GAME MANUAL

CLOSE COMBAT

THE BLOODY FIRST

CONTENTS

Thank you for Purchasing Close Combat: The Bloody First™!

1. INSTALLING THE GAME

Please ensure your system meets the minimum requirements listed below. To install the game, insert the Close Combat: The Bloody First™ CD into your CD-ROM drive. If you have disabled the auto-run function on your CD-ROM or if you are installing from a digital download, double-click on the installation archive file, then double click on the file that is shown inside the archive. Follow all on-screen prompts to complete installation.

1.1 SYSTEM REQUIREMENTS

Minimum System Requirements
OS: Windows 7+
Processor: 2Ghz Processor
RAM: 4GB
Video Card: 1GB Video RAM, DirectX 9 Compatible, capable of 1920x1080 resolution or better.
Sound Card: 16-bit DirectX 9 Compatible Sound Card.
CD-ROM: Yes
Hard Drive: 4GB Free disk space
DirectX Version: 9.0c

Recommended System Requirements
OS: Windows 10
Processor: 13.0Ghz+ Processor
RAM: 8GB
Video Card: 2GB Video RAM DirectX 9 Compatible
Sound Card: 16-bit DirectX 9 Compatible Sound Card.

CD-ROM: Yes
Hard Drive: GB Free disk space
DirectX Version: 9.0c

NOTE: Ann Internet connection for 2-player head to
head play.

1.2 UNINSTALLING THE GAME

Please use the Add/Remove Programs option from the
Windows Control Panel or the Uninstall shortcut in
the games Windows START menu folder to uninstall the
game. Uninstalling through any other method will not
properly uninstall the game.

1.3 PRODUCT UPDATES

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

We also periodically make beta (preview) updates and
other content available to registered owners. Keeping
up with these special updates is made easy and is free
by signing up for a Matrix Games Member account. When
you are signed up, you can then register your Matrix
Games products in order to receive access to these
game-related materials. Doing so is a simple two-step
process:

Sign Up for a Matrix Games Member account. This is a one-time process. Once you have signed up for a Matrix account, you are in the system and will not need to sign up again. Go to www.Matrixgames.com and click the Register hyperlink at the top. Once In the new window, follow the on-screen instructions. When you're finished, a confirmation e-mail will be sent to your specified e-mail account.

Register a New Game Purchase - Once you have signed up for a Matrix Games Member account, you can then register any Matrix Games title you own in your new account. To do so, log in to your account on the Matrix Games website (www.matrixgames.com). Click Register Game near the top to register your new Matrix purchase.

We strongly recommend registering your game as it will give you a backup location for your serial number should you lose it in the future. Once you've registered your game, when you log in to the Members section you can view your list of registered titles by clicking My Games. Each game title is a hyperlink that will take you to an information page on the game (including all the latest news on that title). Also on this list is a Downloads hyperlink that takes you to a page that has all the latest public and registered downloads, including patches, for that particular title.

You can also access patches and updates via our Games Section (http://www.Matrix.com/games), once there, select the game you wish to check updates for, then check the downloads link. Certain value content and additional downloads will be restricted to Members Area members. So it is always worthwhile to sign up there.

Remember, once you have signed up for a Matrix member account, you do not have to sign up again at that point you are free to register for any Matrix Games product you purchase.

Thank you and enjoy Close Combat: The bloody first!

1.4 GAME FORUMS

Our forums are one of the best things about Matrix Games. Every game has its own forum with our designers, developers and the gamers playing the game. If you are experiencing a problem, have a question or just an idea on how to make the game better, post a message there. Go to http://www.matrixgames.com and click on the Forums hyperlink.

1.5 NEED HELP?

The best way to contact us if you are having a problem with one of our games is through our Help Desk. Our Help Desk has FAQs as well as a dedicated support staff that answer questions within 24 hours, Monday through Friday. Support questions sent in on Saturday and Sunday may wait 48 hours for a reply. You can get to our Help Desk by going to http://www.Matrixgames.com/.

2. WELCOME

Immerse yourself in the latest Close Combat release for the PC, Close Combat: The Bloody First. With all new graphics and interface, The Bloody First places you in command of an infantry company with the US 1st infantry Division. Lead your troops through the

operations and campaigns that decided the fate of
Tunisia, Sicily and Normandy. You face all the enemy
can throw at you in intense engagements that will
test your tactical and strategic abilities! Aircraft,
mortars, and artillery support are on-call, but the
objective can only be secured by Close Combat. You are
in Command…you are in Control!

Good luck and thank you for purchasing Close Combat:
The Bloody First™

2.1 INTRODUCTION

Tunisia - Trial By Fire
It's been less than a year since Pearl Harbor and the
US Army has been expanding from a token peace-time

force to a war time footing at an amazing rate. As one of the few regular Army divisions on hand, the 1st Infantry Division (otherwise known as both The Big Red One or the Fighting First) was shipped to the England before being hastily re-routed to the Allied invasion of North Africa (Operation Torch). Due to this, they go into combat without some of the latest equipment, such as bazookas. The 1st Infantry Division lands in Algeria and fights briefly against the French forces there before a peace deal was brokered. They were then committed piece-meal to support the French and British forces in Tunisia, where the inexperienced American troops often struggled against the more experienced German panzer and panzergrenadier forces. Finally re-united for the fighting around El Guettar and Matuer, the 1st Infantry Division and the US Army became more battle-wise after their earlier tactical defeats.

Sicily - Coming Of Age
After the defeat of the German and Italian forces and time to regroup in Tunisia, the Big Red One goes into battle as a whole unit as part of the initial landings. The veterans of Tunisia are more than a match for poorly motivated Italian conscripts manning the coastal defences and fight well even against the German units encountered. They halt a major German counter-attack by the Herman Goering Division the day after landing, and move on to fight their way through the hills to Troina, where there is a tough battle against dug- in German panzergrenadiers. Once Troina falls, the Germans realize their fate and begin to evacuate Sicily.

Normandy - Invasion, The Big Show

The 1st Infantry Division finally receives the latest
equipment, such as the newer 57mm anti-tank guns and
105mm howitzers to replace the obsolete half-track
mounted guns in the regimental cannon company. Yet
again the 1st Infantry Division will land in the
initial assault on Omaha beach. They overcome stiff
resistance and then push through the German defences
in the hedgerows to seize Caumont. Ahead of friendly
units on their flanks, the Division gets a brief rest
before they are earmarked for another major offensive
- Operation Cobra. There is a carpet bombing snafu
before the operation really kicks off, and then they
are fighting their way quickly forward before the
Germans can regroup. The fighting is far from over, but
the battle for France is on its way to being won.

3. GAME PLAY

Close Combat: The Bloody First is a real time strategy
game that puts the emphasis on REAL. During a battle
you command a Company comprised of units of infantry
with various support units such as armored vehicles
and tanks. The soldiers under your command act like
real soldiers. If you order them to exert themselves
they get tired, if the enemy shoots at them they keep
their heads down, and when in danger they get scared.
If a soldier becomes too stressed he may disobey
orders, desert, or even surrender.

Your units have the same strengths and weaknesses they
did in real life. So in planning your strategy you
need to think about what would work in the real world.
Historically, tanks had a hard time detecting enemy

infantry, and enemy infantry that could sneak up on a tank and use explosives to disable or destroy it. Real world tanks used infantry to scout ahead of them; you are well advised to do the same.

Your goal during each battle is to do more than just kill the enemy. Each map has a certain number of important strategic spots called "Victory Locations". Success or failure is primarily determined by who holds these locations when a battle ends.

You have tactical control of every engagement during Campaigns and Operations. You must deal with issues of allocating limited fire support, resting and refitting weary units, and controlling your overall battle strategy.

4. WHAT'S NEW

For those familiar with the Close Combat series of games, you will notice some significant changes to the look and feel of this release!

3D Engine:

- Line of Sight shading and elevation contour lines (lines of equal elevation)

- Graphics: 3D terrain and camera angle, rotation, and zoom provide a clearer picture of the battlefield.

- Physics: projectiles fly across the battlefield at realistic speeds and can hit unintended targets.

- Movement: Men and vehicles move across the 3D landscape in a more realistic manner.

- Effects: All new visual effects and damage effects to bring the battle to life.
- Lighting: Night, dawn, dusk, and daytime lighting conditions.

Campaign System:

- Branching campaign system leads your US infantry rifle company through linked Battles, Operations, and Campaigns from Tunisia in 1942 to Normandy in 1944.

- The attacker decides the pacing of combat by choosing when to launch their next attack. An exceptional defensive battle can turn the tables on the attacker and seize the initiative.

- Victory conditions are determined by a combination of losses, ground won or lost, and victory locations held.

- Men (who survive) will gain experience over the course of weeks, months, or even years of combat.

- A soldier who performs an exceptional act may earn a skill bonus in that area.

Force Selection:

- Fight with the elements of your Infantry Company (and supporting units) you choose.

- Customize your units with extra equipment above and beyond their basic load-out.

- Form ad-hoc units for special missions such as tank-hunting, assault, or scouting.

5. QUICK START

To start Close Combat: The Bloody First, double-click on the game's desktop icon, or select it from the Windows Start menu.

5.1 MAIN SCREEN
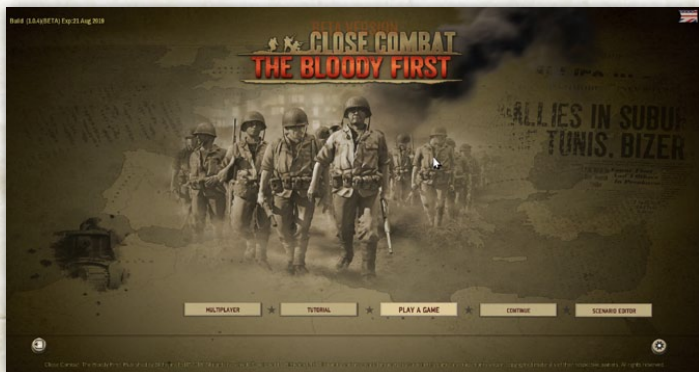
When the game starts you are on the Main Screen. From here, you can select how you play the game. It is recommended that new players (even if you are familiar with previous Close Combat games) become familiar with the game UI mechanics by working through the Tutorial first. The tutorial will take you through a series of actions to see how the game works. See section 8.0 "Tutorial" and section 6.0 entitled Main Screen for more details. After the Tutorial, you can quick start by clicking "Play A Game" and you proceed to the Command Screen. For the tutorial scenario, select "Tutorial" and begin the boot camp tutorial.

You may also select Multiplayer if you are engaging
with a Head-to-Head player on line, or you can design
your own scenario using the Scenario Editor.

5.2 COMMAND SCREEN

The Command Screen allows you to select which campaign
theatre you wish to play (Tunisia, Sicily or Normandy)
or whether you want to play a Grand Campaign. When a
campaign theatre is selected, you can then select an
operational area and then an individual battle within
that operational area, if desired. Select game settings
for the scenario before you begin (see section 7.4,
Mission Settings). To begin a Grand Campaign, click on
Play: Grand Campaign (at the bottom of the screen) and

you will first be asked name to your Grand Campaign.
Clicking "OK" will take you the Planning Screen.

