

# STEEL DIVISION

NORMANDY 44

VIP BETA - Game Manual

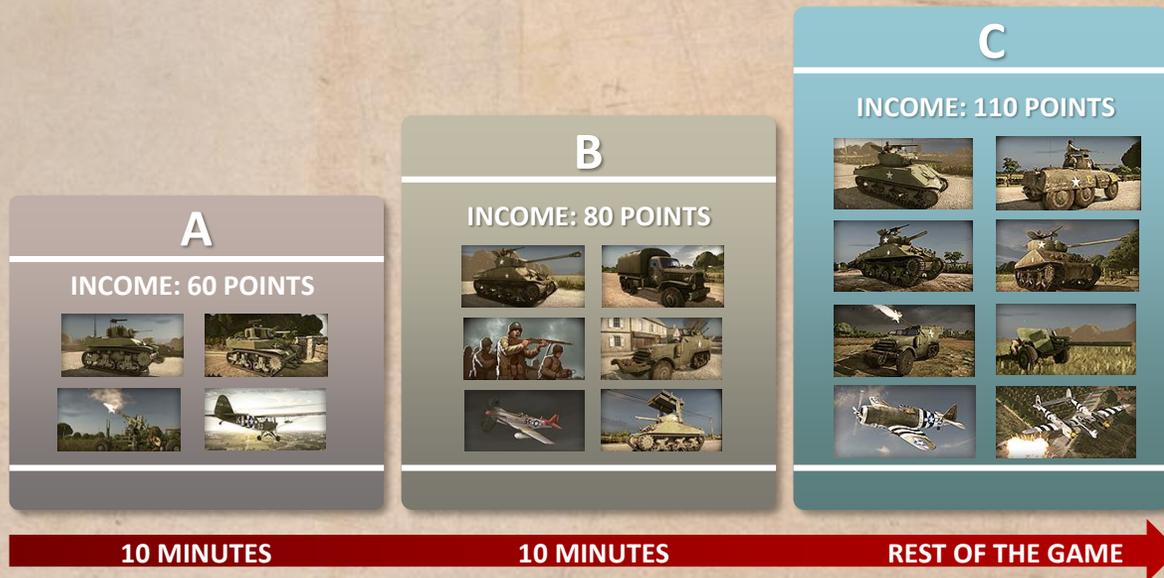
CONFIDENTIAL DOCUMENT



# GAMEPLAY

## THE 3-PHASE GAMEPLAY

*Steel Division: Normandy 44* introduces a new gameplay in three phases, each of them unlocking new units during the game and bringing more income. The first phase starts just after the deployment of your units and allows you to deploy light units. The more the game advances, the strongest the available units are, increasing the intensity of the battle and unlocking new strategic possibilities.



## THE DYNAMIC FRONT LINE

The main concept of *Steel Division: Normandy 44* is to make you feel the excitement of the battle through a real-time visual indicator: **The Dynamic Front Line**.



This powerful feedback tool, displayed all along the battle, evolves with every of your actions, moves forward as you succeed and invades your side of the battlefield every time your units rout. It defines your Influence Area and reflects therefore the ratio of power, objectively measuring the ground control during the game. More than a simple line, the **Dynamic Front Line** stimulates your combativeness by embodying your successes and failures, and is an incredible predictive tool to plan your attacks to defeat your opponent.

## STRESS & SURRENDER

Every unit in *Steel Division: Normandy 44* has a Stress Gauge, appearing above its label when it starts to get stressed. A unit's stress increases when the unit is under attack and even faster when it is isolated.



- The more stressed a unit is, the less efficient it is on the battlefield.
- When the stress gauge is full, a motorized unit will automatically bail out and an air unit will leave the area.
- If an infantry reaches the maximum "Pinned Down" level, it can't move. You can tell your unit to Retreat by pressing the "R" key, it will run to cover as fast as possible.
- A unit with a maximum stress level, in an enemy influence zone, close to an enemy unit and with no ally around will surrender (does not apply to air units).

## VICTORY CONDITIONS

There are three ways to win a battle:

- When you reach the required Conquest Points setup when the game was launched
- When your enemy lost all of his units
- When the time is out (and if you have more points than your opponent!)

Two modes are available

- **Conquest Mode:** a team gets victory points per second depending on the percentage of map controlled: +1 for 51%, +2 for 58%, +3 for 65%, +4 for 75%, +5 for 85% and +6 for 95%.
- **Destruction Mode:** points are earned when you destroy enemy units. Controlling the map will give you more requisition points per second, depending on the phase.

