

But the Allies have more income than you — so you can't wait forever. Your advantage is a local preponderance of strength and quicker response time in building. He must often build in

distant corners of the world, then ship the troops to Europe. Use that to your advantage by nipping at his units, turning his flanks, and generally harassing him until you're ready for the grand assault — and hunt down that Atlantic convoy! Without the American soldiers, the Allies are in big trouble! Also, get your subs out of the North Sea (you may need to engage his fleet in a sea battle to escape his blockade) and out there to lurk for his incoming transports, most of which won't be escorted!

World War II

The Allies

Time and income are on your side, if you can avoid losing too soon. Yours is a defensive war at first, until your scattered forces can join together in one or two areas. The strategic question is, which areas?

The Australian fleet can move to Pearl Harbor and face the Japanese navy, or it can sail up the Suez and join the attack on Europe. Your British forces can try for an early landing in Europe, or wait for the Atlantic convoy to arrive. And how heavily you defend the Suez partly depends on your plans for the Australians.

Russia is probably the key to the game. A good defense there will buy you the time you need to mobilize and win. A quick defeat means a powerful Germany that wheels to face D-Day with overwhelming strength.

The Axis

You've got a lot of force, but a lot of fronts to fight on. Taking Russia is useful, and ultimately necessary, but a losing battle there means a losing war. Sometimes switching your troops west and not making a big push in Russia until after Britain falls can be tempting, but so can attacking Russia quickly and trying for a quick strike at Moscow.

The Japanese are your ultimate ace in the hole. The Germans are beleaguered, but the Japanese are strong and have lots of options. The west coast of the U.S. beckons, as does Australia

and even Europe. Watch your air lanes! Transferring planes between your two fronts can be difficult unless you take Pearl Harbor or Diego Garcia. Capturing Pearl Harbor is enticing and will help in an invasion of the U.S., but can be extremely difficult.

World War III

NATO

Do not be overconfident, just because you have many more cities than your opponent. It takes some time before your larger money supply can take its toll. In the meantime, you're facing overwhelming forces on several fronts.

Balance is especially important: oil is vital, but taking Havana can forestall a possible nuisance raid on the US that could turn into a full-scale invasion. Taking new cities slows your opponent and gives you income, but you'll need to defend your city clusters as well as attack his.

Speaking of clusters — don't. A clump of units is a prime target for a nuke. Spread out a bit, try to slow your opponent as you build and ship, and strike for oil and key targets. If the Warsaw Pact groups for a mass attack, nuke it quickly! The time you buy and the defensive units you save are usually worth the cost in cities changing hands.

The Warsaw Pact

You start out at a significant strategic disadvantage. You have two-thirds the oil of NATO, and only a third the cities. You have a larger army, equal air power, and an inferior navy. Fortunately, in the initial stages of the game, ground strength is more important than naval strength. Your army surpasses NATO's so much that you can attack successfully in several directions at once.

One of your top priorities is to capture significant amounts of oil before your oil reserve is used up. Thus, you *must* invade the Middle East and take the oil fields there in the opening stages of the game (or launch a worldwide effort to capture several other fields elsewhere).

You need to neutralize the huge NATO superiority in cities as well. The two easiest targets are Western Europe, which boasts 8 cities, and Japan and Korea, which have 6 cities. If you can capture the Far East as well as Europe, the strategic balance will tilt in your favor. Note also that capturing the bulk of the world's oil cancels out the income of many of NATO's cities.

Capturing Western Europe simply requires competent use of your overwhelming ground forces, with a little air support. Capturing England is more difficult than the continent, but should be attempted unless NATO sea strength cannot be overcome with air power or your own local naval forces. Watch out for nukes! Don't bunch up!

2023

World War IV is very much like World War III, except that the strategic situation is more fluid. Some things to keep in mind:

1) Use foreign aid to establish bases to protect oil fields.

2) Be aware of the enemy invading neutrals during the war. You can give foreign aid to the remaining cities in that nation, and usually get them on your side with less effort than it would normally take.

3) Don't hold too much of your money in reserve, or you'll be unable to use all your wealth due to cities being unready.

4) Launch some recon satellites to keep an eye on your enemy.

5) Choose whether you wish to spend your money on getting lots of cities, or on a huge army. Building an army and then capturing lots of cities may appeal, but remember that if you start without many cities, it will prove difficult to build new armies, as your production capacity will rapidly be used up.

????

This is an unusual game and it requires unusual tactics. Start slow, because you'll quickly need oil. Don't take more than a city or two until you've got several oil fields.

Use geometric expansion to your best benefit: don't let one unit take seven cities in a row when building another unit would let you take them in half the time. Speed is of the essence!

Once you've got a good base (an income of 1.4 or so is the best you could ever hope for), build sea units to catch transports and to scan for enemy cities. Don't forget carriers and air power! They're expensive, but nothing's better for reconnaissance, and they can provide needed air strikes at key moments.

Keep in mind that every city site on the board looks like a neutral city until you've explored. Scan before you attack! If your oil situation is bad, don't go after bases. And watch for the enemy capital! That's how you win the game.

5. ARMS AND ARMIES

WORLD WAR ONE

By 1914, the nations of Europe had been engaged in an arms race for several decades. In an attempt to become more secure, they formed patterns of alliance. England, France, and Russia composed one bloc, the Triple Entente. Germany, Austria-Hungary, and Italy made up the Triple Alliance, later known as the Central Powers. Both alliances agreed within themselves that if any member of their alliance went to war, all would go to war on their behalf.

The leaders of all nations believed that war was inevitable (though no one particularly desired it). All worked to avoid an international incident which would “force” them into war. As part of the preparations for war, all sides formed mass armies, the biggest formed in the history of man-

kind. All nations made carefully-plotted battle plans combined with stupidly rigid deployment doctrines intimately tied to railway schedules.

On June 28, 1914, a Serbian nationalist shot and killed the Archduke of Sarajevo, heir to the throne of Austria-Hungary. His bullet killed ten million people. War was, at last, precipitated.

Austria-Hungary declared war on Serbia, with whom they had been unfriendly for some time.

Russia, wishing to protect its Slavic brothers, and hoping to make some headway at the expense of the Austrians, declared war on Austria-Hungary, and mobilized its army.

Germany was concerned at the Russian mobilization. In order to protect its defenseless eastern frontiers, Germany was forced to mobilize its armies as well and, in support of Austria-Hungary, declared

war on Russia. However, the German war plan always assumed that Germany would be forced to fight a war on two fronts, vs. France and Russia simultaneously. As it happens, the Germany war plan was primarily directed towards the French, so when the Germans called up their army, a gigantic hammerblow of German soldiery was aimed directly at Paris.

France, naturally enough, was forced to mobilize its own army in order to defend against the oncoming German might.

Britain, not the target of anyone's mobilization, could afford to keep its head. A quick letter was sent to the German national leaders telling them that Britain guaranteed Belgium's neutrality. If Germany invaded Belgium, Britain would enter the war. Germany's war plan necessitated the invasion of Belgium. Inflexible and incompetent, the Germans invaded Belgium on schedule, and Britain entered the war.

Italy, of all the major nations of Europe, temporarily remained neutral.

Just before war was joined, Kaiser Wilhelm of Germany got cold feet. He turned to his generals and asked if the armies could be stopped for one last round of negotiations in hopes of a peaceful solution. The generals sternly replied that once the trains were on their way, they *could not* be halted, that combat was inevitable. "Nothing could be done."

It is clear from an objective study of the war's origins that the progress into armed conflict followed a long and complex path that could have been derailed at any point. The war started because, at each juncture, it was easier to let matters deteriorate than to attempt a repair of relations. In essence, what we have is an example of middle management gone frighteningly wrong. The railway schedules and mobilization plans were all under the control of bureaucrats and lower-echelon military officers. None of them had the authority or gumption to change or pause the plans. Not one top world leader was capable of making a

decisive, bold decision. No one stopped the war for them. They failed in the irresponsibilities as national leaders, in effect betraying their nations. On their heads is the destruction of an entire generation.

The origins of World War II are easier to understand. Clear villains stand out — Hitler and a handful of Japanese militarists. But World War I's origins display no such obvious criminals, only mediocrity wearing the trappings of power.

Once the war had begun, on one side were ranged the Allies, consisting of Britain, France, and Russia. On the other side were the Central Powers, Austria-Hungary and Germany.

The Western Front in 1914

French military doctrine held that Attack was all-powerful. When the war started, their soldiers therefore went immediately onto the offensive and suffered terrible casualties as they charged into heavy machine gun fire. Within a few weeks, the French learned the error of their ways — boldness misused could not overcome technology.