If you prefer to jump right into the action, choose
"Play A Game"at the bottom of the screen, and select
a battle by choosing a campaign theatre and an
operational area. After choosing one of the battles
from the map, click on the "Play:<named battle> at the
bottom of the screen, and you will be briefed on your
objective and then able to select your forces for the
upcoming battle. See the section 7.0, entitled Command
Screen, for more details.

On the left side of the screen, there are tabbed
buttons that allow you to view and select an operation
or an individual battle. There are also two other
tabbed buttons that will display the player's User
Created Battles or Saved Games. Click on the desired
selection and click on Play:<your selected battle or
operation> at the bottom of the screen.

5.3 PLANNING SCREEN

The Planning Screen displays only when you have begun
an Operation or a Campaign. The Grand Campaign begins
in the Tunisia theatre with the first battle The Bloody
First becomes engaged in. You will see a Situation
Report Screen which provides useful information. In
addition, there is information on the condition of
your troops and where you can decide on the timing of
your next attack or if you need to take a defensive
position.

5.4 BRIEFING SCREEN

The Briefing Screen provides the player with a briefing for the upcoming battle and the "Force Balance" of the battle scenario. Off-board support is shown, if available, for both you and your opponent.

5.5 FORCE SELECTION SCREEN
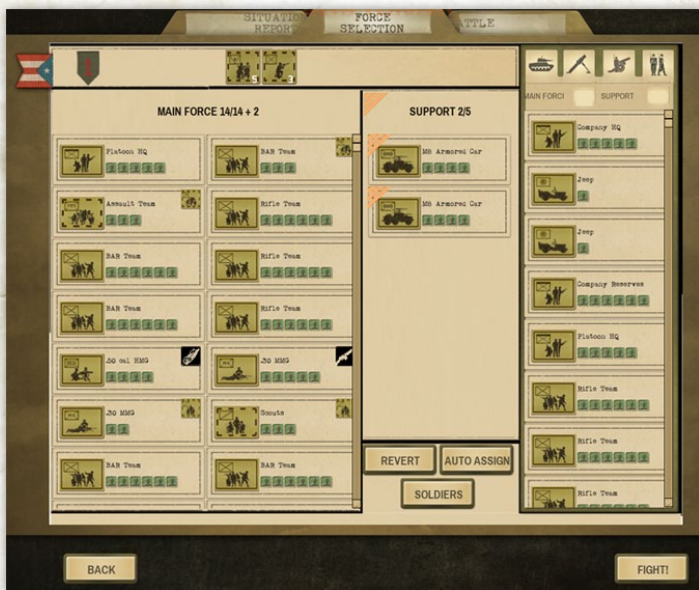
The Force Selection Screen allows you to review and select the units you'll be fighting with in the upcoming battle. You can look at a unit's experience, morale, weapons, and equipment by clicking on the unit icon and clicking the Soldiers button. You can

also hover over any of these units to get a tooltip
on their weapons compliment, equipment and some
descriptive text. See the section 9.0 entitled Briefing
and Force Selection for details. .

Click the "Fight" button in the lower right hand
corner to proceed to the Battlefield Screen once you're
ready to fight.

5.6 BATTLEFIELD SCREEN

The action is suspended when you first arrive at
the Battlefield Screen. You have time to examine
the battlefield and deploy your troops before combat
begins. The darker portions of the map represents
ground the opposing force controls, and where their
forces will start. Lightly shaded ground is no man's
land between you and the opposing force.

Place your troops to your best advantage by left
clicking on a unit and dragging it to move it. The
moved unit remains under your control until you either

click on the map or you click on another unit. You may also give orders to units during this stage by right clicking on a unit and ordering it to either Move, (move) Fast, Sneak (for infantry), Hunt (for vehicles), Defend, or Ambush (see section 11.1). There are short-cut (keyboard hot keys) for each of these orders (see section 11.2).

You can also check what a unit can see by pressing the Ctrl hot key while hovering over a location on the battlefield map. The Crtl key shows the shaded areas have blocked LOS and non-shaded portions show what is in LOS (line of sight) from that position.

Blind area fire will rarely be effective, except in the case of machine guns, but can keep men from moving through the area you can right-click to cancel the Fire order and dismiss it. You can also cancel any Fire order you may accidentally set by giving a Defend order or Ambush order.

Infantry should usually start in good cover. Buildings, hedgerows, woods, ditches, the reverse slop on a hill, and behind walls or foxholes are all good cover.

Command units improve the performance of other units within their circle of influence. A circle will be displayed to represent the extent of the Command unit's control.

When you are satisfied with your troop placement, press the Fight button on the bottom of the screen. The shooting could start immediately, so be prepared!

You can pause the action by pressing the keyboard space bar. Hit the space bar again to resume the game.

Keep in mind while playing that the following keyboard hot keys control your optional monitor displays:.

A/W/S/D - Moves camera viewpoint

R/F or Up/Down Arrow - Zooms camera in/out

L - Toggles between top-down and 2 additional angled
  perspective views

Q/E or Left/Right Arrows - Rotate camera viewpoint (in
  perspective view)

K- Toggles map overview

U - Hides/shows UI (except for mini-map)

J - Hides/shows mini-map

ESC - Menu selection (Resume, Options, Save, Load,
  Quit Battle)

Space Bar - Pause/un-pause game

Shift - Queuing next order rather than replacing
  existing orders

CTRL - Shows LOS shading for current mouse position

F5 - Toggles unit list on/off

F6 - Toggles Soldier List on the Battlefield Screen on/
  off

Air strikes and off-board mortar and artillery
barrages usually only occur once during a battle.
However, there are exceptions.

6. MAIN SCREEN

6.1 PLAY A GAME

This selection takes you to the Command Screen. From
the Command Screen you may load a saved game, select

any of the single player Battles, Operations, or Campaigns, or play the tutorial scenario.

6.1.1. TUTORIAL

The Tutorial button takes you to the Boot Camp where you to play through the game tutorial. See section 8.0 for full details

6.2 MULTIPLAYER

The Multiplayer selection will connect you to the integrated Multiplayer lobby and match-making forums for Close Combat The Bloody First. Here you can connect and play head to head against another player. See section 20.0 for information on the Multiplayer lobby system.

6.3 SCENARIO EDITOR

Close Combat The Bloody First comes with a host of pre-made battles, but you can also create your own using the Scenario Editor. See section 19.0 for information on the Scenario editor.

6.4 GAME OPTIONS

Game Options allows you to configure many aspects of the game. To access these options, click the "gear" symbol at the bottom right side of the screen. See section 22.0 for further details.

6.5 EXIT

To exit the game and return to the Windows desktop,
click the "folder" button at the bottom left side of
the screen.

6.6 LANGUAGE OPTIONS

Language Options allows you choose from the available
languages the game supports. To access this option,
click on the flag button in the top right hand corner
of the screen.

6.7 CONTINUE

The Continue button becomes available when you have
begun a campaign or an operation and have left it.
Clicking Continue allows you pick up where you left
off.

7. COMMAND SCREEN

The Command Screen is where you begin a Campaign, an
Operation, or a Grand Campaign.(involving campaigns
theatres). If you choose a campaign in Tunisia, Sicily
or Normandy, you can then choose a specific operation
(and from there a specific battlefield map) you wish to
play, if desired. You can also change which side to
play before you begin.

NOTE: The campaign level game is designed to be played
from the perspective of the 1st Infantry Division.
While you may play from the Axis side, you will be
playing the opposing force facing the 1st Infantry
Division. The composition of the Axis' forces will

Details about the selected scenario will be displayed
once the battlefield map has been selected.

7.1 BATTLES, OPERATIONS AND CAMPAIGNS

The Grand Campaign (a series of theatre Campaigns),
Campaigns (a series of Operations), Operations (a
series of Battles), and individual Battles, are all
pre-made scenarios provided with Close Combat: The
Bloody First. A full list of pre-made Operation and
Battle scenarios can be accessed by clicking the
appropriate tab along the left side of the map.

A Battle is a single engagement between German or Italian and American forces. Selecting a Battle scenario will take you directly to the Briefing Screen, then to the Force Selection Screen to select your units, and finally to the Battlefield Screen

An Operation involves combat over a number of hours or days. Operations will usually result in multiple battles over a selection of linked maps.

A Campaign is similar to an Operation, but with a broader scope. The Campaigns take place in the Tunisia, Sicily, or Normandy theatres and will involve fighting multiple operations across the strategic map for that country. Campaigns typically represent several game weeks or months and take many battles to resolve.

When you start a new Campaign you click on the Next button and you will be prompted for a file name for your new game. This name will be used to create a Saved Game file that will save your progress at the end of each battle. You can quit an Operation or Campaign and resume it later by selecting the Saved Games button. A Situation Report will be displayed to inform you of the campaign's overall situation. It provides information on your troop's strength, supply, fatigue, and morale condition. Your order choices are shown as well.

7.2 USER SCENARIOS

User Scenarios are any battle scenarios you have created with the Scenario Editor. They are stored in the Windows Documents folder under MyGames/ CloseCombatTheBloodyFirst/Scenarios. User Scenarios may be deleted using delete on the keyboard.

7.3 SAVED GAMES

Games that have been saved can be retrieved by clicking the Saved Games button along the left side of the map on the Command Screen. This section will show any Operations or Campaigns you have begun, but not yet finished. To continue a Saved Game, simply select it from the scenario list and click the Next button. You can also delete a saved game file by selecting it from the scenario list and delete it using Delete on the keyboard. You can view side selection and mission settings for a saved game, but these cannot be changed.

NOTE: You can also manage your User Scenario and Saved Game files directly from the Windows Explorer if you wish. These files are stored in your Windows Documents folder under MyGames/ CloseCombattheBloodyFirst/Saves".

7.4 MISSION SETTINGS

The Mission Settings allows you to change detailed parameters about how you wish to play.

Difficulty Level for each side can be set to: Recruit, Green, Line, Veteran, or Elite. Recruit level is the easiest difficulty setting, and provides better forces with higher morale and better troop and vehicle replacement rates.

The Elite difficulty means that side will start with
start with weakened forces.

The Difficulty level also controls how quickly
reinforcement pools regenerate over time, and how much
air, mortar, and artillery support is available. The
higher the Difficulty, you will receive less replacements.
The difficulty level "Line" is representative of
historical conditions. Here is what the Difficulty
settings affect in the game:

- Initial cohesion and supply at the start of a
  campaign or operation may be less than 100 percent
  when playing on Veteran or Elite

- Rate of overnight replacement for lost soldiers
  and vehicles is increased on Recruit and Green,
  and reduced on Veteran and Elite

- Number of units you can select before the battle
  is increased on Recruit and Green, and reduced on
  Veteran and Elite

- Quantity of support units available is increased on
  Recruit and Green, and reduced on Veteran and Elite
  (and the rare unit types are no longer available)

- If playing on Veteran or Elite, your Main Force
  will start new Operations at slightly reduced
  strength rather than being restored to full
  strength ach time

7.4.1 REALISM SETTINGS:

Below the Difficulty Level indicators are the Realism
Settings. You can change the indicators by clicking in
the adjacent check-boxes and selecting your desired
conditions.