What you want to do is to push forward the front line and expand your Influence Area.

The influence areas and the domination gauge are displayed on the top right area of the screen.



# TUTORIAL

## BUILDING YOUR FIRST BATTLEGROUP

The battlegroup is the selection of units you will deploy during the game. When building yours, you need to think about how you want to deploy your units in each phase. To build your battlegroup, click on the "Create Battlegroup" in the main menu and select a Division.



By clicking on "Auto-fill", the battlegroup will be filled with units selected by the development team. You can customize this battlegroup or start editing your own by clicking the "EDIT" button.



A battlegroup has a certain amount of Activation points, indicated on the top-right of the screen, that are basically empty slots where you can put unit card packs.

In *Steel Division: Normandy 44*, the unit categories are:

- Reconnaissance
- Infantry
- Tank
- Support
- Anti-tank
- Anti-air
- Artillery
- Air

When you click on a category, the available units appear on the left of the screen. The unit card packs are made like this:



When you click on a unit card pack, a detailed information panel is available on the right of the screen:

Detailed information panel for 'PATHFINDERS' unit. Callouts point to Precision, Armor Piercing, High Explosive, Specialty, Requisition Points, Area of Effect, and Soldiers in this Unit.

WEAPONS	ACC.	AP	HE	RANGE	AOE
9mm PB	9		1000	500 m	--
7.7mm	7		1000	1500 m	--
149mm HEAT	9	6		500 m	5 m

Additional stats: Strength: 10, Stealth: High, Speed: Normal.

Armor Piercing is the unit's effectiveness against armored vehicles.  
High Explosive is the unit's effectiveness against foot units.

To add a unit pack to your battlegroup, just click and drop it on an empty slot at the top, or right-click on it. To remove a unit pack, right-click on it in the upper part of the screen.

## DEPLOYING UNITS

Before the battle starts, you can deploy units only in your deployment area pictured as a rectangle in your color on the battlefield. To deploy a unit, click on the deployment menu in the top left corner and chose a unit's category. Click on its Unit Card and finally place it by clicking left on the map. You can remove a unit right-clicking on it on the battlefield, it will be put back in the deployment menu.

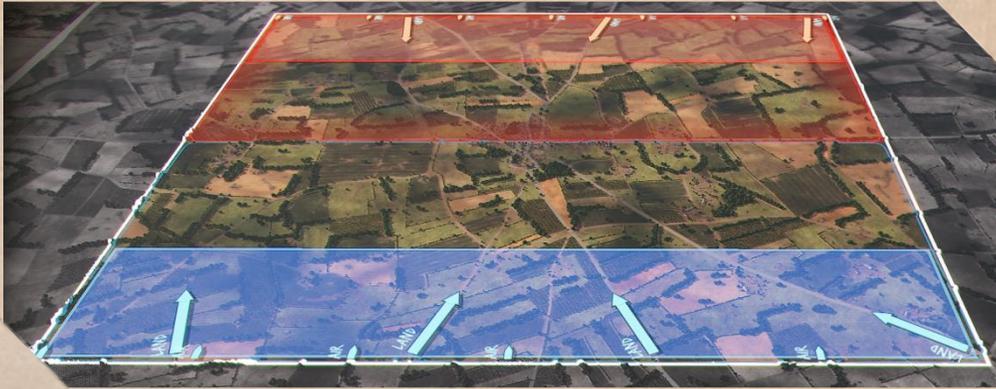


Once your units are placed, you can give them orders that will be executed when the battle properly starts. To give an order, left-click on the unit on the battlefield, then select an order and click on the place you want that order to be executed.

Each unit costs Requisition Points to be deployed. During battle, you will get a regular income that will increase at each new phase. Each phase (A,B,C) also unlocks new units from your battlegroup.



The way units enter the map is displayed as an arrow appearing on the border of the battlefield when you zoom out. If the enemy controls these areas, you cannot deploy units anymore.



## MOVING A UNIT

There are several ways to move a unit, depending on its category.