The German plan consisted basically of sending millions of men through Belgium in a great wheeling movement aimed ultimately at Paris. The French were taken by surprise by this movement, as their army was all up on the Franco-German border, attempting to invade Germany directly (and being massacred by the stiff German defense).

The Germans came frighteningly close to conquering France. At the Battle of the Marne, the French barely managed to scrape together a motley conglomeration of reserves, and threw their troops into a desperate counterattack. At one point, every taxicab in Paris was used by the government to ferry soldiers to the front. The French held on, and now it was the Germans' turn to be slaughtered. Defeated, the Germans cancelled their final attack and pulled back.

**The Most Important
Battle of World War I**

Had the French lost the Battle of the Marne, the Germans would have captured Paris and forced France into surrender, just as they had done 43 years earlier (in the Franco-Prussian War) and as they did again 26 years later (in World War II). This would certainly have won the war for Germany.

The Germany of 1914 was more powerful *vis-a-vis* her foes than was the Germany of 1939. Imperial Russia proved a feebler foe than did the Soviet Union. The 1914 German High Seas Fleet was much larger than Hitler's Kriegsmarine and was comparable to the British Royal Navy in fighting strength.

Then ensued the famous "Race to the Sea," in which both sides shoved their trench lines frantically north in an attempt to outflank the other side. The "Race" ended in a tie.

There the line stood, stretching from the English Channel to Switzerland. Millions of troops glared at one another over no-mans-land. The infamous trench war had begun. For the next three years, both sides would periodically throw their armies into huge offensives, slaughtering millions of men to no advantage.

As the war started, the Russians rolled into eastern Germany with an enormous army. The Germans were thinly spread, as most of their army had been sent to the West. However, they had the benefit of one man's expertise: General Hindenburg. Before the war, General Hindenburg spent two decades closely examining the areas in which a Russian attack would be likely to come, and figuring all the possible German responses to such an attack. When the war came, Hindenburg

was called out of retirement to put his plans into action. The Russian forces advanced in two armies. In August, 1914, at the Battle of Tannenberg, Hindenburg pulled his troops away from one Russian army and used them to attack and surround the other. The attack was such a resounding success that General Samsonov (in charge of the Russian troops) committed suicide. Hindenburg and his able assistant Ludendorff switched their troops back to face the other Russian army by September and defeated it in the Battle of the Masurian Lakes, driving the Russians back for many miles.

Russia never really recovered from these defeats. For the rest of the war, the Russian Army was short of cannons and machine guns, as a direct result of the huge quantities of both captured by the Germans in the first two months of the war.

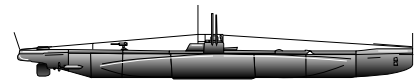
1915

In 1915, the Germans went onto the defensive in the West, transferring most of their armies East in an attempt to destroy Russia. The Western Allies engaged in periodic futile assaults against the German lines, gaining no land, but succeeding in losing 1,600,000 men over the course of the year (compared to a German loss of 600,000 in the West).

One of the most significant events of the year was the introduction of gas warfare, by the Germans. Much of the Allies' attention went toward a southern offensive at Gallipoli, in Turkey (see page 52).

In Russia, the Germans and Austrians embarked on a gigantic offensive, which took nearly the entire year but pushed back the Russians 300 miles, conquering all of Poland and costing the

German U-boat (Circa 1917)



Russians 2,000,000 casualties, of which about half were prisoners. The Germans and Austrians lost well over 1,000,000 men.

To sum up, 1915 was a year of almost unmitigated failure for the Allies. The attacks in France and Gallipoli made no progress. The Russians were on the retreat and taking terrible losses. The Allies had been forced out of Serbia. Matters were rosy indeed for the Central Powers.

1916

In 1916, the Germans moved their armies back from the East, and attacked the French at Verdun. During this “battle,” which lasted 9 months, the Germans tried to bleed the French armies white by continual action, believing that the French would run out of manpower and their lines would crack at last. The French held heroically against flamethrowers, superior artillery, poison gas, and vast numbers of Germans. The French slogan at Verdun became their battle cry for the rest of the war; “*Ils ne passeront pas!*” (“They shall not pass!”)

In June 1916, at the Somme, British General Haig threw his army into an attack that became one of the greatest defeats ever suffered by British arms. On the *first day alone*, 60,000 troops became casualties — with 20,000 dead (for comparison, the month-long Battle of the Bulge cost the Allies 60,000 men — including only 7,000 dead). The Battle of the Somme lasted nearly five months and cost the Allies 600,000 (mainly British) casualties. The Allied gains consisted of 8 miles of land.

By 1916, the Russians had recovered from much of the losses suffered in 1914, and launched the Brusilov Offensive against Austria-Hungary. This attack pushed deep into Hungary and almost knocked Austria-Hungary out of the war. At the height of the Brusilov Offensive, Rumania joined the war on the Allied side, hoping to get a share of the winnings.

Part of the reason for this Russian offensive was that the other Allies had begged for it, hoping that, thus distracted, the Germans would turn their attention away from the Western Front and Verdun. In this, they were successful. The Germans withdrew many troops from the West, and managed both to stop the Russian attack and to force Rumania’s surrender.

With the end of the Brusilov Offensive, the Russians were exhausted. Their nation began to fall into anarchy.

1917 Mutiny!

In April, the French Army launched yet another in the long series of failed Allied offensives. But this one ended differently. When it became clear to the French soldiers — the *poilus* — that this was just another desperate and hopeless assault against German machine gun fire, they mutinied. Nearly two-thirds of the French Army showed the good sense to refuse to obey their officers in any more doomed assaults.

In *CommandHQ*, losses are represented abstractly. The lowering of a unit’s strength may represent any of a number of things — actual destruction of personnel and equipment; lowered morale; or loss of supplies. In game terms, the French armies of 1917 were reduced almost to destruction as a result of constant combat. The fact that this reduction in combat strength was due to mutiny rather than casualties is immaterial.

As another example: when an airdrop is made in WWII or later scenarios, the infantry loses 25% of its strength. This is not from losses, but because much of the army’s heavy equipment cannot be paraded and must therefore be left behind.

1917

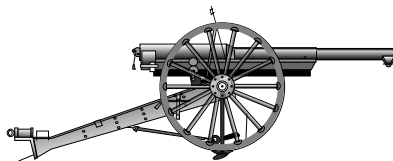
In 1917, the Germans went on the defensive on both the Western and the Eastern fronts, though they did help the Austrians launch a highly successful attack in Italy (see below). In the West, they pulled back 20 miles from their overextended front to the Hindenburg Line, which could be held by fewer troops, giving them a larger reserve.

The political events of the year were of great interest. The French Army, after yet another offensive and yet another failure, mutinied and most units refused to fight.

After years of nearly unbroken German successes against the Russians, the Russian government fell in March. The revolutionary government stayed in the war for several months, but their one abortive offensive (under their finest general, Brusilov) was only a partial success, and the Germans continued to advance. In December, the Russians surrendered. The Germans were now free to devote all their attention to the West. They quickly occupied the Ukraine and other key points inside Russia and began pulling their troops from the Eastern front to the West.

Another significant political occurrence was America's entry into the war. The U.S. had been driven almost frantic by German diplomatic blunders (such as an attempt to bribe Mexico to attack the U.S.A. from behind) and by the practice of unrestrained submarine warfare, which killed thousands of innocent American citizens. President Wilson finally responded by declaring war on Germany on April 6, 1917. The American presence would not make itself known in strength for

French 75mm Field Gun



**The
Italian
Front,
1915 to
1918**

some time, as the U.S. had a comparatively minuscule army and would require many months to build, train, and ship over a significant number of combat ready troops.

However, the war at sea became much easier for the British, for the U.S. fleet began escorting British convoys in May of 1917.

In 1915, both sides sought an Italian alliance. The Germans attempted to convince Austria-Hungary to offer Italy some land as a reward for joining the Central Powers. The Austrians, understandably reluctant, dragged their feet and were beaten to the punch by the Allies, who readily promised Austrian land to the Italians. Essentially, the Italians put themselves up for auction and the Allies offered the most.

The Italian front was short in length, reaching merely from the Swiss border to the Adriatic ocean. Almost its entire length lay through the Alps, so the hapless soldiers fighting there were plagued as much by the handicaps of mountain warfare as they were by enemy action. Avalanches, some caused by cannon fire, are known to have killed tens of thousands of troops.