Visibility: This can be set to "See All" meaning you see all opposing units, or "Normal", where you only see opposing units within LOS (line of sight) to your units. Visibility can change with weather conditions or night time combat.

Enemy Info: The choices Full, Normal, and Limited set conditions that can either simulate real battlefield conditions or a player can see exact information about the enemy that are visible. This can be a useful option for new players as they learn the game.

Initiative: You can choose to have your soldiers exhibit no, normal or high initiative. Depending on how this option is set, a unit may decide to advance or retreat on its own if it is left idle for a long time.

Morale: The player can decide whether his troops are Fearless, Motivated, or Cautious. Fearless soldiers will never be suppressed by incoming fire and will never panic or run away. Motivated soldiers can handle a significant amount of incoming fire before becoming suppressed (but may still crack under combat pressure). Cautious soldiers are more likely to be suppressed even by a relatively low volume of incoming fire.

7.5 BATTLE END CONDITIONS

There are a number of game options for controlling how and when a battle will end. A player will select them by checking the box adjacent to the option.

Cohesion: Cohesion reflects an average morale state of your troops during the battle. Cohesion will go up or down depending on how your soldiers perceive the battle to be going. With this option enabled, a battle will automatically end if one side's cohesion is

reduced below 30%, or if both sides have dropped below 50%. Recommended setting: On.

Time: Battles will end automatically when the selected time has elapsed. Your choices range from 15 to 60 minutes. If you turn off "time has expired," then the battle will run until one of the other end conditions occur. If no end conditions are checked, you have to fight to the last man. Recommended setting: 30 Minutes.

After Taking All Victory Locations: Battles end as soon as one side has captured all the Victory Locations on the map.

Two-Minute Warning: Modifies the battle ending condition above so that the game gives a "two minute warning" if one side controls all Victory Locations. The game will end after two more minutes of play.

8. TUTORIAL

The Tutorial scenario is designed as a Boot Camp for the novice player and is interactive in order to teach the basic commands and tactics for Close Combat, The Bloody First. It is recommended that new players complete the Boot Camp.. You may exit boot Camp at any time by clicking the ESC key and selecting "Exit" from the system menu

8.1 QUICK TOUR

The bottom of the screen displays a tool bar that shows you (from left to right): a combat message list; off-board mortar/artillery and air support buttons; the Begin button used to start battle after you have finished deploying your unit(s); a "Gear" button that

brings up the game system menu; a button to toggle on/off elevation contour lines; information about the unit currently under the cursor (or the selected unit if no unit is under the cursor) including the unit identifier; number of personnel in the unit; and relative range of the unit's weapons (anti-personnel on the top and anti-tank on the bottom).

8.2 UNIT AND SOLDIER LISTS

The Unit List on the left side of the screen shows information about all of the units you control. The Soldier List on the right side of the screen shows detailed information about the soldiers in the selected unit.

9. BRIEFING AND FORCE SELECTION SCREENS

Once you are ready to fight a battle, you move to the Briefing and Force Selection Screens to review the battle situation and select your units for the upcoming battle. A Situation Report will inform you of your battle conditions and your objective as a Company unit within the 1st Infantry Division's assigned mission. You can close the Situation Report screen by clicking Close or by hitting the keyboard Spacebar.

The Briefing Screen shows the troop readiness, including their reputation, strength, supply, and fatigue and morale status. A map showing the occupied and no-man's land areas of the battlefield are displayed, as well as the off-board support that you may call upon. You can click on the map to see an expanded version, and click again to return to the general briefing screen. You move

SITUATION REPORT

Mateur
0600 Apr 23, 1943

The Allied grip on Tunisia is tightening as tactical success on the ground and pressure from the air slowly strangles the German and Italian ability to fight. With diminishing supplies, equipment, and seasoned troops, the Germans are turning to second line troops. However, their ability to defend favorable terrain and still muster a tank or two is not to be underestimated. The enemy has clearly not lost the will to fightdesperation and resolve are close sisters. Attacking northeast through the Tine River Valley, and north through a series of fortress-like hills, the Big Red One is leading the push toward Mateur.

CLOSE

You will attack at 0600 hours.

COMMAND   BRIEFING   FORCE SELECTION

ALLIED ATTACK

Omaha Beach

0600
Jan 06, 1944

Clear
Dry

X

FORCE BALANCE

REPUTATION
STRENGTH
SUPPLY
FATIGUE
MORALE

FIRE SUPPORT

BACK   NEXT

from the Briefing Screen to the Force Selection Screen by clicking Next at the bottom of the screen.

The Force Selection Screen provides you with the units available to your Company Command the for deployment on the tactical battlefield. Your Main Force units are those units integral to your Company, while the Support Force units have been temporarily attached to your infantry Company by higher headquarters. The right-hand column shows the Available Units list which are units that can be substituted for Main Force or Support Units, such as infantry squads, crew served weapons (artillery and machine guns), soft skinned vehicles (jeeps, scout cars, and trucks) and armored vehicles (tanks and halftracks).

9.1 CHOOSING UNITS

Units in the Main Force column represent those infantry troops that make up your Company that you command. The game AI chooses those units to begin with based on the map your Company will be on.

Your Company is generally organized into 3 to 4 platoons that make up your Main Force. The support units are attached in one platoon.

The number of units you can field from your Main Force is determined by the size of the map you will be on, your historic success as a Company commander and the difficulty level you are playing on. As you gain experience and gain the objectives assigned to you, generally more units can be assigned by higher headquarters.

You may swap some units in the Main Force for units in the Available Units List if an arrow (pointing to the right) shows up as you hover over the unit. You cannot exceed the number of units assigned in the Main Force column (shown at the top), but you can swap some of these units for other units in the right-hand column. You must first remove a unit in the Main Force before being able to transfer units. Hovering over a unit in the right-hand column that have an arrow pointing to the left will be available for transfer to the Main Force.

9.2 MAIN FORCE UNITS

Temporary unit assignments for your Main Force Units list allow you to take men from an existing unit and assign them to a new unit for the next battle.

If you want a scout unit, you can split three men from one of your rifle units, for example, and in the next battle you'll have an extra scout unit. These men return to their original unit after the battle. Temporary units will usually have new/extra equipment for their job (example, tank hunter units will have extra anti-tank weapons).

There may be upgrade icons at the top of the Main Force column that represent equipment upgrades (black icons) and temporary unit assignments (unit icons with a botted border). You can drag and drop them onto an existing infantry unit that is lit up. The equipment assignments stay with a unit between battles unless you remove them or remove the unit from your active unit list. They are as follows:

Extra Weapon

A member of the unit will be given that extra weapon. These are typically grenade launchers, sub-machine guns, a BAR (browning automatic rifle).

Radio

A unit with a radio is always in communication with the company commander and, thus, gets the command bonus from the company commander unit at all times.

Extra Ammo

The unit receives bonus ammunition.

You can examine individual units by clicking the Soldier button in the bottom middle of the screen and by hovering over the unit in the list. See more detail in the Soldier Screen section.

The soldiers in your Main Force are tracked through the entire course of the operation or campaign (or grand campaign) you are playing.
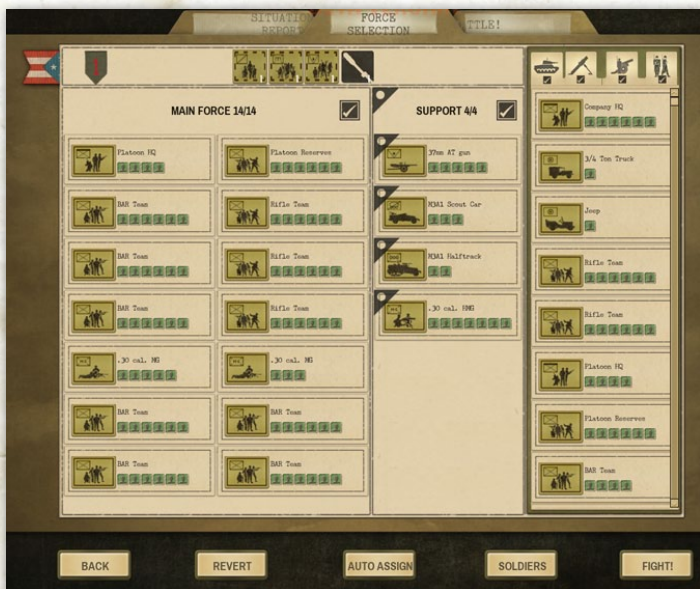
9.3 SUPPORT UNITS

Soldiers in the Support Force gain experience while they are serving with your Company. Their history and stats are tracked only while the unit is under your command, but will eventually be returned to the higher headquarters reserve.

9.3 AUTO ASSIGN

The Auto Assign button makes changes to the units displayed in the Main Force and Support columns. The game AI will select the strongest units available while maintaining a balance between anti-infantry and anti-armor capability.

9.4 REVERT BUTTON

The Revert button resets the Main Force back to the same state it was when you first entered the Force Selection screen.

9.5 SOLDIER

The Soldier button will take you to the Soldier Screen, where you can view the details of every soldier in your Main Force and Support units. See section 10.0 for further details on the Soldier Screen.

10. SOLDIER SCREEN

The Soldier Screen shows soldier attributes (Health, Morale, Leadership, Intelligence, Strength, and Experience) and combat history (number of battles and rank promotions) in your Main Force, as well as their accumulated achievements such as kills, medals, acts of bravery, or acts of cowardice. You can view these soldier attributes prior to a battle (see tab above the graphical display), or you can see their Historical attributes (if he has survived previous battles).

If you are viewing the Soldier Screen as a post-battle Debrief, the soldier information will indicate both the soldier's current state after the battle, as well as any changes to the soldier's ratings due to the battle. A soldier's condition may decline if he was wounded, for example, or his morale may decrease if he fled the battlefield. Experience gradually increases every time a soldier survives a battle.

Prior to a battle, you may rename any or all of your assigned units. Select a unit and click on the Rename Unit button to rename the unit.

10.1 SOLDIER RATINGS

Health indicates if the soldier has been wounded or not. If you are viewing a post-battle Debrief, this field also indicates if the soldier has been killed or captured. Wounded soldiers may return to combat after a time, depending on the severity of their wounds.

Morale indicates the willingness of a soldier to fight on. Soldiers with high morale can handle more stress, and are more willing to face danger, than men with poor morale.

Leadership represents the ability of a soldier to improve the morale of the men around him and to keep his unit together. However, when a unit leader with a high leadership level dies, it can have a devastating effect on unit morale.

Intelligence effects how quickly a soldier gains experience, and reflects how likely the soldier is to go berserk or panic when under stress. Intelligent men are less likely to make such fatal errors.

Strength affects how much weight a soldier can carry, how quickly the soldier becomes fatigued when moving, and how severe his wounds are if he is hit.

Experience is vital for a soldier and affects a wide range of his abilities, including how accurate he is with a weapon, how well he can use terrain for cover and concealment, and how well he conserves ammo. More experienced soldiers do just about everything better than green troops.

Each soldier also has his kills and achievements listed as a cumulative total in Operations and Campaigns.