### Infantry, foot units:

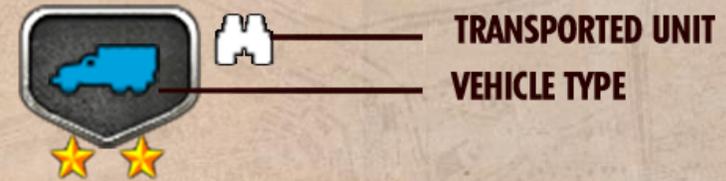
- **Hunt ("Q" key or "A" key for AZERTY + left click at position):** The unit will move to the position, using as much cover as possible and will automatically engage a spotted enemy.
- **Move (Right click at position):** The unit will move straight to the position.

### Vehicles:

- **Move Fast ("F" key + left click at position):** The unit will move to the position as fast as possible, using roads.
- **Move (Right click at position):** The unit will move straight to the position.

## Unload a transport

Most of the infantry units, as well as some AT and Artillery, come with a transport. When you deploy the unit, you deploy its transport, and the unit needs to be unloaded on the battlefield. This kind of units can be spotted thanks to its label:



There are two ways of unloading a unit:

- **Unload ("U" key):** The transport will unload the unit immediately.
- **Unload at Position ("Y" key + left click at the desired position):** The transport will take the fastest way to the position and unload a unit. If the unit is unloaded near a cover (a building, a hedgerow...), it will automatically move to cover.

### Notes

The roads are the fastest way of going from one place to another. Vehicles and soldiers are slower in a forest or on a field but it may be a better cover. Choose your path wisely.

Deploy your men in safety or else they may be shoot down by the enemy and you will lose time and resources.

## ENGAGING THE ENEMY

- **Normal Attack (Right click on the enemy):** The unit will attack the designated enemy.
- **Attack position ("T" key + left click at position):** The unit will attack the designated position, whether there is a spotted enemy there or not.



- **Artillery only: Smoke position ("B" key + left click at position):** The unit will smoke the position, blinding the enemy.



- **Riposte ("Z" key or "W" key with AZERTY):** The unit will only shoot if it is targeted by the enemy.



The infantry unit in the house will stand still because of the riposte stance activated.

When a unit fires, it needs time to adjust its aim. This is displayed as a chrono sphere above the unit label, when the chrono is full, the unit is able to fire.



When any unit (except air units) is next to a leader unit, its stats are improved.



In this case, the leader unit in the building (with the white star) is boosting the infantry unit on the left (a yellow star appears).

## PROTECTING & HIDING

Units can be protected and even hidden on the battlefield. It's particularly useful if you want to ambush your foe or do some recon work.

When a unit is selected and when you move your cursor on the map, it will display the level of cover :



For example, if you want to hide an infantry unit in the woods, click on your unit, then hover the woods with your mouse and when the cursor turns green, click on it.

When the unit is hidden, its label flickers.

Units can also take cover in buildings. When your squad is inside, the building will appear in your units' color.



In this example, the infantry entered a house, next to the road.

## SUPPLYING A UNIT



Units' ammo is not infinite and you need to resupply them during the game with a supply unit, identified with an ammo icon.

When a unit is out of ammo, an ammo icon flickers near its label.

To resupply a unit with ammo, you need to bring a supply unit next to it. A blue icon flickers during the supply process.



## ORDERS & LINE OF SIGHT

Two things to always have in mind when you want to establish if you can move or fight in one particular occasion:

- The range of the selected weapon
- The line of sight of the unit

Steel Division offers you some tools to estimate if your action is worth it:

- "Shift" key : Display every orders you gave, like how far a unit is to its destination, but also targets and others various information.



In this example, the tank is moving toward the center of the town in hunt mode.

Different colors mean different actions

- Azure / Sky blue: Normal Move
- Blue: Move fast
- Red: Attack mode

- Line of sight tool ("C" key) : Show the possible line of sight from a particular place at any moment of the game.



One circle = 250 meters

The white area is what the unit can't clearly see.

Knowing where are the best spots, with good lines of sight, is essential.



In this situation, the soldiers in the church spotted the enemy who passed through its line of sight, that the blue player previously analyzed.

## RECON

These units have the particularity to be more discreet than the others because they don't modify the dynamic front line. They can explore more easily the enemy territory. Nevertheless, recon units are relatively weak and must be used carefully. Be aware that they are not invisible and that they could be detected even hidden.

Try to position your reconnaissance units in elevated positions like towers. Always stay discreet ! Sometimes, you have to disable their weapons for your reconnaissance units to remain concealed.