Though bloody offensives cost many lives in 1915 and 1916, the war in Italy was indecisive until the Battle of Caporetto in October 1917, in which a combined German/Austrian offensive gained 50 miles of ground and captured or killed over 300,000 Italian soldiers for a loss of a mere 20-30,000 Central Powers troops. The following June, the Austrians attacked again, but in the Battle of Piave, the Italians were able to halt the attack and throw it back with heavy casualties. In October, the Italians attacked. In this attack, the Battle of Vittorio Veneto, the Italians broke through the enemy lines and exploited the gap in classic fashion. 300,000 Austrians surrendered and more were killed or wounded. On November 3, Austria-Hungary surrendered, primarily as a result of the Italian action.

The Turkish Front, 1914 to 1918

Turkey joined the war on October 29, 1914, a major diplomatic coup for the Central Powers. The war against Turkey was fought on three fronts.

The least active front was in the Caucasus, where a Russian army faced a Turkish one. After a few disastrous offensives, the Turks decided that offensive actions in the mountains were unwise, and pretty much let that front stagnate for the rest of the war.

Ultimately, the most important front was that of the Near East, where British armies fought Turkish armies throughout the desert. After numerous offensives and counter-offensives, the British captured Jerusalem in December of 1917, and achieved a major victory over the Turks in September 1918 at the Battle of Megiddo, in which over 75,000 prisoners were captured for a loss of only 6,000 British.

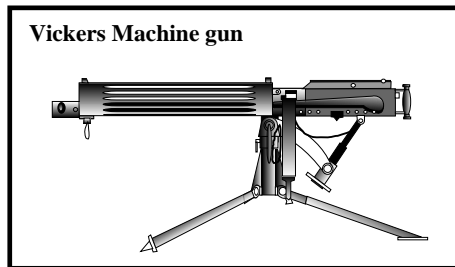
The most spectacular front was clearly Gallipoli. In 1915, Winston Churchill prevailed upon the British leaders to send a force to attempt a naval invasion of the Dardanelles, where they could capture Istanbul and force the narrow straits there. Once the straits had been captured, the British and French could send supplies and troops to Russia, thus making up for the terrible losses Russia had suffered in 1914, and perhaps keeping Russia in the war. In return, the vast Russian wheat fields of the Ukraine could be used to feed the Western Allies (whose civilian populations

were suffering severely).

The Gallipoli landing took place on April 25, and was mismanaged from the start. Before the campaign even started, the British assumed that the Turks would be pushovers; as it happened, the Turks were tenacious and aggressive — the equals or betters of the British. For two months before the intended landing, British ships bombarded Turkish shore defenses. The major effect of this was to alert the Turks to the fact that a landing was imminent. Thus, they strengthened their defenses enormously, and brought in 60,000 troops to defend the place. The landing was initially planned for March 25, but when the ships neared their attack zones, it was discovered that the soldiers were in different ships from those carrying the guns and ammunition — so the whole expedition had to go back to Egypt so that the ships could be reloaded, with the soldiers pre-armed with guns and ammo *before* landing on the enemy beach-head! Once ashore, the British commander stayed aboard his ship, directing the action by remote control, as it were. Thus, his concept of the battle rarely bore any resemblance to the actual situation.

On the other hand, the enemy commanders (German General von Sanders and Turkish General Mustafa Kemal) proved themselves to be both aggressive and brilliant. They won despite having fought under severe handicaps; not only were their lines constantly bombarded by Allied ships, but they were outnumbered for the entire battle. In January, 1916, the Allies withdrew their troops in a flawless evacuation — the one well-planned action of the entire campaign.

At the start of 1918, all sides were reduced by the previous three years of war. The Germans had received a new lease on life by defeating Russia — they only had one major front left to deal with. On the other hand, the American troops would soon be arriving to bolster the weary French and British. The Germans decided that they needed a quick success before the American strength could



**The
Western
Front,
1918**

come into play.

In March, the Germans launched their offensive. Their goal was to split a hole in the center of the Allied armies, push the northern Allied wing against the sea and destroy it, then take Paris. This offensive was a striking success, by the standards of WWI. At a cost of a little over 200,000 men, the Germans advanced over 40 miles in three weeks. When the first offensive bogged down, the Germans immediately launched a second, aimed just south of the first. This second advanced 10 miles in 8 days, costing each side 100,000 men. On May 27, a third offensive started, and again began penetrating the Allied lines.

The Allies, desperate at the German gains, threw the newly-arriving Americans into the breach. The new troops, despite their green nature, performed credibly against veteran German shock

troops, and raised Allied morale by their successes.

At the end of the third German drive, they had pushed over 20 miles into the Allied lines. They followed up this push with two more offensives, but by the end of July, the German leader, Ludendorff, realized that his attacks had failed, and pulled back. Since April, the Germans had lost over 500,000 men. Though Allied losses had been greater, American soldiers were now starting to arrive at a rate of over 250,000 a month.

The German offensives had been tactical successes. The Allies took heavy losses, and lost much ground. However, these same offensives were strategic failures. None of the land the Germans captured was vital to the Allies, and no breakthrough was accomplished.

In July, the Allies began their own offensives. The first of these, aimed at taking back the land lost in the German spring attack, was spearheaded by American units, and was so ferocious as to cancel a planned German sixth drive. On August 8, "the Black Day of the German Army," a second offensive began. This attack cost the Germans 100,000 casualties, including 30,000 prisoners. The Allies lost only 40,000. The German strategic situation had gotten so bad that they were forced to retire to their final defensive position, the Hindenburg Line.

Things went from bad to worse for the Germans, as the Allies advanced from victory to victory. At the end of October, revolution raged throughout Germany. The Kaiser fled to Holland, and the new German government quickly negotiated a surrender with their former foes. The seeds

World War I U.S. "Dough Boy"



WORLD WAR TWO

of the Second World War were thus sown.

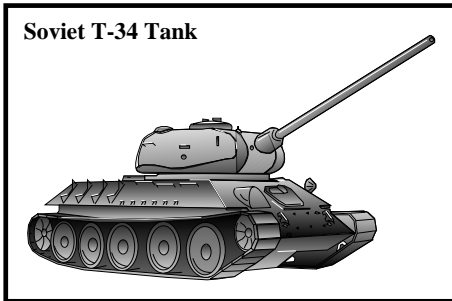
The biggest change between WWI and WWII was the development of practical war machines in the forms of tanks and aircraft. While both had been used to effect during WWI, they had changed greatly by WWII.

Tanks

Tanks in 1918 were enormous slab-sided contraptions easily knocked out by field guns. They had 10-18 man crews, but their top speed was no faster than a walking man. They were designed to cross trenches and defeat machine-gun fire.

By 1943, the tanks were completely different. They carried high-velocity cannon which could pierce up to four inches of armor plate, could cruise at 25-30 miles per hour, had five-man crews, and came equipped with radios. In addition, a variety of other armored vehicles had been invented to accompany the tanks into battle. All armies created tracked self-propelled guns, so that artillery support could keep up with the tanks' advance. All armies had invented mechanized infantry (called *panzergrenadiers* by the Germans) mounted in trucks or armored half-tracks, which gave the tanks infantry support. This was necessary because of the evolution of hand-held antitank weapons such as bazookas. As Germany

Soviet T-34 Tank



Aircraft

began to lose the war, she produced a bewildering variety of turretless antitank vehicles. These, while inferior to tanks, were cheap to produce, and nearly as effective as tanks when used in a purely defensive role.

The aircraft of WWII were also greatly enhanced from their WWI counterparts. In WWI, aircraft were effectively an adjunct to the infantry. They served by dropping small bombs, strafing the trenches, and acting as artillery spotters. Their role in the war was not exactly negligible, but what effect such weapons possessed has been factored in to the land units' strength in the game.

In WWII, the air forces were arms of combat in their own rights. They proved decisive at sea, and of great importance on land. The Western Allies had air superiority over the Germans for the latter part of the war, and this gave them a clear edge in land combat. It helped end the Battle of the Bulge, and devastated German reinforcements attempting to join the battle in Normandy. On the Eastern front, the effects of air superiority were less pronounced. The front was so huge that neither side could claim a clear superiority for most of the war.

Going into the war, most military thinkers believed that aircraft would be the most fearsome weapon of modern times. The general attitude towards strategic bombing rivaled the modern fears of nuclear warfare. Many observers stated that heavy bomber strikes would flatten cities, devastate industry, and win wars single-handedly. We now know that these theories were exaggerated (except at sea, where air power was truly decisive).