The button marked Back takes you back to the screen
you came from.

10.2 SOLDIER AWARDS

Soldier Awards are extra bonuses that a soldier can
earn by achieving certain feats in battle. Only your
Main Force soldiers earn these awards. Only one award
is granted to a soldier, and only one instance of each
award is granted in your force at a time.

Combat Leader: Bonus to leadership and rallying is
earned by rallying soldiers in battle

Expert Marksman: Bonus for rifle accuracy and a scoped
rifle is earned by kills with a rifle

Expert Gunner: Bonus to heavy weapons accuracy and
reliability is earned by kills with heavy weapons
(heavy machine guns, infantry artillery, anti-aircraft
artillery)

Scout: Bonus to stealth and spotting is earned by
spotting enemies without being spotted

Tank Buster: Bonus to anti-tank accuracy with an anti-
tank weapon is earned by knocking out a tank as an
infantryman

Close Combat Expert: Bonus to melee attacks and SMG is
by kills in close combat

In a letter to a mother of a private with the Big Red
One somewhere in Tunisia:

We had the General visit our unit today. He sure inspired the troops since it's never safe in the front lines. He even shook my hand. Wow mom. That was a big deal to me. I just wish he could do something about the German planes bombing us!

11. BATTLEFIELD SCREEN AND CONTROLS

Battle in Close Combat: The Bloody First is fought from a top-down perspective, looking down on the battlefield from above. However, using the L key, you can obtain 2 slightly "angled" views. The viewing box on the mini-map (the small map showing the entire battlefield in the upper right hand corner of the screen) will change from a rectangle to a trapezoid shape in the angled views indicating the area of the battlefield map you can see on your screen.

You can scroll your point of view across the battlefield using the W/A/S/D keys, by moving the mouse to the edge of the screen in the desired direction and hovering briefly see Note), by clicking on a unit icon on the mini-map or by dragging the view area across the mini-map using the mouse. Use the left mouse button to move the view area shown on the mini-map by a white lined box to the desired location.

Note: Moving the view of the battlefield map by hovering the mouse on the map edge can only be done when playing in the full game screen mode. This dœs not occur If the computer's Windowed mode is selected in the Game Options (see section 22.0).

You control the action by issuing orders to each of your units. To select a unit, you can left-click on any soldier or vehicle in the unit, or click on the unit Icon that is displayed near each unit. Unit icons also display information about each unit. To deselect a unit, left click on the map.

11.1 BASIC UNIT ORDERS

When a unit is selected, right-clicking the unit or a target brings up a pop-up menu listing all the possible orders for that unit. These primary unit orders are: Move, Fast (move fast), Sneak (for infantry), Hunt (for vehicles), Fire, Smoke, Defend, and Ambush. Orders can be broken down into three categories:

Movement - You right-click on the destination and pick your order

Fire/Smoke - You right-click the targeted unit (or map to fire at an area) and select your order

Defend/Ambush - You right-click the map in the direction you want the unit to face and select your order

Order options that a unit cannot perform are darkened (but the word is in the background) or not shown, and therefore, cannot be selected. For example, a tank that has been immobilized cannot execute Move, Fast or Hunt. You can check on why the unit cannot execute an order by reviewing the unit information (if a vehicle) or soldier list.

An order is selected by left-clicking the order on the order menu. If you change your mind and do not wish to issue an order, right or left-clicking on the map dismisses the pop-up menu. Orders may also be given by hot key commands once a unit is selected. Once an order is given, click on the Esc button to deselect the unit or you can left click anywhere on the map to deselect. There is a game option in the Options that automatically deselects the unit after giving it an order (see section 22.1 for details).

Units always have an explicit order. A unit with no order will give itself a Defend order unless its previous order was to Sneak, in which case it will give itself an Ambush order.

11.2 UNIT STATUS AND ACTION INDICATORS

Once a Bloody First unit is in combat, their status and action is indicated by an icon that is attached to their unit icon.
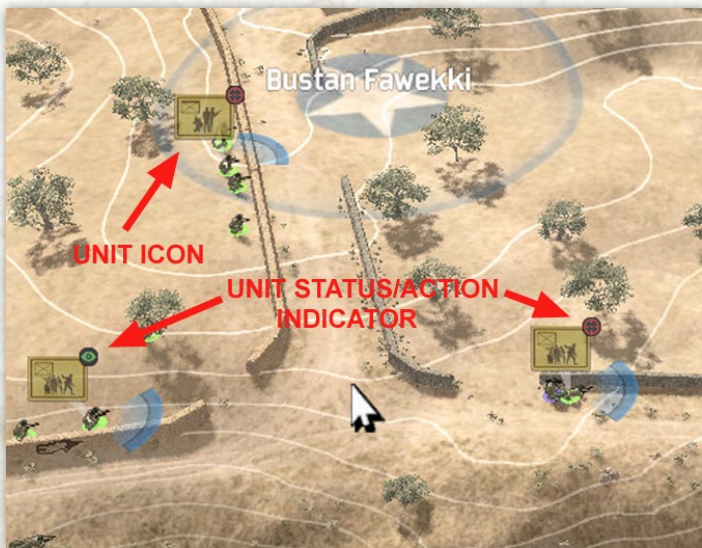
There are seven status/action indicators that will mark a unit icon during combat.

⚠️	A unit is pinned
❗	A unit is panicked
🏳️	A unit has surrendered
👁️	A unit has spotted the enemy
🎯	A unit is firing at the enemy
◼️	A unit is reloading (with a progress ring)
⊕	A unit is aiming their weapons (with a progress ring)

11.3 HOT KEY ORDERS

All orders can also be given by hot key commands. To give an order by hot key, select the unit, then press the appropriate key. For the movement orders, you will have to designate a destination, and the Fire or Smoke order will need a target.

Z - Move

X - Fast (move fast)

C - Sneak/Hunt

V - Fire

B - Smoke

N - Defend

M - Ambush

11.4 MOVEMENT ORDERS

There are three possible movement orders: , Move, Fast (move fast) and Sneak or Hunt. The game's AI (artificial intelligence) will determine the route of advance to the destination. If you change the destination of the unit, its route will change. You will be able to see the route because as a dark colored arrow is drawn to the desired destination.

A colored dot appears if you move the mouse cursor over the map near the unit's destination. The color of the dot corresponds with the type of movement order given.

Move - Blue   Fast - Purple

Sneak - Yellow   Hunt - Yellow

Once created, the destination dot can be dragged to
another location by left-clicking and holding the
left mouse button on it. When a moving unit reaches
its destination, the destination dot disappears and
a voice cue and text message announce the completed
movement. After carrying out a Move or Fast order,
the unit assumes Defend status in the direction of
its movement. When a unit completes a Sneak order,
it assumes Ambush status in the direction of its
movement.

When you are issuing any type of movement order to
an infantry unit, you can hold your cursor over the
intended destination to see where the soldiers plan
to go at the end of the move. Note that this is their
intended destination, and may well change slightly as
they adjust to changing situations (such as being fired
upon) in-route.

When movement orders are issued, a dark arrow
stretches from the selected unit to the desired ending
position over the route of travel. The white numbers
at the end of this line measure the distance in meters
from the unit's position to the new point on the map
it is ordered to move to. Move the mouse and left
click to place a move dot on the map and to the unit's
destination.

Move – When the Move dot is placed, the infantry unit will advance toward that point by walking upright. The unit's rate of movement is affected by the terrain it crosses on route. Moving units may initiate combat and assault if the opportunity presents. Moving units are much more vulnerable to enemy fire than stationary units or sneaking units. However, Move can be a good choice for covering long distances, as it is the least tiring for infantry. A unit carrying out a Move order is likely to stop and seek cover if it comes under enemy fire

A moving infantry unit will display a white number at its intended destination to indicate the distance to the selected movement end point..

Fast – When issuing a Fast order, a dark line stretches from the selected unit to its destination. Move the mouse and left click to place a dot on the map. As with Move, the white numbers at the end of the purple line measure the distance in meters from the unit's starting point to that point on the map and will count down as the unit moves to its destination.

When the Fast dot is placed, the unit will move fast toward that point as rapidly as possible. Just as with a Move Order, the unit's rate of movement is affected by the terrain it crosses on route. Fast Moving units may initiate combat and infantry assault if the opportunity presents. Units moving fast are more vulnerable to enemy fire than stationary units, but they also get to their destination quicker than units using Move, which can limit the amount of time they are exposed. For infantry, Fast orders will tire them quickly.

A unit carrying out a Fast order will likely continue to its destination (if it is relatively close) even if it comes under enemy fire. A short Fast order is the most reliable way to get units to move under fire.

Sneak - The Sneak order displays a dark line from the selected unit to the desired destination, but is otherwise the same as issuing a Move or Fast order.

When the Sneak dot is placed, the unit will advance toward that point as cautiously as possible. The unit's rate of movement, literally a crawl, is affected by the terrain it crosses on route. Sneaking infantry units do not initiate combat while sneaking unless they encounter the enemy at a very close range. Being prone makes sneaking soldiers only slightly more vulnerable to enemy fire than if they were stationary. However SNEAK is much slower and more tiring than a MOVE order.

A unit carrying out a SNEAK order is likely to stop and seek cover if it comes under enemy fire.

Hunt - The Hunt order for vehicles works similarly to the Sneak order for infantry. The vehicle creeps forward to its designated destination slowly and halts as soon as it spots a new enemy unit that it can engage. When its destination is reached, it will be on Defend.

11.5 VEHICLE MOVEMENT ORDERS

Vehicles are not stealthy (particularly tanks). Jeeps, halftracks and tanks are given orders to either Move, Fast (move fast) or Hunt. A hunting tank is at maximum watchfulness and at its slowest speed. Vehicles,

unlike infantry units, will initiate combat while carrying out a Hunt order. A tank using a Move order is significantly faster and slightly less observant. A tank that is carrying out a Hunt or Move order will attempt to maintain its original facing (and the direction of its thicker front armor) as much as possible. For example, a tank that is facing the enemy could be ordered to back up using a Hunt or Move command with a destination behind the vehicle.

Tanks ordered to move Fast turn to face their destination and then move there at maximum possible speed given the terrain it must move over. A Move order means a tank moves at a moderate speed and will stop briefly to fire their main weapon if the gunner finds a target to engage. A Hunt order means it will move cautiously and switch to defend if it comes into the LOS of a new target. A tank's rate of fire and accuracy decreases as their speed increases.

In dusty conditions, vehicles ordered to Move or Fast may create dust that could be visible to an enemy unit even though the enemy does not have LOS to the moving unit.

11.6 QUEUING ORDERS

Rather than simply setting a destination, it is possible to chain orders together for infantry and vehicles. You create a series of separate orders that will be executed in sequence. For example, you can order Fast, then Sneak, then Fire and they will execute in sequence. This applies to both infantry and vehicle units…

11.7 FIRE

While your soldiers are capable of firing on their own
initiative, it is often useful to direct their fire at
a specific target. The Fire order brings up a targeting

circle. The targeting
circle is connected to the
firing unit by a colored
targeting line.

When placed on an enemy
unit, the circle either
turns green, yellow,
red, or black. This color
corresponds with the chance
that a shot will hit and
kill the enemy unit.