This interface allows you to activate or deactivate the unit's weapons. To do so, just click on the weapon in the menu.



The scouts in the house are not spotted, and they can report what's going on behind enemy line.

## AIRCRAFT & OFF MAP ARTILLERY

When you deploy an aircraft or an off map artillery unit, it appears on the bottom left of the screen in the off map unit panel. To deploy an off map unit, click on its name in this interface and right-click where you want it to go.

The off-map units panel lists all of your off map units and indicates their state. The gauge slowly decreasing represents the fuel limitations. Once it's empty, the plane evacuates for a certain time before being ready again.



Air units have various functions depending on their loading. They can be used to scout and unveil enemy position, to engage in a fight against other aircrafts or to bomb ground units. Chose and use them wisely to take control over your enemy!

Anti-Air units serve to protect your main units on the battlefield, they can suppress any aircraft in their range.

## TANKS & ANTI-TANKS

The Tanks are powerful units able to fight against all ground units. Tanks have a narrow field-of-view so you will need to use Recon to unveil enemies and allow tanks to shoot them at close range. Don't rush the enemy with your tanks without seeing what's coming! Don't forget to use the "C key" to see your unit's line of sight.

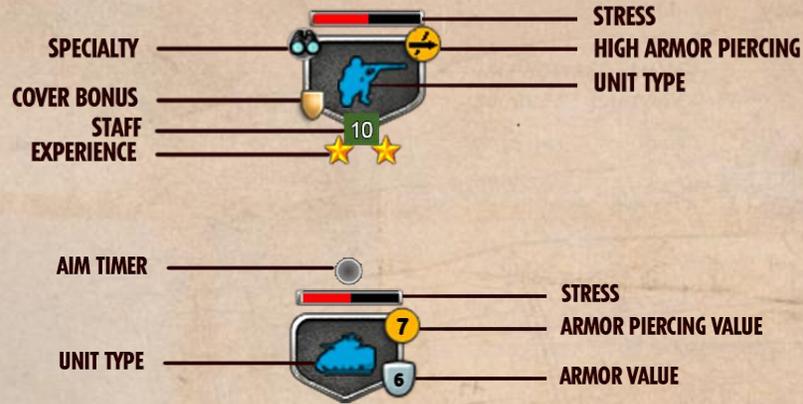
Hitting the "J key" will allow you to reverse your tank in order to turn its more armored face to the enemy.

The Anti-Tanks are perfect to ambush and neutralize any reckless tanks.



# INTERFACE

## UNIT LABELS



## GAME INTERFACE



In the top left corner of your screen, the deployment menu allows you to deploy your units. Pick a unit's category and then a Unit Card to place a unit on the map. You also have info regarding your Requisition Points and your income.



In the bottom left corner, the off-map interface allows you to deploy aircrafts and manage off-map artillery strikes.

In the top right corner, you can see the influence areas on the map and the domination gauge. You also can keep an eye on the spot counters.

On the top, you can see the time remaining before the end of the game but also before the end of the phase.

Finally, this interface allows you to change the game speed, from bullet time to very fast.



In the bottom right corner, you can find the interface for unit controls. It allows you to give orders to your troops and deactivate their weapons. It also delivers information concerning your remaining ammo and your unit's stress.

# KEYBOARD SHORTCUTS

## CONTROLLING THE CAMERA

### Keyboard controls - Qwerty

- W** - Up .
- S** - Down .
- A** - Left .
- D** - Right .

### Keyboard controls - Azerty

- Z** - Up .
- S** - Down .
- Q** - Left .
- D** - Right .

### Mouse

- Middle button + mouse movement** - Rotate .
- Scroll wheel** - Zoom in / Zoom out .

## CONTROLLING A UNIT

- **Left-click** - Select a unit (holding the button will allow you to select several units at the same time)
- **Double left-click** - Select the same kind of units in the area
- **Right-click** - Move a unit to the destination
- **Q or A + left-click** - Hunt
- **F + left-click** - Move Fast (for land vehicles)
- **U** - Unload (for transport vehicles)
- **Y + left click** - Unload at position
- **T** - Fire at position
- **B + left click** - Smoke position (for artillery)
- **E** - Stop moving and firing
- **W or Z** - Trigger the Riposte stance
- **R** - Retreat a panicked unit
- **J** - Reverse your tank
- **C** - Line of sight
- **N** - Activate or deactivate the auto cover

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