History of World War II

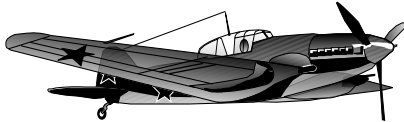
The Origins of World War II

The origin of World War II must be sought in the end of World War I. The same dense diplomats that had blundered into the First World War were in charge of their respective nations at the end of the War. At least, this is true for the Allied victors; the Central Powers' governments had mostly been overthrown by internal revolution in late 1918 and were in no condition to bargain.

The terms of the Versailles treaty which ended World War One were especially obnoxious. The Allies inflicted upon the defeated Germans sufficient penalties to make them feel resentful and unhappy. However, they did not inflict sufficient penalties to actually prevent a German resurgence. This would have been possible — Austria-Hungary was dismembered and bits were divided up among no less than six other nations. Turkey was reduced to a stump of its former self. But Germany remained nearly intact, and seething with vengeance.

Once Hitler came to power, he gradually rolled back all of the provisions of the Versailles treaty. He reoccupied the Rhineland, which had been made a demilitarized zone. He rebuilt the German army, navy, and created an air force, the *Luftwaffe*. He canceled all remaining payment on the supposed "war debt" that Germany owed to its victors. These feats were not particularly audacious. By this time, twenty years after World War I, the Allies *themselves* felt that the treaty was unjust. Thus, the Allies acquiesced in the treaty's demise.

Soviet "Shturmovik"
Ground Attack Aircraft



Hitler then put another agenda into action. He began to take an interest in the *herrenvolk*, consisting of all people of Germanic stock not living in Germany. This was a different matter, since it involved sovereign nations.

His first target was Austria, which his troops openly marched into and seized in 1938. Afterwards, a puppet election was held in which 98% of the populace seemed to favor the Nazi conquest.

Hitler's next target was Czechoslovakia. The mountainous border of Czechoslovakia and Germany was known as the Sudetenland, and was largely ethnic German. Hitler demanded that it be handed over to the German *reich*. Czechoslovakia, rightly fearing that the loss of their border mountains would leave them helpless against a German attack, mobilized their army and prepared for war, bolstered by the knowledge that Britain, France, and Russia had all guaranteed her territorial integrity. The British Prime Minister, Neville Chamberlain, met personally with Hitler, who told him, "This (the Sudetenland) is my last territorial demand in Europe." Chamberlain, terrified of another World War, agreed to sacrifice Czechoslovakia to appease Hitler.

Within weeks, Hitler occupied the rest of Czechoslovakia. It was now obvious that Hitler was not playing fair. Chamberlain was one of the old-style politicians, of the ilk that had started and fought World War I. He saw the world in shades of gray, and viewed diplomacy as a matter of give and take. He thought that, because Britain had traded Czechoslovakia, it was now Germany's turn to make a gesture of appeasement. But Hitler, a much keener man, saw the world in black and white. He viewed diplomacy as a matter of winning or losing.

Chamberlain realized that, in trusting Hitler, he had seriously weakened Britain's position in a future war — now Hitler had not only Germany's resources, but Czechoslovakia's as well. The military resources of Czechoslovakia greatly enhanced German power: to get an idea of the benefit

gained, *over 50%* of the medium tanks produced for Germany in 1939 were Czech models. Germany's early victories may not have been possible without Czech resources, factories, and expertise.

In essence, Chamberlain had betrayed Britain through his own naivete. A broken man, he remained in power only a short while thereafter. His successor, Winston Churchill, proved able to match Hitler bombast for bombast, cunning for cunning.

Now that Hitler had proven his perfidy in Czechoslovakia, the Western Allies (Britain and France) became firm. They knew they must not give in again, and gave Poland (Hitler's obvious next target) numerous assurances that they would go to war on its behalf if necessary. They also warned Hitler (they thought) clearly of the danger he faced if he attempted another "Czechoslovakia."

On the other hand, while still playing the diplomat's game in the previous year, the British and French had made identical claims with regards to Czechoslovakia. Hitler not unreasonably assumed that the Allied claims of support for Poland were as untrue as they had been for Czechoslovakia.

Hitler thought he had found out the thought-processes of the Allied diplomats: they would bluster until he pushed very hard, then give in. In reality, he had not *discovered* the Allied thought-processes, he had *altered* them. The Allies had decided that they must now be firm to the end, yet they had no way of communicating this fact to Hitler. Because they had played the diplomat's game in the past, Hitler had no way of telling that the Allies were now actually telling the truth.

Who was responsible for the Second World War? Ultimately, if it were not for Hitler's territorial greed, there may have been no war. However, the failure of Allied diplomacy also led to the war. If wise and thoughtful men had been in charge of the free nations before the war, the war may have been prevented.

The war with Japan was probably less avoidable, as stopping it was almost wholly based on internal Japanese politics. American and British diplomacy could do little to alter whether or not war would begin.

The Japanese felt that it was their destiny to dominate all of Eastern Asia. Their obvious rival was the Soviet Union — the only other Asian power with force to match Japan. The Japanese had watched World War I with keen interest, and saw that Germany's defeat was based on the economic strength of her enemies. Because the Allies in World War I had had greater resources, they were able to overwhelm Germany in the end. To ensure that Japan would not fall prey to the same fate, they decided to occupy Korea and China. In this way, the Japanese generals argued, they would have enough economic backing to win a future war.

The Chinese fought back against the Japanese occupation. After a few years, the Japanese began importing large quantities of oil and steel, mainly from America, this time to win the war against China. The Americans, concerned about Japanese expansionism, gave the Japanese an ultimatum: they must stop the war against China or America would cut off all supplies to Japan. Now, in order to prosecute the China war, the Japanese felt forced to fight the Americans — the Americans, if attacked, would obviously still cut off Japan's supplies, but once at war, the Japanese could conquer the Philippines, Indonesia, and Southeast Asia, and thus gain the oil and steel needed without American imports.

Note the chaos into which Japanese internal policy had fallen by this time; they feared Russia, so attacked China. To keep up the war against China, they attacked America. In the end, the irony is quite amazing. In order to ensure that they would *not* have to fight a war in which they would be inferior economically, they *waged* a war against the United States — a nation with *sixteen times* as much economic might as Imperial Japan!

**Seeds
of the
Blitzkrieg**

If Imperial Japan had had a strong intelligent leader, perhaps she would have seen the folly of this course of action. But Japan was ruled by a cabal of militarists, none of whom held supreme power.

Between the wars, creative generals from every major nation saw the possibilities of tanks used *en masse*. America had General George Patton. France had De Gaulle. Britain had B. F. C. Fuller. The Soviet Union boasted perhaps the most brilliant of all these pro-tank generals, Marshal Tukhachevsky. But all this foresight bore little fruit.

America's army was too small to create a tank strike force.

In France, De Gaulle's superiors dispersed their tank forces, scattering them amongst the infantry divisions in "penny packet" style.

In Russia, vast quantities of tanks were built, but senile cavalry aficionados on the Soviet General Staff prevented them from being used effectively. The brilliant Marshal Tukhachevsky was executed on the basis of forged letters created by German agents.

The British actually accepted Fuller's theories, but they had too few tanks to put the theories into practice. Moreover, what tanks they did possess were completely unsuitable for the new style of warfare. Many British tanks were armed only with machine guns. Those that had cannons could not fire explosive shells and so were useless against infantry. Finally, approximately half of all British tanks were so-called Infantry Tanks, with maximum speeds of only 8 mph!

German MG-34 Light Machine Gun



**The
Blitzkrieg,
1939 to
1941**

Only Germany both understood and applied the principle of armored shock tactics. Heinz Guderian created the Panzer concept: massed tanks used to knock holes in the enemy lines in conjunction with tactical air power. Through these holes, long lines of infantry poured into the enemy's rear area. Confused, surrounded, and stunned by the rapid pace of the new type of war (which later became known as the *blitzkrieg*) the enemy would be annihilated. It all looked good on paper. But would it work?

It worked better than its most strident advocates had dared to imagine.

In September, 1939, Germany invaded Poland. Poland's troops were well-equipped, with indigenous designs for both tanks and aircraft. The Poles hoped that their prepared defenses and national valor would hold off the German long enough for the British and French to come to their aid.

Poland, unprepared for *blitzkrieg* warfare, was conquered in three weeks. This was the shortest major campaign in the history of war-

Two Wars in One

The fighting of 1939-1941 was completely different from that of 1943-1945. At first, only Germany knew the secret of the *blitzkrieg*. By the late war, every nation had learned similar techniques, and had defenses against it. Thus the successes of 1939-1941 were no longer possible. Germany's attempts to repeat the *blitzkrieg* in later years (such as at Kursk, 1943 and at the Battle of the Bulge, 1944) ended in bloody disaster.