Green - High Effectiveness

Yellow - Fair Effectiveness

Red - Low Effectiveness

Black - Very Low or No Effectiveness

When deciding whether
or not to order a
unit to Fire, it is
important to consider
the situation. If a
unit is laying down
suppression fire,
the fire dœsn't have
to actually kill
the enemy to have

the desired effect. Fire can be directed at a map
location within LOS that is suspected to contain the

enemy. However, a Bazooka unit waiting in ambush while
an armored column approaches had better wait for a
killing shot. Also, keep in mind that a suppressed
or pinned soldier fires less often, as well as less
accurately.

11.8 LINE OF SIGHT AND RANGE

There are two different ways to check whether a
potential target is within a line of sight (LOS). The
color of the targeting line (connecting the targeting
circle to the firing unit) indicates whether the firing
unit can see the target. While moving the cursor
around the battlefield, you can quickly determine what
locations are in LOS. If you see a red line trailing
back to your unit, the LOS is blocked (green indicates
you can see the target).

On the battlefield screen, if you move your mouse to
any position and press the Ctrl key, the shading
on the battlefield map will reflect what the current
selected unit (or a generic infantry unit if none is
selected) could clearly see from that point on the
map. The lightly colored shading on the map is in
clear LOS. Darker
shaded areas are
either not in LOS or
partially obscured
by foliage or other
visual concealment.
The shading on the
Mini Map will also
show LOS by a light
color of shading. As
you move the mouse

around, the LOS will change over the battlefield and mini maps.

When ordering Fire or Smoke on a target, the line is light green for clear LOS, dark green where the LOS is obscured by foliage, smoke, or darkness (but the unit can still fire towards the target with greatly reduced accuracy), and red for a LOS that is completely blocked. Infantry LOS is determined for each soldier individually, so enemies visible to one soldier might not be seen by another.

When firing indirect firing weapons, the connecting line is brown for targets in LOS and darker brown for targets beyond LOS. Units that fire indirect weapons, such as mortar squads, do not need LOS to fire at their targets, since their weapons fire in a high arc that passes over obstacles in the way. However, having LOS increases the speed and accuracy of their fire. Indirect fire by mortar units uses a special targeting procedure, which is covered fully in section 11.12 below.

The white lettered number by the targeting circle represents the range from the firing unit to the target when the target is within effective range. If the target is outside effective range, the lettering turns gray. Effective range is particularly important for infantry whose anti-tank weapons have short effective ranges.

If a line of sight is obstructed, a white number appears along the targeting line indicating the range to the obstruction. If a line of sight is partly obstructed by foliage, and then completely blocked further along, both ranges are indicated.

An obscured line of sight prevents the attacker from directly targeting enemies, but the firing unit can fire into the target area in the hopes of suppressing the enemy or getting a lucky hit. This can be an effective technique for weapons with a high rate of fire, such as machine guns.

11.9 SMOKE

There are times in battle when the ability to conceal yourself from the enemy, even partially, can be the difference between survival and casualties. Vehicles and infantry on both sides are often equipped with smoke grenades or smoke dischargers. Units behind smoke are harder to see, and harder to hit even if spotted.

Note: It is not impossible to target units behind smoke. However, the chance of hitting the target is greatly reduced (as in the dark green line of sight condition mentioned in Section 11.7.

The Smoke command brings up a targeting circle for firing smoke shells or smoke grenades. Infantry smoke grenades can be thrown a maximum of 30m. Mortar units can lay down smoke virtually anywhere on the map that is within the mortar's normal range. Mortars less than 80mm in size cannot fire smoke rounds.

Some vehicles and artillery also have the ability to fire smoke rounds, which can reach out to the weapon's maximum range. If a unit has smoke rounds, the Smoke command is available on the unit menu. Some vehicles have smoke dischargers and/or smoke mortars. These work in the same way as smoke rounds, but have a very limited range.

Units, both tanks and infantry, may decide to use smoke on their own if they come under sudden or heavy enemy fire.

11.10 DEFEND

Units that have been ordered to Defend stop, seek the best cover available, and engage enemy targets. When ordered to Defend, a blue arc appears above the unit indicating the direction it is facing. To change the direction of defensive facing, left click on the unit to show the arc. Drag the arc around the circle to the direction you wish the unit to face, and left click again anywhere on the map to disengage this process. Anti-tank guns and tanks rotate to face that direction and infantry seeks cover defending from that direction. Defending units will engage enemies not in the blue arc, but only if those enemies are close. Units that are defending will fire on targets of opportunity that they have a reasonable chance of

killing, roughly equivalent to a yellow or green targeting circle on a Fire order.

Defend is the default setting for all units (infantry and vehicles). When not under specific orders, units Defend the area in front of them.

11.11 AMBUSH

Ordering a unit to Ambush is similar in process to
the Defend order. The unit will stop in place and seek
cover, but ambushing infantry will only attack when an
enemy comes within very close range. When a unit is
ordered to Ambush, a green arc appears above the unit.
This works in the same way as the blue arc in the
Defend order. To change the direction that the unit is
ordered to ambush, left click on the green arc, move
the arc to the desired facing, and left click again
anywhere on the map to release.

Infantry and guns on Ambush are more difficult to spot
if concealed, making it a good choice for anti-tank
weapons. Guns and vehicles that are given an Ambush
order during deployment prior to game start will
camouflage themselves, thus making them harder to spot
until they move or fire (at which point the camouflage
bonus is lost). There will be a notation placed on the
map at the unit indicating the unit is camouflaged.
Keeping bazooka and anti-tank guns hidden until the
right moment can be critical to their success.

11.12 GROUP ORDERS

Orders may also be issued to a group of units at the
same time. To select a group of units, left click on
the screen and quickly drag the cursor over the units
you want to give a Group Order to. This creates a white
selection box on the map. Release the mouse button
when all the units you wish to select are inside the
selection box. You can also form a group selection by
holding down the shift key and left-clicking on each
unit you want in the group, one at a time.

When you have a group of units selected, any order you issue is given to all the units in the group. If ordered to move, each unit will attempt to maintain their current relative positions when they reach their destinations. Remember that if you give a Fire order, line of sight is individually determined for each unit, and for each soldier in each unit, so not all units in the group may be able to see or fire at the target.

Once you have created a group, you can save the group selection by pressing CTRL (1-9). You can then re-select the group by pressing the corresponding number (1-9), without the CTRL key. Pressing the number key for a group a second time will center your point of view on the group.

To cancel a group selection simply left click anywhere on the map (but not on a unit.)

11.13 MORTAR TARGETING

Mortars are dedicated indirect fire weapons that are designed to lob shells in a high arc down onto a target. Mortars are valuable and effective weapons, so they are typically far back from the front line, and thus the crew cannot see their targets themselves. The communications required for other units to request and coordinate support from a mortar is abstracted. In Close Combat: The Bloody First.

Once a fire order has been given to a Mortar unit, the mortar crew executes a 'Targeting Phase' where they wait for each round to land before firing the next round. This continues until they have hit within 30 meters of the target, after which they register the target and cease firing at the target. The unit can fire at a registered target without going through the targeting phase. Mortar units can track 3 registered targets at a time. Moving a mortar unit any significant distance causes loss of registered targets. Registered targets persist between battles on the same map and are not lost by moving the mortar unit during the deploy phase.

11.14 CHANGING YOUR BATTLEFIELD VIEW

The view of the battlefield can be changed by zooming in on a small portion of the map or zooming out to see a larger portion of the map by using either the up-down arrow keys or the mouse wheel. The K hot key also allows a view that shows the entire battlefield.

In a letter to his wife from a Lieutenant with 1st Infantry Div. before Operation Husky (Invasion of Sicily):

I'm writing this just before the invasion H-hour. The troops are tough and ready. There was a rumor going around that we would be shipped back home, but instead we're going in first. That caused some grumbling, let me tell you. I hope I make it through this campaign.

12. FIRE SUPPORT AND ADDITIONAL CONTROLS

In addition to ordering your units around the battlefield, there are a number of other user-interface (UI) elements on the Briefing Screen that can be critical to your success or failure in Close Combat.

12.1 OFF-BOARD ARTILLERY AND MORTAR, AIR SUPPORT

Off-board support (artillery and mortar support) and
Air support, if assigned by higher headquarters, can
be selected from the icons inside the tool bar at the
bottom of the Battlefield Screen. These buttons will
only be enabled (highlighted) if you have support
assigned for a battle. Some battle time must pass
before support becomes available (typically a few
minutes). You will be notified by a voice cue and text
message when any type of support becomes available.
You can order fire support by clicking on the icon if
it is active (highlighted). On some Normandy Operation
maps, naval gun fire could be substituted for land-
based artillery fire.

Once you have targeted your mortar or artillery
barrage, a countdown will display with the following
notations:

Preparing - The support unit is calculating the firing
solution (direction, elevation) to hit the target

Adjusting - Support unit is firing single rounds to
confirm the firing solution and correct for errors

Fire For Effect - Support unit is firing volleys at the
target (3-5 volleys will typically be fired)

When choosing a targeting area on the Battlefield Map,
left click on the map where you want the mortar or
artillery barrage to occur. A targeting area will be
shown as either a red oval line for the artillery or

a red circle for the mortars. Once you have selected
the target area, a targeting marker will be placed
on the map and a timer will commence. A timer visual
can be seen in the off-board support icon on the tool
bar as it turns from lighted to dark. Two spotting
rounds will be fired that may land outside of the
selected target area. It may take 30 seconds for the
first spotting round to land. Ninety percent of the
shells fired for effect will land inside the red target
areas. Three to five volleys will be fired for effect.
It is important to remember that off-board support
(artillery, mortar, air support) can usually only be
used once in a battle.

Off-board mortar barrages consist of four to six
medium mortars, all firing at once indirectly. Mortar
barrages fire a total of approximately 30 rounds. Like
on-map mortar fire, mortar barrage fire is not always
accurate, so be careful not to call in mortar file that
would endanger your own troops.

Artillery fire support consists of either four 75mm or
105mm howitzers all firing at once, indirectly, from an
off-board firing position. This howitzer battery fires
about 16 rounds in total. Like a Mortar Barrage, an
Artillery Barrage is not always accurate, but it is
even more destructive. Be careful not to hit your own
troops with artillery.

Air strikes are targeted by selecting a specific
location on the Battlefield Map, and are only available
during clear weather and daylight. Air Strikes are
carried out by a single plane making one pass over the
target area.

Note: During the battle and when the air support
becomes available, the type of air support is stated
on a text line in the Combat Messages and when you
hover over the air support icon in the tool bar.

The plane will strafe and/or drop bombs in the target
area.

German Aircraft

Me-109 - Machine guns and 20mm cannons

FW-190 - 2 bombs

Ju-87 (Stuka) - One bomb

Allied Aircraft

P-40 Warhawk - Machine guns

P-47 Thunderbolt - 8 rockets

P-38 Lightning - 2 bombs

P-51 Mustang - Machine guns

A-36 Apache - One bomb

12.2 NIGHT BATTLE AND ILLUMINATION

Not all battles in Close Combat: The Bloody First will
occur during daylight. You will know when you will be
engaged in a night battle because the Briefing Screen
will indicate (in terms of battle time of day and
conditions) when you are fighting a night battle.