WWII in *Command HQ* starts in 1942, after Germany's early victories, but before the Allies had turned the tide. The war still hangs in the balance.

fare.

In the spring of 1940, the Germans occupied Norway and Denmark in a combined land-sea invasion. No tanks were involved, but the suddenness of the onslaught brought *blitzkrieg*-like success. Both nations fell in two weeks, though a few troops held out in the far north for a few more days.

Now, the *Wehrmacht* faced the British, French, Dutch, and Belgian Armies. Before, the Germans had possessed numerical superiority (outnumbering the Poles 3 to 1). The assembled Allies, massed behind the Maginot Line on the Franco-German border, had more (and better!) tanks than the Germans. They possessed more soldiers than the Germans, and even more artillery. Their air forces were nearly equal in both numbers and quality to the *Luftwaffe*. The lightning victories could not continue, thought the Allies. This time, the Germans would be stopped.

The Fall of France

In “game” terms, the Allies of 1940 did not realize that the German panzer units were a new type of unit. Instead, they “saw” them as half-strength infantry (since a tank unit has about 1/2 as many men as an infantry unit).

The Germans attacked through Belgium, around the north end of the fortified Maginot Line. The Allies, seeing that they had as many troops and as many tanks as the Germans (though their tanks were not massed into tank divisions), immediately advanced into Belgium to meet them. Caught on the move by the unexpected speed of the German tank units, they either disintegrated before the onslaught or pulled into all-out retreat. But retreat proved a faulty option, too — the oncoming tanks were faster than retreating infantry.

The campaign lasted six weeks.

The Allied forces were split in half, and then wiped out, just like the German military texts had promised. It is clear that the French loss was not due to any moral vacuum possessed by the French — if Britain had not been an island, the Germans would certainly have overrun them as well. As evidence that the French knew how to fight: partway through the campaign, the Italians attacked in the south, hoping to get a part of the spoils. The Italians outnumbered the defending French mountain troops, but failed utterly to overcome them. In the end, the Italians managed to kill only eight (8) of the French troops, while suffering over 5000 casualties themselves! This combat action ranks among the great feats of arms of the century, but is nearly unknown because it was overshadowed by the German conquest in the north.

By the end of August, Nazi Germany and its allies controlled the entire continent, except for Russia and Britain. Hitler first considered invading Great Britain, but his navy was very weak (the smallest of any great power). Even by adding in the Italian fleet, Germany could not seriously threaten British mastery of the seas. In order to get a good-sized invasion force across the English Channel, Hitler needed to use the *Luftwaffe* to destroy or drive away the British fleet. Before the *Luftwaffe* could do this, British air strength had to be eliminated. In the subsequent air conflict, now known as the Battle of Britain, the Royal Air Force held its own. Because of this, the Nazis could not safely invade Britain.

The *blitzkrieg* had been stopped for the first time. Unbeatable on land, it was blocked by a 26-mile strip of salt water. If Hitler had been able to get his army across the Channel, the *Wehrmacht* would have speedily occupied Britain. The British had lost almost all their equipment at Dunkirk, and manpower was running short. It was a narrow escape, and Britain’s Spitfire pilots of 1940 deserve all the praise they have received. But the Royal Navy was the

Russia
1941 to
1945

“It was
too big.”
—
German
postwar
excuse

direct cause of Hitler’s failure to invade.

Stopped at sea, the Germans moved on southern Europe in May of 1941. It took two weeks to conquer Yugoslavia. Another two weeks saw Greece fall. The other Balkan nations joined the German Axis with pathetic eagerness. The *blitzkrieg* once again proved its worth.

The true *blitzkrieg* consisted of brief, relatively bloodless campaigns, each lasting about a month. Between campaigns, the army would rest and refit.

Then Hitler invaded Russia.

Russia possessed the largest army and air force in the world. Hitler’s general staff estimated the campaign against Russia would last three months — a generous estimate, since it assumed that the Soviets would last twice as long as anyone else had ever done. In June, 1941, the panzers rolled in like clockwork. In the first three months, the Russians lost 15,000 tanks and their entire air force. Over a million Russian soldiers were captured. The German advance was the fastest it had ever been; faster than Poland, faster than France. In October 1941, Hitler announced that the U.S.S.R. had fallen, like the eight countries previously conquered by Nazi might. Only the mopping up remained.

Russia was immense. The panzers advanced at record-breaking speed, but the rest of the army could not keep up. With increasing frequency, the tanks were forced to stop and wait while the railroads were repaired, the infantry caught up, and the air force was able to relocate its bases.

Despite the rapid advance, the steppes never seemed to stop. As the Germans advanced, they became spread more and more thinly. Their panzers surrounded huge pockets of Soviet troops, but thousands of “surrounded” Russians simply walked out of their encirclement and headed East to reform into new units. The more the Germans tried to tighten their grip, the more Russians

slipped through their fingers. By October the Germans had occupied an area larger than the rest of Occupied Europe combined. But most of Russia still lay to the east. It went on and on.

“It was
too
cold.”

—
German
postwar
excuse

The Germans could not destroy the Russian army before the first frost. They surrounded Leningrad, captured the Ukraine, and were at the gates of Moscow when winter fell. The panzers were immobilized in mud and ice. The *Luftwaffe* was grounded by bad weather. The *blitzkrieg* could not continue. (In *Command HQ* terms, the units were low in strength, and needed to withdraw to friendly cities to recuperate.)

Once the tanks and aircraft were withdrawn from the fight, the campaign’s outcome was left in the hands of the infantry. Now the Soviet soldiers could come to grips man-to-man, with no modern technical gadgets to obfuscate the fight. In that struggle, the Russians devastated the German army. The Russians launched attacks in weather which left German sentries frozen rock-solid. When necessary, they charged through heavy machine gun fire, arms linked, to capture German strongpoints. They were skilled at infiltration and ambush. The German army held on, barely, but was never the same.

The *blitzkrieg* had been stopped for the second time, this time on land. The world took note — perhaps the German technique was not invincible. The Russian generals and soldiers had learned from the summer disasters. Stalin executed the generals that had had Tukhachevsky murdered. New generals and officers were promoted on the basis of effectiveness, rather than political reliability. The Red Army was reorganized from the ground up.

The next summer, the Germans went back on the offensive. Because of their losses of the previous winter, they could no longer attack everywhere at once, as they had done in 1941. Hitler selected Stalingrad and the Caucasus for his objectives. At first, everything went well. The Rus-

sians were once more killed or surrounded in droves. The panzers once more dominated the battlefield. The German army arrived at Stalingrad in August.

Once in Stalingrad, the tank-aircraft *blitzkrieg* stalled. The Nazis shelled and bombed the city, but that only created more rubble for the defenders to hide in. The Russians had to be rooted out house by house. As before, when met on even ground, the Russians proved too tough for the German "supermen." German losses escalated. The Germans heavily reinforced the city, hoping to overwhelm the Russian defenders.

September passed. October passed. The Germans kept pouring troops into Stalingrad. In November, the Russians launched a huge offensive, but *not* in Stalingrad. Instead, massed tanks attacked the weakened German flanks, miles from Stalingrad. The city, packed with German soldiery, was besieged.

The Russian plan was a masterpiece of misdirection. The Germans, pinned down in Stalingrad, had put so many forces into the city that their flanks were completely undefended. Stalingrad's capture left a hole hundreds of miles wide in the German southern flank. With one audacious stroke, the strategic equation had completely changed. Before Stalingrad's encirclement, the Germans were a vast horde, heavily armed and well-equipped. After the encirclement, the German Army Group South was a paltry collection of *ad hoc* battle groups, desperately struggling to stem the tide of the Soviet onslaught. By the end of March, 1943, the Germans and their allies had lost

well over a million men.

Once more, the *blitzkrieg* had failed. This time, it had been turned upon itself. The Germans had plunged blindly forward into the jaws of the Russian trap. The Russians had taken the measure of the *blitzkrieg*.

"There were too damn many of them."

—
German postwar excuse

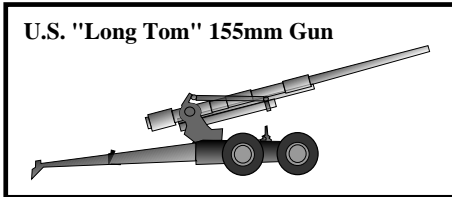
By 1943, the Germans' faith in their panzer tactics had been shaken. Nonetheless, the Germans prepared for yet another summer offensive. The site chosen was Kursk. If they could punch through and surround the exposed Russians at this site (much as the Russians had pinched off the Germans at Stalingrad the year before), they would win a mighty victory.

When the Germans attacked, the Russians were ready. The panzers plunged into a nightmare of minefields and concealed anti-tank guns. The German air force engaged the Russians in a huge air battle which permanently cost the Germans their air superiority. The panzers, unsupported by air power, encountered the Russian tank forces at Prochorovka the largest tank battle of all time. The Germans lost 400 tanks *in a single day*. Once the German attack was exhausted, the Russians launched a counterattack that pushed the front back by 300 miles.

The battle of Kursk was the *blitzkrieg*'s death knell. The *blitzkrieg* had been met head on and stopped cold. Total German casualties at Kursk actually *exceeded* those lost at Stalingrad. The German army never again launched a serious offensive on the Eastern Front.

In 1944, the Russians launched the summer offensive, not the Germans. This Russian offensive was recorded in history as the Destruction of Army Group Center. Not only were hundreds of thousands of Germans captured or killed, but the entirety of Army Group North was cut off in Estonia. It remained surrounded for the rest of the war, incapable of taking any action. The soldiers of Army Group North may as well have been

U.S. "Long Tom" 155mm Gun



**The
Western
Front,
1941 to
1945**

prisoners for all the good they could do.

In 1945, the Russians launched the final offensive of the war in Europe: the Battle of Berlin. After several weeks of devastating city fighting in which 300,000 Russians and untold Germans fell in battle, Berlin was captured, and Germany was knocked out of the war. Ironically, the Soviet general whose army captured Berlin was Marshal Chuikov — the same man who had commanded at Stalingrad. At the capture, Marshal Chuikov was operating under the command of Marshal Zhukov, who had been the commander at Moscow in 1941.

After France's fall, the western "Allies" (which consisted only of Britain and its Commonwealth) fought only in North Africa for three years. The seesaw campaign that took place there was considered a sideshow by the German High Command, understandably obsessed with Russia. But to the British it was deadly serious, and they fought bitterly to retain control over Cairo and the Suez Canal.

The war in North Africa started when the Italians invaded Egypt with an enormous, largely infantry, army. The mechanized British ran roughshod over the Italians, capturing or killing 100,000 Italians with a force of only 10,000 British. For the first time, the new armored tactics had been used by a non-German army. Hitler sent General Rommel and three divisions to take the measure of the British, and the war went back and forth for two years. The Germans were handicapped in this war by their lack of supply. The British could fall back on Cairo to keep their

army going, but the Germans had no such secure base. In the end, the British defeated the Germans' attacks and pushed them steadily westward. In late 1942, the Americans landed in Morocco and began advancing eastward.

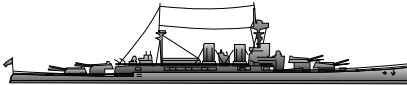
By the end of 1942, the Axis troops were holed up in Tunisia, surrounded by the British and Americans. At this late date, the German general staff foolishly decided to begin pumping troops into North Africa. The new troops arrived in strength just in time to be taken prisoner. Nearly 150,000 Germans and Italians were lost in the final battle of North Africa.

In 1943, the Allies invaded Italy. German troops, with assistance from the ever-dwindling Italian fascists, continued to hold the peninsula. The Western Allies flung assault after assault against the German lines, and the Germans responded by slowly retreating. The Allies made one serious attempt to turn the German line, at Anzio, when they made a naval landing behind the front line. The troops at Anzio were pinned down and never really went anywhere.

In retrospect, the Italian campaign may have been a German victory — the Allies took heavier casualties than the Axis, and the slow advance up the peninsula gained the Allies nothing strategic except for Rome. The German line in Italy did not crumble until spring 1945, when Allied tanks came pushing in from France.

In Britain, the Allies mustered their armies, patiently waiting until they possessed an overwhelming force. In June, 1944, they launched their fleet across the English Channel in the largest amphibious invasion of all time. The well-entrenched Germans were taken by surprise, but nearly beat back the invasion fleet anyway. After a few months of slow attrition in the Normandy fields, the Allies broke out and swiftly liberated the rest of France. By the end of August, battle lines had formed along the Rhine, where the

HMS Hood, British Battleship



Germans were to hold out for six months.

The first Allied attempt to break the German line occurred in Holland, where the Allies launched the biggest airborne drop of all time in Operation Market-Garden, at Arnhem. Unfortunately, this operation proved a failure, as the paratroops were mopped up by the German panzers.

In December, the Germans had mustered a significant panzer reserve and had to choose what to do with it. The general staff cautiously wanted to keep it in reserve. Hitler correctly pointed out that Germany could not win the war by defensive actions alone, and insisted on an attack. Germany was fighting on three fronts: France, Italy, and Russia. Italy was out of the question — nothing decisive could be determined there. Russia was the front of greatest interest, but the front was so vast that a local German victory would hardly be noticed in the general press. France was the obvious place. If the panzers could break through the Allied lines and get to the sea, the British and Americans could be split. Perhaps they could be forced back significantly, even knocked out of France. Perhaps.

The ensuing attack was called the Battle of the Bulge. A thousand German tanks pushed through the thinly-held American lines, at the same place where they had pushed through the French lines in 1940. The American infantry held firm enough to critically slow the German advance. Then a counterattack by General Patton wiped out most of the attacking force. Hitler's last gamble had failed. A similar attack next month against the Russians, in Hungary, was hardly noticed by the

Soviet commanders.

In early March, the Americans finally broke through the German lines, and ran wild through Germany, as the Russians fought through Berlin house by house. The war was over in Europe.

The War Against Japan

The Pacific War: 1941 and early 1942

The Japanese began open war with China in 1937. In 1941, American hostility to the Japanese had grown to such a point that the Japanese felt that they needed to defeat the U.S.A. in war before they could continue their Asian conquests. The Japanese started off with a pre-emptive strike — the infamous air assault on Pearl Harbor, which cost the U.S.A. much of its surface fleet. The Japanese followed this initial coup by occupying the Philippines and threatening the rest of the Pacific basin.

The Japanese conquest of Singapore and the Philippines was one of the great feats of military history. Their army was outnumbered by the defenders (the British outnumbered the Japanese by 2 to 1 in Malaya), they had little or no armor, and they had no definite technological superiority over the British and Americans.

In Malaya, the Japanese advanced with incredible speed. They ignored their supply lines and marched their infantry rapidly around the flanks of the British. Before the British knew what was happening, they were surrounded. The Japanese held complete air superiority, harassing the British and bombing their fleeing columns. A British task force containing a battleship and battle cruiser was sent to contest the sea with the Japanese, but both ships were sunk by air strikes before ever sighting an enemy ship. When the Japanese broke into Singapore itself, they headed right for the city's water supply. When that was captured, the defenders surrendered unconditionally. The total casualties for the campaign were 10,000

U.S. Rocket Launcher "Bazooka"



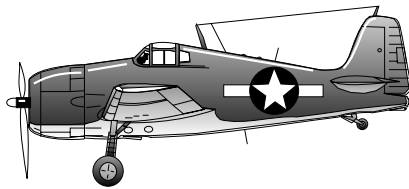
Japanese and 140,000 British (mostly prisoners).

In the Philippines, the Japanese did likewise. With air superiority and uncontested control of the sea, their infantry once more force-marched around the American/Filipino defenders while infiltrators snuck right through the middle of the U.S. lines. The Japanese also made several small naval landings to outflank the defenders. Part of the mistake made by the U.S. was their original defensive plans, which assumed that the U.S. fleet based in Pearl Harbor would be able to come to their aid and drive away the Japanese fleet if need be. With the Pearl Harbor flotilla mostly on the bottom of the sea, that plan was void.

The Island Battles

Most Americans have heard of the many vicious island fights that took place as the Americans drove back the Japanese. Places such as Guadalcanal, Tarawa, Iwo Jima, and Okinawa have been enshrined into American military history. Although these battles were important, none of these fights were large enough to actually take place at *Command HQ* scale (in which a single infantry unit represents well over 100,000 soldiers). Instead, most of the Pacific war during these years is best portrayed by naval battles.