The battlefield appears darker during night battles,
and your troops will only be able to spot the enemy
at a relatively close range. When checking LOS from
any position using the Ctrl keyboard key, you may see
a circular pattern showing you what is in LOS. This

reflects the inability to see beyond a certain range on the battle map.

The flash from explosions may momentarily light up small areas. A fire, from burning equipment or vehicles, will also illuminate the area around it.

During night battles, Illumination support is automatically available to both sides, appearing sometime after the start of the battle. Illumination will light up a large area on the battlefield for approximately 30 seconds. Additional Illumination support will be available roughly 5 minutes after the first usage. As in placing artillery or air support on the battlefield, click on the flare icon and place it on the chosen spot on the map.

Enemy units within an illuminated area can be spotted at normal (daylight) spotting distances by other units. Units inside an illuminated area have a difficult time seeing out into the darkness, and cannot easily spot enemy units unless they are also inside, or very close, to a lit area.

12.3 UNIT LIST

The Unit List shows a list of all the units under your Company command for the current battle. The display of the Unit List on the left side of the Battlefield Screen can be toggled on/off using the F5 key. You may select a unit by clicking on the unit's entry in the Unit List and center the view on that unit by clicking it again.

The colored panel behind each unit's name indicates the general state of the unit. Orange and Red units are suffering declining effectiveness, and Black units are destroyed or otherwise totally ineffective.

12.4 THE MINI-MAP

The Mini-Map provides an overall view of the
battlefield. Left-clicking on a portion of the Mini-
Map will center your view of the Battlefield Screen
on that location. The outlined box on the Mini-Map
represents the current view on the battlefield. The
shape of the outlined box changes depending on whether
you are viewing the battlefield from the top-down view
(shown as a rectangle) or the angled view (shown as a
trapezoid).

All of a player's units, as well as enemy units which
have been spotted, are shown on the Mini-Map. Friendly
units are shown as a blue icon, and enemy units are
red. Enemy units that recently were spotted, but
are no longer visible, will be shown at their last
known location, but slowly fade out over time. Your
units that spot or are engaged with the enemy become
animated to show their change in battlefield situation.

12.5 THE SOLDIER LIST

The Soldier List (shown on the right side of the battlefield Screen) can be toggled on/off using F6 and provides detailed information on the individual soldiers in the currently selected unit, including current weapon, ammunition, morale, and physical state. If a soldier has low morale or comes under fire, his current action can be very different from what you ordered him to do. If When the Detailed Tooltips Option is selected a display of the unit's capabilities will be displayed in the Force Selection Screen (see section 22.0 entitled Options).

The most significant action messages in the Soldier List:

Firing Blind - The soldier cannot see the target, but can fire at it anyway. This could be due to smoke, thick foliage, darkness or because they are using indirect fire. The soldier cannot aim effectively. Firing Blind will rarely hit the intended target, and accuracy won't improve over successive shots.

No Clear Shot - The soldier is holding fire because friendly units are in the line of fire or close enough to the target to be endangered.

Bad Shot - A soldier's weapon is ineffective against the target, and shooting would be a waste of ammunition.

In Building - An indirect fire weapon, such as a mortar, cannot fire while inside a building or other structure with overhead cover.

Wrong Facing - The soldier (or vehicle weapon he's manning) is not facing the target. Soldiers will automatically correct this situation whenever possible. Rotating a vehicle or turret onto a target takes time and coordination with other crew members.

Saving Ammo - The soldier is down to his last reserve of ammunition, won't fire it without a Fire order or a high threat/close range target.

Too Close - The target is inside the minimum range of the soldier's weapon. This is the most common occurrence for mortars that have a 70 - 100m minimum range due to their high angle of fire. You can correct this by moving the unit back or switching to a different target. Check the color of the range text on the target line (white = within effective range; gray = too close/too far).

Steep Angle - The soldier's weapon cannot depress or elevate to aim at the target. This typically happens when vehicle weapons are trying to target something at very close range or if the vehicle itself is angled on a slope. Move the vehicle to another position to correct this or choose another target.

More possible action messages:

Healthy - In good health and morale.

Wounded - Wounded, but is still alive.

Unconscious - Out of action due to wounds or being stunned.

Dead - Killed in action.

Winded - Tiring but able to recover with a short break.

Fatigued - Very tired and needs to rest.

Panicked - Overwhelmed by stress, the soldier is likely to make very poor decisions. He may recover given time and/or better leadership.

Broken - The soldier's morale has broken and he is focused only on self-preservation. He may recover given time and/or better leadership.

Routed - This soldier is fleeing the battlefield; he may likely not recover.

Suppressed - Enemy fire is affecting the soldier's accuracy and rate of fire.

Pinned - Enemy fire is forcing the soldier to keep his head down. He spends more time hiding than firing.

Cowering - Enemy fire has forced the soldier to hide. He will fire only in desperation.

Stunned - Temporarily knocked out.

Heroic - The soldier is confident, is less affected by enemy fire, and has an increased level of performance.

Fanatic - The soldier all but ignores enemy fire and will fight on regardless of the situation.

Berserk - Rage has overcome the soldier, and he acts without fear. Berserk soldiers often charge the enemy. Such displays of fearlessness can inspire those around him.

Also, the soldier's main weapon and amount of remaining ammunition is displayed along with whether he has a target and is firing. The color of the soldier's readout will change as his condition changes.

12.6 THE TOOL BAR

The Tool bar appears along the bottom of the battlefield screen, and contains a variety of displays and controls that round out the Battlefield user interface (UI).

12.6.1 UNIT INFORMATION DISPLAY

Known information about the unit currently under the cursor (or the currently selected unit, if no unit is under the cursor) is shown on the right side of the Tool Bar. This shows the type or name of the unit, what it is doing, the health of its men, and how effective the unit's weapons are against infantry and tanks at various ranges. The information showed for an enemy unit depends on how long and how closely that unit is observed by a friendly unit (and by the game settings).

The Unit's weapon effectiveness is shown on the Tool Bar beneath Unit Status Indicator and represents ranges of 20, 40, 80,160, 320, and 640 meters respectively. The top row shows effectiveness against infantry, and the lower row, represents effectiveness against armored vehicles. A green rating indicates the unit's weapons can defeat any enemy target of that type. A yellow rating indicates the weapon will be effective in an 'average' situation, such as troops in light cover, or the armor of an enemy medium (though not heavy) tank. A red rating means the weapon has limited effectiveness, and can only destroy more vulnerable targets such as exposed troops or light armored vehicles.

An individual soldier's status indication in the unit:

Green - Healthy

Yellow - Wounded

Orange - Seriously wounded and out of action.

Black - Panicked

White - Surrendered

Red - Dead

For enemy units, the soldier heads only indicate as follows:

Green - Healthy

Orange/Red - Incapacitated/dead

White - Surrendered

Black - Fled the battlefield

12.6.2 MESSAGE WINDOW

The combat Message Window (in the lower left portion
of the Tool Bar) informs you of significant events on
the battlefield. If the message is from a specific unit,
you can center your view on that unit by clicking the
message.

12.6.3 TRUCE BUTTON

Once a battle starts, the Begin button is replaced by
the Truce button. The Truce button offers the enemy a
chance to end the current battle. If the enemy offers
a truce you may accept by clicking the Truce button.
Fighting continues if one side offers a truce and
the other dœs not accept it. If both sides agree to
a truce, the battle ends and the battlefield remains
contested. There may be some post-battle adjustments
of the ground held around Victory Locations held by
each side.

12.7 BATTLEFIELD UI

The Unit List, Soldier Monitor, and Tool Bar can be
toggle on/off using the U hot key. Other hots keys are
as follows:

A/W/S/D - Moves camera viewpoint

R/F or Up/Down Arrow - Zooms camera in/out

L - Toggles between top-down and 2 additional angled
  perspective views

Q/E or Left/Right Arrows - Rotate camera viewpoint (in
  perspective view)

K- Toggles map overview

J - Hides/shows mini-map

ESC - Menu selection (Resume, Options, Save, Load, Quit Battle)

Space Bar - Pause/un-pause game

Shift - Queuing up orders

CTRL - Shows LOS shading for current mouse position

F5 - Toggles unit list on/off

F6 - Toggles Soldier List on the Battlefield Screen on/off

13. COMMAND AND MORALE

While each unit has a designated leader in command, a unit's fighting effectiveness and morale is improved by being close to a platoon, weapons or company commander. Keeping battlefield commanders near a unit can improve their performance and morale dramatically. The higher ranking a commander the larger the area of battlefield he is able to influence. You can bring up the command radius by selecting the unit in question. The color of the circle indicates the quality of the commander.

Green - High

Yellow - Medium

Red - Low

Black - Very Low

No Circle - No Leadership Effect

It is often useful to zoom out to the overview map to make sure that your commanders are positioned to

provide leadership to the troops you want. Use the K key to see the entire battlefield.

As a battle progresses, some soldiers' morale may falter. Receiving enemy fire, having their leaders killed, being flanked or ambushed, or being around too many dead bodies all increase the stress on a soldier. If stress gets too high a soldier may panic, run from the fight, or even surrender to the enemy. Convincing enemy troops to surrender by breaking their morale can be a very efficient way to win battles.

You can improve soldiers' morale by making sure they're successful on the battlefield. Soldiers that inflict casualties on the enemy, ambush the enemy, or capture victory locations will feel more confident and less stressed. Infantry units that manage to destroy an enemy tank also get a large morale boost.

13.1 RALLYING AND SEPARATION

Soldiers that are panicked or broken often flee, but may rally after a time if they can find a safe spot to recover. If they are within the command radius of a command unit, the chance to rally is improved and the time needed reduced. A soldier may also get separated from his unit in the heat of battle. This can happen if a soldier hesitates or takes cover while the rest of the unit is moving, or if he has gotten far ahead of the rest of his unit during a long move. If this happens, the separated soldier will either wait for his unit to catch up (if he is ahead of them) or attempt to re-join his unit. This process can be hastened by moving the unit closer to their lost man. The presence of a commander can also assist in

keeping groups together and bringing in separated men.
Separated soldiers feel isolated without the support
of unit buddies, and are more likely to break or rout
under stress.

14. BATTLEFIELD TERRAIN

In many cases, the terrain of a battlefield can be
the best resource a commander has. A clump of trees,
an abandoned house, a gully, or a drainage ditch can
all be powerful tools if used in the right way. By
understanding the terrain and checking the LOS of
a position a player can assess the relative ground
elevation and defensive quality of the terrain.

14.1 HILLS

Holding the high ground is an old military maxim
which does have benefits. Units on hills can see over
obstacles, giving them good line of sight. Moving
uphill slows units down and moving downhill is
generally faster. This is useful if you don't want
enemies to reach you, or to make a quick escape.
However, perhaps most useful, is that hills block LOS.
Units can hide behind hills to avoid detection and to
protect their flanks. Defending units on the reverse
slope of hills can engage attacking enemy units as
they come over the crest while being protected from
the enemy's direct supporting fire.