U.S. Hellcat Fighter



The Japanese Gamble

In both Malaya and the Philippines, the Japanese won by ignoring their own supplies, and sending their troops to infiltrate through or force-march around the Allied lines. The British and Americans, more dependent upon supplies, were forced to retreat, and in the retreat, thousands were captured or killed by the Japanese.

In retrospect, such an offensive tactic seems risky. Could it not backfire? The case of Port Moresby, New Guinea would seem to indicate so. In this campaign, the Japanese landed on the north shore of New Guinea, and marched over the middle of the island (without supplies, as usual), in an attempt to steal a march on the defenders (who were composed of both Australians and Americans) and occupy Port Moresby before the enemy could react. The defenders were ready for them, and managed to defeat the Japanese. The Japanese casualties in battle were hardly excessive, but now they had to retreat back to their home base to regroup and resupply, since they had depended on the capture of Port Moresby to recover themselves.

Then the real ordeal started for the Japanese. On the trip back over the New Guinea mountains, the Japanese suffered cruelly from their lack of supplies. They were harassed all along the way by the Australians, who were aided by native guides (who hated the Japanese). By the time the Japanese got back to their base at Buna-Gona, almost all their expeditionary force had been destroyed.

The Pacific War: late 1942 to 1943

In the naval Battle of the Coral Sea, the Japanese were stopped, but not seriously defeated. They regrouped their forces, and sailed their fleet towards Midway. A Japanese naval victory there would threaten Pearl Harbor, and remove one of the last Pacific bases the Allies possessed. The outnumbered American fleet went on the attack, and was not spotted by the Japanese until it was too late. The Americans struck by air while the

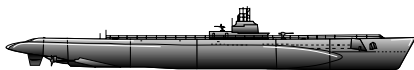
Japanese aircraft were still looking for the U.S. Fleet. Four Japanese carriers were sunk, and the rest of their fleet pulled back in dismay. The American fleet had become the equal of the Japanese.

After Midway, the Japanese went over to the defensive. Though their fleet was still the equal of the Americans, it was clearly time for Japan to hold onto its gains, and to let the Americans make the next move. The next move came at Guadalcanal. This battle has become well-known in American military lore; it was the first time in World War II that American troops met enemy troops face-to-face. The land battle was long and hard, and the Marines fought heroically, ending in a

The Most Successful Submarine Campaign

One of the least-known campaigns of World War II is the American submarine campaign waged against the Japanese. Without a doubt, this was the most successful use of subs ever wrought. 1943 and most of 1944 saw the Americans keep up a savage submarine war that devastated the Japanese merchant marine. By 1945, Japanese shipping was completely destroyed — American subs even surfaced to fire their deck guns at sampans in attempts to totally cleanse the sea of all Japanese vessels. By late summer, the home islands were actually on the brink of starvation.

U.S. "Gato class" Submarine



total American victory. However, this battle was really decided offshore, in naval battles.

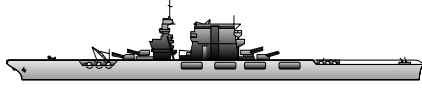
At Guadalcanal, the Japanese sent in their fleet again and again to bring in reinforcements to the island, to shell the airfield, and, most importantly, to intercept the American fleet and destroy it. The naval fighting was so heavy that the water just offshore of Guadalcanal became known as Ironbottom Sound, in tribute to the many ships that littered the sea floor there.

The Japanese won some victories; in one, the Battle of Savo Island, the Japanese sank 4 cruisers and 1 destroyer for no losses (though one of the Japanese cruisers was sunk by an American sub on its way back from the battle). The Americans won some battles, such as the Naval Battle of Guadalcanal, which was truly an epic action — at the end of the first day's action, the Americans had fought so fiercely that *every American ship but one* had been damaged! The high point of the last day's fighting occurred when the American battleship *Washington* singlehandedly engaged no less than 14 Japanese warships (consisting of a battleship, 4 cruisers, and 9 destroyers). The *Washington* sank the Japanese flagship and a destroyer and forced the rest of the Japanese fleet into retreat. Most of the actions off Guadalcanal were indecisive, such as the Battle of Santa Cruz, in which the each side lost one carrier, and damaged one other.

The sea battles for Guadalcanal are almost unparalleled in the history of war. For six months, the two fleets met again and again in almost every possible combination of naval action — night surface battles, destroyer vs. destroyer actions, submarine ambushes, carrier strikes, even lines of battleships. In the end, the Japanese were forced to withdraw. They had failed to achieve a decisive victory at any point, and the increasing American numbers were now giving them

**The
Pacific
War:
1944 to
1945**

USS Saratoga, Aircraft Carrier



command of the seas.

In June, 1944, the Americans invaded Saipan, a stepping-stone to the Philippines. The Japanese sent a large fleet (with 9 carriers) to intercept and destroy the Americans. The two fleets were comparable in size, though the Americans had an edge in air power. The Japanese fleet, however, blundered into American subs, which sank the two largest Japanese carriers. In the ensuing air battles, the Japanese lost two more carriers and were forced to pull back, having inflicted negligible damage on the Americans. This battle counts as a huge American victory — comparable to the victory at Midway — because of the immense numbers of Japanese aircraft destroyed in the air battles. The Japanese lost 411 planes and 460 crewmen. The Americans lost 130 planes and around 70 crewmen. The Japanese naval air arm had effectively been destroyed, never to return. This battle was later termed The Marianas “Turkey Shoot,” after the astounding American success here.

After this striking success, the Americans sent a battle fleet to reoccupy the Philippines. The Japanese met the Americans with their Combined Fleet, in an attempt to force the U.S. Fleet away from the landing areas. This led to the largest naval battle of all time. The Japanese fleet was still a fearsome force, with two super battleships (the biggest ever built), five other battleships, and 16 cruisers. The American gun-armed fleet had 12 battleships and seven heavy cruisers (approximate parity to the Japanese). However, the U.S. fleet also had eight big carriers, eight light carriers, and 16(!) escort carriers, with over 1000

airplanes. The Japanese attackers boasted only four big carriers, with a meager 116 planes between them (legacy of the Marianas Turkey Shoot). During the course of the battle, all the effective Japanese air strikes were carried out from land bases. American subs started the action by dogging the Japanese fleet, and occasionally picking off a straggler. The initial American air strike, against which the Japanese had no defense, cost the Japanese a super battleship. After taking their lumps from subs and air attack, the Japanese finally engaged the American surface fleet. In that encounter, known as the Battle of Surigao Strait, the Americans “crossed the T” of the Japanese battle line and sank half of the Japanese fleet. The next day, the other half of the Japanese fleet, consisting of four battleships, six cruisers, and 10 destroyers, caught six American carriers, accompanied only by seven destroyers. The Americans fled posthaste, but in their retreat harassed the Imperial fleet unmercifully. They lost one carrier and three destroyers, but just as the Japanese prepared to close their grip, they lost their nerve, and pulled back. With the dawn, the Americans were able to unleash their immense air power, and

World War II U.S. "G.I."

almost the whole of the Japanese fleet was sunk.

Of the entire gigantic Japanese fleet that had come to contest for the Philippines, only two battleships and two light cruisers escaped to fight again. The Japanese had lost all four of their carriers, three battleships, 10 cruisers, and 11 destroyers, as well as 500 aircraft (mostly land-based). In return, they had sunk three small American carriers (one by kamikazes) and three destroyers. The Americans lost over 200 aircraft.

With the battle of Surigao Straits, the Japanese fleet was essentially no more. Though they still had a few ships, their entire combined fleet was no longer able to stand up to any single U.S. task force. The outcome of the Pacific War could

no longer be in doubt.

The Americans steadily moved in on Japan, and by mid-1945 had begun to prepare for the invasion of the Japanese home islands. General MacArthur estimated that the capture of Japan would cost 1,000,000 American casualties. President Truman, hoping to avoid such a catastrophic battle, dropped the first atomic bombs on Hiroshima and Nagasaki. Japan, of course, surrendered (“resigned the game”) before the invasion could take place. The first Atomic war had been fought.

WORLD WAR THREE

Modern Technology

“War is progressive.”

—
General Ulysses S. Grant

More than any other factor, technology has driven military thinking since the Second World War. While military technology has actually progressed comparatively slowly since WWII, those changes have been accumulating for years.

The best all-around tank of WWII was the 40-ton Panther tank, produced by the Germans. Its cannon fired a 12-lb shell, it had a maximum speed of 30 mph, and three inches of frontal armor. The best all-around tank of the 1980s is probably the 65-ton U.S. M1A1 Abrams. Its cannon fires a 40-lbs shell, and it has a maximum speed of well over 40 mph, plus approximately 15(!) inches of frontal armor. In addition, changes have occurred in quality as well as quantity. The armor of most modern tanks is a specially-built composite generally considered to be at least twice as resistant to penetration as the old-fashioned tempered steel. All modern tanks have night-sights permitting them to fight in the deepest darkness. Some new tanks are equipped with automatic loaders, dramatically increasing the rate of fire.

A modern jet fighter is as big as a WWII strategic bomber and can knock down targets from miles away. Modern submarines can stay underwater for literally years, move as fast as the fastest surface ships, and fight with wire-guided torpedoes or cruise missiles. A modern nuclear

**U.S. F-15 Strike Eagle
Air Superiority Fighter**



carrier is bigger than any battleship ever launched and able to deliver inconceivably more firepower. All soldiers in a modern infantry squad are armed with fully-automatic weapons, giving them firepower equivalent to a whole platoon of WWII soldiery. In World War II, most soldiers walked to the front line. Now, everybody rides in trucks or armored carriers. Even the tradition-bound Marine Corps plans to make naval landings via over-the-horizon attacks flying their troops in with helicopters.

**Soviet Su-24
Deep Strike Aircraft**



In addition to these enormous changes in the basic weapons of war, new weapons have been added. The helicopter gunship, the smart bomb, and the spy satellite are examples of weapons unavailable in previous wars that will be an integral part of a major modern war.

So how does all this firepower change the nature of warfare? The fact is, nobody knows. We know that the new weapons are enormously destructive. It is possible that some traditional weapon will now prove itself to be totally useless, much as cavalry proved in WWI. Almost every weapon system has been accused of obsolescence at some time in the last twenty years. The hand-held Stinger missile gets a kill about once every three shots — has the Stinger made strike aircraft obsolete? It is now possible to lay a minefield on the site of your choice with an artillery barrage —

does this make tanks obsolete? Most military thinkers say no, but they were wrong before WWI and WWII. Why should they be correct now?

Soviet Mi-24 "Hind" Attack Helicopter



Another distinct characteristic of modern weapons is that they are hugely expensive. The thermal night sights mounted on *every* American tank cost nearly a million dollars each! That same tank uses 2 1/2 gallons of gasoline per mile! An attack carrier costs well over a billion dollars. The light machine guns used by American infantry squads cost over \$5000 each. The fact that every soldier has an automatic weapon also means that every soldier expends enormous amounts of ammunition. Every soldier is now carried in a vehicle — and those vehicles require lots of fuel.

Perhaps the next war will be a frightful deadlock reminiscent of the First World War, in which anyone daring to show himself is instantly destroyed. Perhaps the next war will be of lightning speed, finished in a matter of weeks. Perhaps it will be a war without front lines, in which all communications are cut by electronic warfare, and deep-probing air strikes, airmobile troops, and tank thrusts will be everywhere at once.

Soviet "Plamya" Belt-fed Grenade Launcher



Command HQ does not pretend to know the answer to these questions. We have chosen to accept the most commonly-proposed military theories of today to simulate a supposed Third World War. These theories hold that modern war is much like WWII, only “more so.”

Politics

In many ways, the World War III era (from the 1950s to the beginning of Glasnost) resembled World War I more than World War II. Just as in 1914, the world until recently was divided into huge power blocs. Just as in 1914, a huge arms race drained the treasuries of all participants. Just as in 1914, it was widely believed that war was “inevitable,” though no nation particularly saw any benefit to such a war.

SS Kirov, Guided Missile Cruiser



World War III did not happen because, when crises occurred, world leaders displayed acumen superior to that of the glorified bureaucrats ruling in 1914. In the Korean War, President Truman fired the extremely popular (and militarily successful) General MacArthur rather than permit the war to spread to China and thence to Russia. In the 1962 Cuban Missile Crisis, Krushchev backed down rather than cause a war. A disinterested third-party observer may have concluded that Krushchev was within his rights in sending missiles to Cuba and “should not” have backed down — after all, the U.S. still has missiles in Turkey, even closer to the Soviet border than Cuba is to Florida — but the fact remains that a potential world war was averted by Krushchev’s actions.

**Those
Dumb
Soviets**

With the recent developments in the Communist bloc, it has become apparent that the “World War III” thought to be imminent from 1950 to 1988 will never occur. If another World War befalls us, it will be under conditions and situations very different from those holding true in 1986.

Among certain military enthusiasts, the practice of sneering at Soviet military potential has been common. Their armed forces are belittled because their troops are unskilled, their weapons crude and unreliable, and their technology backwards.

The seeming lack of professionalism among Soviet soldiers is a fact. Their soldiers are, in general, less skilled at their jobs than Americans. But Soviet soldiers are draftees, while Americans are a volunteer, long-term army. Buried within the Soviet army are as many regular non-draftee soldiers and officers as in the American army; they are just masked by the many conscripts with whom they serve. Remember that in a world war, the U.S. would speedily bring back the draft, and our army too would be full of unskilled, confused would-be soldiers.

**World War III
Soviet Army Regular**

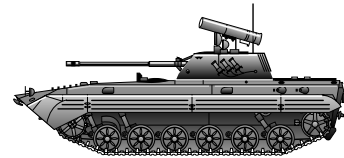
**Soviet Self Propelled Rocket
Artillery System**



Soviet military training is aimed at eliminating the flaws inherent in their personnel. They are taught to obey rigidly and without question. Because of this, a Soviet army can make large movements with a speed and precision impossible to Western armies. On the other hand, this leads to inflexibility as the army will make few or no decisions on its own — the commanders must decide everything.

The backwardness of Soviet technology is partly true, and partly illusory. All American tanks possess thermal night sights. No Soviet tank possesses such a sight (they use the more primitive infrared system). But we know for a fact that the Soviets possess quite advanced thermal sights — they have chosen not to place them on their tanks for a reason. For the cost of two thermal sights, they can build a whole tank, and they believe that the slight decrease in quality is made up for by a 50% increase in quantity. Russian aircraft are much less reliable than American, but they can be serviced much more quickly, on primitive front-line airstrips.

Soviet BMP-2 Armored Personnel Carrier



**Those
Dumb
Americans**

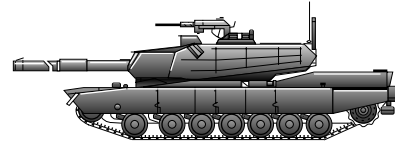
Which approach to warfare is superior? It is hard to say. Certainly an American soldier is better-fed and better-paid than a Soviet one. But he costs much more to train, and his morale and courage is probably no better. It is just as well that we may never find out which side would win.

Equally popular among some military circles is the bashing of the American military. Our weapons are mocked because of their high costs, our soldiers are thought to be lazy and cowardly, and our equipment is accused of unreliability, spending more time broken down than in working order.

American soldiers have been thought to be tactically clumsy and cowardly in other wars. In WWII, Hitler called them “the Italians of the Western Alliance,” comparing American combat ability to the dismal showing made by the Italian army in that war. Because of this belief, he launched the Battle of the Bulge against Americans, thinking the U.S. Army would crumble easily. History bears testimony to his error. The Japanese could have told him — they had already faced Americans on a large scale and learned to respect them. In Korea, Americans proved their ability to go up

**World War III
U.S. Infantryman**

U.S. M1A1 Abrams Main Battle Tank



against dogged, near-fanatical enemies and win, even though vastly outnumbered. In Vietnam, American soldiers were victorious over North Vietnamese and Viet Cong troops in almost every large combat action that took place. Though Vietnam was lost, that was largely a result of poor generalship, not a failing of the troops themselves.

American soldiers are sometimes accused of cowardice because of their willingness to rely on artillery to do the hard work. This results from the fact that American artillery is the best in the world. U.S. Artillery is numerous, very responsive, and extremely flexible. Their superiority is not technological (though they are of high quality), but is based on the fact that almost any officer, anywhere in the chain of command, can call down a barrage almost at need.

American weapons are indeed costly, but not more so than those of most other nations. The Japanese just finished building the Type 90 tank, which costs \$8.5 million each — three times as much as the American M1 Abrams which is, by any standard, superior to the Type 90. A single Stinger missile costs \$50,000, but can knock down aircraft costing \$10-20 million and more.

The reliability of American weapons is actually *increasing*. In 1965, the U.S. navy flew the Phantom F4 fighter-bomber. Now, we fly the F/A-18 attack fighter which takes less fuel, flies longer without needing a maintenance check, and has a longer expected life span. Similar features are true of most American weapons, with a few glaring exceptions.