You can usually identify a hill by either looking at
the lighting of the map or by turning on the contour
elevations. Contours can be turned by clicking the
"hill" symbol in the tool bar at the bottom of the

battlefield screen and to the right of the Begin
button. A hill will be brighter on a face of it or in
shadow depending on the time of day.

14.2 GULLIES, FOXHOLES, AND GUN PITS

While units cannot cross deep water, shallow water
can generally be crossed. Ditches and gullies serve as
excellent natural protection, both concealing soldiers
and making them harder to hit. They offer very little
protection if the enemy can flank the position and fire
down it lengthwise, however.

Gun pits and foxholes are prepared positions your
soldiers may create when and where they can. A
defending unit could "dig in" when infantry or guns
are placed on suitable ground, creating foxholes or a
gun pit.

14.3 FORESTS

Patches of
forested areas
provide something
of a mixed
blessing. Troops
moving through
forests have a
great deal of cover. Tree trunks block fire, and the
foliage of the trees often prevents units from being
specifically targeted. This cover works both ways,
so units have a hard time firing out of forests.
This unusual nature makes forests a natural place
for short range weapons, which can use the cover to
approach the enemy. The ability for infantry to hide

in forests make them a dangerous place for tanks, and tanks should avoid forests unless absolutely necessary and supported by infantry. Vehicles also risk immobilization when moving through forests or trees.

14.4 BUILDINGS

Buildings are often the best type of cover for infantry. Building roofs provide some protection from mortar fire, building walls provide excellent concealment and some level of protection from enemy fire, and tall buildings allow clear fields of fire over low-level obstructions. This makes them extremely valuable for infantry and anti-tank units, and a potential danger to tanks. A tank on its own generally cannot detect infantry in a building until it is within very short range. A wise commander will go to great lengths to avoid putting a tank anywhere near a building that has not been checked out by friendly infantry. When approaching a building it is often useful to deploy smoke to allow units to advance

without fear of detection. It is also good practice to Fire machine guns at buildings as your infantry approach to suppress any units that might be in the building.

While all buildings conceal troops from the enemy, the stronger the building's construction the more cover it offers from enemy fire. Wooden buildings provide little protection, as even bullets can penetrate the outer wall. Stone and brick buildings provide very good protection, however.

14.5 RUBBLE AND ROADS

Rubble can be treated like buildings in most cases, but in the absence of a roof, mortar fire becomes a factor. Roads provide a simple trade off. Moving along a road is quicker and less tiring for infantry than slogging through a muddy field, but roads are, by their very nature, flat open places without cover or concealment. Vehicles can travel over roads with greater speed as well. However, crew served machine guns and anti-tank artillery pose a threat to these vehicles.

14.6 SCRUB AND BRUSH

Not every plant is a tree, and sometimes a bush, or even tall grass, is all that a soldier has to hide behind. While brush offers concealment, it offers very little protection. Brush covered areas can conceal sneaking infantry, and thus can be good positions from which to spring an ambush.

14.7 BRIDGES

Bridges, which provide a quick and easy way across otherwise difficult (or even impassable) water obstacles, are natural defensive choke points. Cover

a bridge with a well-placed machine gun or an anti-
tank weapon and it can be very difficult for the enemy
to cross.

14.8 HEDGEROWS AND BOCAGE

When the Allied armies invaded Normandy, they
discovered the French hedgerow country, or bocage.
The Norman hedgerow was an earthen wall of varying
height, built up around each farm field by centuries
of agriculture. These earth berms were overgrown
with thick brush and trees, creating a natural wall
that limited sighting distances, were impossible for
vehicles to cross Even though the Allies ultimately
devised a way for a tank to "bust" through a hedgerow,
there is no such capability in Close Combat: The
Bloody First. Tanks and other vehicles must find gaps
in hedgerows to get through them.

Troops on foot can cross all types of hedgerows, though they will be slowed considerably doing so. Hedgerows provide excellent cover and concealment for infantry.

Guns and wheeled transport vehicles, such as trucks and jeeps, cannot move across hedgerows at all. Guns may be placed immediately behind a hedgerow and thus fire over it, but they will typically have a very limited field of fire.

14.9 OMAHA BEACH

The invasion of Normandy meant that the Allies had to first capture the beaches and secure a beachhead. Infantry and tanks were pitted against strong beach defences consisting of weapon pits and concrete bunkers with machine guns and anti-tank artillery. Concrete bunkers have fixed openings and, therefore, fixed fields of fire that limit a weapon's arc. Bunkers are so solidly constructed that the bunker itself cannot be significantly damaged by bombs and naval gunfire. However, units within the bunker may still suffer casualties from such bombardment.

In a letter, a Captain with the Big Red One wrote to
his family describing his survival of the assault onto
Omaha Beach:

> I was lucky to cross that bloody
> beach with the storm of steel being
> fired at us. I was proud of my
> men. They didn't falter even when
> their buddies were getting hit all
> around them. We captured the
> heights above the beach to make it
> safer for those men that followed us
> to the beach.

15. ENDING A BATTLE

When a Battle ends, a message will display saying
"Battle Complete." You may continue to hear residual

BATTLE
COMPLETE
MESSAGE

BATTLE COMPLETE

DEBRIEF
BUTTON

combat sounds, but the Battle has finished. Before
moving to the Debrief Screen, you may want to review
your battlefield position (for instance, if there will
be a follow-on battle) by adjusting your battlefield
view using the W/A/S/D hot keys, described in section
11.0. A Battle can end in a number of different ways,
depending on the Mission Settings indicated on the
Command Screen.

15.1 VICTORY LOCATIONS

On each map there are a number of Victory Locations.
Each one is marked with the flag of the side that
controls it, and represents either important strategic
locations (an exit road corresponding to a map
connection) or other points of military interest.
Victory Locations controlled by neither side are
represented by a split flag. To capture a victory
location, move a combat unit near the location.

NOTE: Snipers and fleeing or separated soldiers from
a damaged vehicle or crew served gun cannot capture
terrain and thus cannot take control of Victory
Locations.

The battle will end if one side controls all Victory
Locations on a map unless you have turned off this
option (All Objectives Taken) in the Mission Settings
on the Command Screen . If the Two Minute Warning
option is enabled, a two minute timer begins to count
down as soon as one side captures the last Victory
Location. During this time the losing side must
recapture at least one Victory Location or they will
be forced to retreat off the map.

Victory locations are also used to score a battle. Each victory location is worth between 1-3 points depending on its position and importance. The larger the text for the name of the Victory Location, the more it is worth. Victory locations along map borders are generally worth only one point.

15.2 TRUCE

A battle may be ended at any time if both sides agree to a Truce . To propose a truce, click the Truce button on the Tool bar in the middle of the screen. If your opponent has offered a Truce you must also click the Truce button to accept it. Only when both players agree to a truce dœs the battle end.

15.3 TIME

In battles with a time limit , the battle ends as soon as the clock runs out. You can view or hide the battle timer using the U key that disables the UI .

15.4 MORALE FAILURE

Force Morale is a rough average of the overall morale
state of your entire force in the current battle.
The Force Morale level of each side is shown below
the game timer. This display is incorporated with
the battle timer (section 15.3). The longer the
Force Morale bar, the better that side's morale. You
can only push your men so hard before their morale
cracks, and they are no longer able to function as
an effective fighting force. If this happens, and the
Force Morale end condition is enabled, the battle will
end immediately. It is also possible for both sides
to become so disorganized and depleted that combat
effectively stops without a clear victor, leaving
everyone too exhausted to continue. The default
setting for the Force Morale end condition is 'on'
for Operations and Campaigns , and 'off' for single
battles. You may change this option via the Mission
Settings on the Command Screen (see section 7.5).

15.5 VICTORY, DEFEAT, AND CONTROL OF THE MAP

If a battle ends because both sides are exhausted,
agree to a truce, or because time has expired, each
side retains control of its part of the battlefield .
In Campaigns or Operations , the deployment area for
the following battle is based on the terrain occupied,
and the Victory Locations controlled, during the
previous battle. If a battle ends because one side had
a Force Morale failure, the winning side gains control
of one additional victory location. If the fleeing side
still has any victory locations left, the battlefield
continues to be split based on previous positions;
otherwise, the losing side is pushed off the map.

If your Infantry Company is pushed off the battle map,
your Company will be moved back to the previous map in
the series for the operation you are playing...

16. DEBRIEFING SCREEN

After a battle end condition occurs, the action
continues for a few seconds before the game is halted.
You can then review the final battlefield situation
before continuing to the Debrief Screen . Click the
Debrief button when you are ready to transition to the
Debrief Screen. This screen indicates whether your
Company achieved its objective , whether an additional
victory location was captured, and what areas each
side controls on the map at the end of the battle.
The non-shaded portions of the map indicate areas that
are under your control. The time of day the battle
ended is indicated. The time of day becomes important

Shiba Counter Attack

STALEMATE

Captain,

The battle ended because enemy morale broke and we captured an additional objective.

The fighting ended in a stalemate.

Casualties were heavy on both sides. You not only held your ground, you pushed the enemy back.

BATTLE ENDED 0700 HOURS.

BATTLE

OPERATION

CAMPAIGN

	KILLED	WOUNDED	CAPTURED	TOTAL
OFFICERS				
SOLDIERS	6	15		21
ARMOR				
VEHICLES				
GUNS				

	KILLED	WOUNDED	CAPTURED	TOTAL
OFFICERS				
SOLDIERS	9	28		37
ARMOR				
VEHICLES	2			2
GUNS	2	1		3

COMMAND   SOLDIERS   NEXT

when playing a Campaign or an Operation because of the battles that will follow the one just completed.

The discussion of the battle will tell you whether there was an additional victory location awarded to one side or the other due to a Force Morale outcome.

The red/blue bar below the map gives you a relative indication of the control (by Victory Location) of the map you just fought on. The blue represents the Allies' relative map control.

16.1 SOLDIERS BUTTON

The Soldiers button at the bottom of the screen takes you to the Soldier Screen where you can view the status of each soldier that fought in the previous battle, including changes to the soldiers' ratings as a result of the last battle (see Section 10.0).

16.2 LOSSES AND RESULTS

Losses of both sides are displayed in a table. The narrative will indicate the relative severity of your and the enemy's casualties.

16.3 OPERATION / CAMPAIGN STATUS

When you view the Debrief Screen while playing an Operation , Campaign or a Grand Campaign , there are tabular buttons on the right and left side of the screen that will show you total casualties for the operation and campaign (right side) and grand campaign (left side). These extra debrief screens provide you with an assessment from higher headquarters of your performance as a Company Commander at the operational and campaign levels. You will see what maps within an operation have been won by your Company.

When you are done reviewing the battle results, the Next button advances you to the next battle or strategic turn when you are playing an Operation , Campaign or Grand Campaign . For single battles, you will return to the Command Screen (in a single player game) or the Multiplayer screen (in a two player game).

17. TACTICS

This section describes some basic tactics to help you deal with the enemy successfully in Close Combat The Bloody First.

17.1 SUPPRESSION

Suppression is the term used to describe the fact that people tend to keep their heads down while they are being shot at. A soldier with bullets flying around him is less likely to take the time to aim carefully at the enemy when he fires, and may not even risk sticking his head up to shoot at all. A suppressed or pinned soldier fires less often, as well as less accurately.

A typical tactic to take advantage of this is often called "Fire and Movement" where one unit (or more) fires at the enemy while another unit advances. When the advancing unit has reached its new position, it provides covering fire in turn while a unit further back moves up. With their rapid fire and large ammunition supplies, machine guns are excellent at suppressing enemy troops. High-Explosive (HE) ammo from big guns and mortars are also very good at suppressing the enemy.

When using "Fire and Movement" be careful not to move your own troops into the line of fire. Soldiers can be hit by friendly fire, especially that of machine guns.

17.2 FLANKING

Flanking describes any attack made from a direction that the enemy is not facing. Units that are being shot at from multiple directions have a hard time finding cover and quickly lose morale. Units being flanked also have a difficult time returning fire when attacked from multiple directions.

Flanking is not only a powerful tool against infantry, but in some cases it may be the only way to deal with enemy tanks that have thick frontal armor, such as the German Panther or Tiger tanks.

17.3 ANTI-TANK TACTICS

Defeating enemy tanks can be difficult and costly, especially in the case of an American Sherman tank faced with the bigger guns and heavier front armor of a German Panther or Tiger tank. To be successful you

need to have reasonable expectations about what your own weapons can do to the enemy tank, and use them under conditions that will maximize your chance of a kill. See section 21.0 for a discussion of the various tanks and their strengths and weaknesses.

Move your tanks cautiously, and where possible, scout ahead with your infantry. A bold tank might quickly overwhelm enemy infantry but it could result in high tank losses if there are any enemy anti-tank weapons in the area. If you find your tank faced with a superior enemy tank, or under fire from a hidden anti-tank weapon, you can use a MOVE order to have it reverse back out of sight.

When facing enemy tanks, set ambushes and be patient, or try to lure the enemy into them. Anti-tank guns or infantry anti-tank weapons will usually want to hide on AMBUSH until they have a good shot, preferably at the enemy's thinner side armor, and careful stalking using the SNEAK order will usually give you the best chance of winning a tank on tank engagement.

18. OPERATIONS AND CAMPAIGNS PLANNING

It has already been pointed out that you are in command of an infantry Company within the 1st Infantry Division. Therefore, the campaign system has been designed to be played from the Allies perspective.

A player can choose to play the Axis side as an individual player against the AI or a head to head match-up through the Multiplayer system,. The Axis player would act as the opposing force against the

1st Infantry Division. The Axis forces will change from operation to operation, or even battle to battle. So the Axis units will not progress as the Allied units can do over the course of an operation or campaign.

18.1 CAMPAIGN

A campaign is composed of a series of operations. As a Company commander in the 1st Infantry Division, you begin your experience in the Tunisian campaign theatre with the first battle entitled First Blood. Once you successfully complete all of the battles and operations within the Tunisian campaign theatre, you will have completed the Tunisian Campaign. You can play any of the campaign theatres individually in any sequence.

Note: You may face decision points during the campaign that will allow you to participate in certain operations, but not in others.

18.2 GRAND CAMPAIGN

A grand campaign links all three of the theatre campaigns played in the sequence Tunisia, Sicily, Normandy. A grand campaign begins with the first battle in the Tunisian Campaign (see section 18.1) and progresses through the operations in all three campaign theatres.

18.3 OPERATIONS

Operations proceed across a linked sequence of battlefield maps. If one side takes full control of a map, they advance to the next enemy held map. If one

side takes control of all the maps in an operation, the operation is successfully completed by that side.

Operations have a running clock. Therefore, time is a factor. If you come to the end of the date/time of an operation, the operation is over. Your victory rating may be less if you have failed to take all the maps (if you were on the offensive) or even good (if you were on the defensive and not expected to take more ground).

An operation will also end if the units for a side are completely destroyed.

During an operation, one side will usually have the initiative. The side with the initiative is attacking

and has the option to choose how long to prepare for the next battle.

18.3.1 ATTACKING DURING OPERATIONS

During an operation , the side with the initiative is attacking and may choose how long to prepare for the next attack. Each battle takes one hour of time. The attack options are as follows:

Hasty Attack

There is a one hour preparation time for next attack that is barely enough time to regroup your Company's available units. Units cannot rest or resupply ammunition, and there may not be enough time to incorporate replacements. Doing this type of attack several times in a row will make it more difficult to keep fighting.

Prepared Attack

You would get 5 hours to prepare for the next attack. This allows for a regrouping, resupply of equipment and ammunition, and incorporation of some replacements. This would be considered the normal pace of combat in order to sustain that for several days.

Dawn Attack

You attack the next morning (if the Operation time clock allows). Dawn attacks advance the time to 0600. This could be many hours since the last battle and allow your units sufficient time to regroup, resupply and receive replacements. The timing of this attack

could be beneficial in order to recover from a tough battle or a series of hasty attacks.

Night Attack

If there isn't enough time left during daylight hours (sunset is at 1800 hours), the option for a Night Attack may be available. Besides the low visibility battlefield conditions, a Night Attack interferes with normal overnight resupply and replacement activity. This could greatly reduce the effectiveness of these activities. In addition, your units would not be able to rest overnight. An example of this situation would be as follows. It is 1500 hours, and a Prepared Attack would not be ready until 2000 hours (that is night time). So instead of a Prepared Attack option, there would be a Night Attack option. Night Attacks begin at 0000 hours (midnight) and end at 0600 hours.

Counter Attacks

The side that does not have the initiative , but has driven the attacker completely off the map just played, can launch an operational level Counter Attack. The game will notify both sides if this occurs. Both sides must then choose their type of attack (hasty, prepared, night, dawn) which may depend on the time of day when the counter attack would begin. The side that decides to attack/counter attack the earliest gains the initiative. If each side choose the same type of attack, the initiative remains contested. The defender who has pushed the attacker off the last map has the option to not counter attack, but, instead, to remain in place to defend against the coming attack.

End Operation

When you have a choice to attack, but the time remaining for the current operation would take you beyond the time limit , you have the option to End Operation . The attacker can choose to end the operation without continuing to attack.

19. SCENARIO EDITOR

The Scenario Editor allows you to design your own Battle scenario in Close Combat: The Bloody First. Select Scenario Editor from the Main Screen and you will see a screen with two tabs on the right side. There are actually two screens involved in designing your scenario, the Situation Screen and the Forces Screen. In order to save a custom scenario, you must select a map, create at least one victory location, assign at least two setup squares for each side, and select a main unit for each side.

19.1 SITUATION SCREEN

The Situation Screen is divided into a map area and a settings area (along the left side of the screen). The scenario design process is as follows:

Battle Settings

Battle Settings is where you select a base map, date and time of your battle and the weather conditions. There is a drop down menu to select a base map. You set the date and time for your battle. If the time is set between 1800 hours and 0600 hours, you will have a night battle . You can set the weather conditions.

Your choices are, clear, partly cloudy, cloudy, fog.
The availability of some off-board support may depend
on weather conditions

Victory Locations

Once you have selected your map, you will need to
set some Victory Locations . As you establish them
on the base map, you need to name them and set their
importance (primary, secondary, minor). The area below
the Victory Locations is where you set whether your
battle is a meeting engagement between the Allies and
Germans, an Allied attack, or an Axis attack. You can
create a briefing as well for your battle scenario.
You also get to set whether the defending side gets
to dig in if it is to be an attack on an established
defensive position.

Map Area

There are a series of buttons along the top of the map
area . You will use these to set the Allied (blue) and
Axis (red) home direction, the area of the map under
the control of the Allies and Axis, and where you want
victory locations. The Allies will be on the left
side of the map and the Axis will be on the right.
Since the map is set up with squares, you set a side's
control of a square by clicking either the Allies or
Axis button and clicking each square you want that
side to control.

Victory locations are set in a two-step process.
First, click on the victory location button, then
select a location on a map square to set the victory
location. Once placed, go to the Victory Location
area on the left of the screen and give your location

a name and an importance designation. Repeat this
process for as many victory locations as you want.

Now switch to the Force Screen .

19.2 FORCES SCREEN

The Force Screen has unit listings for both the
Allies and the Axis forces. Remember, you are an
infantry company commander. Therefore, your Main Force
selection will be infantry based. You can also pick
support units too. Off-board support can be designated
for your battle scenario as well.
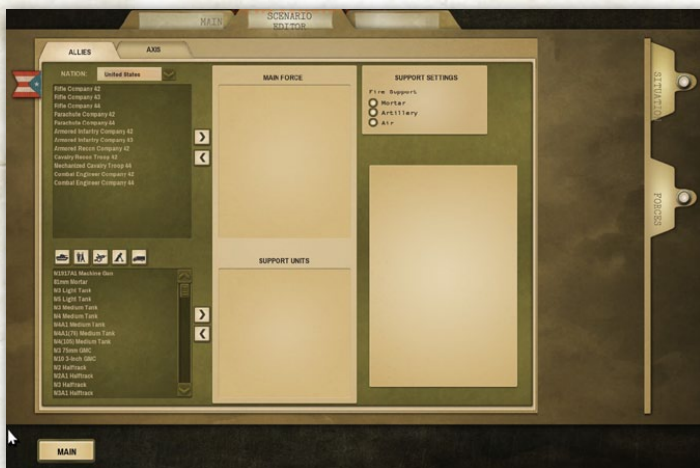
Once you have completed your force selection and
designed your map, you save your battle scenario by
naming it. You may load it to play it or you can come
back to play it at any time by finding it from the
tabbed button on the Command Screen.

19.3 SAVE/LOAD CUSTOMER SCENARIOS

User Scenarios are any battle scenarios you have created with the Scenario Editor . They are stored in the Windows Documents folder under MyGames/CloseCombatTheBloodyFirst/Scenarios. User Scenarios may be deleted using delete on the keyboard.

20. MULTIPLAYER

Note: An Internet connection is required to play Close Combat: The Bloody First Multi-Player mode.

Close Combat: The Bloody First uses an integrated lobby, forum, and connection system to make finding and connecting to other players as quick and easy as possible.

To connect to the Multiplayer lobby system, you will need to log into the Matrix lobby system so that your product serial number is associated with your Matrix lobby account . If you do not have a Matrix lobby account, you can create a new one from the game by clicking the New Account button on the login dialog box.

You can make changes to your lobby account , as well as access the match-making forums and the other game forums by visiting http://www.Matrix.com/forum/.

20.1 CONNECTING TO THE LOBBY SYSTEM

Once you have registered your serial number with the Lobby System , you then log in to the Lobby System using your Lobby user name, password, and your registered serial number. Note: If you do not already have a Matrix Lobby account, click the New Account

button to create a new account. Creating a new account will also log you in automatically.

Once you have connected to the Lobby System the Multiplayer screen will initially be in Lobby Mode. A list of all connected lobby users is shown on the right. A chat window on the left shows when other users join or leave the lobby, as well as messages they have sent.

20.1.1 LOBBY CHAT

You can send chat messages to everyone in the lobby while you are in Lobby mode. To compose a chat message, type your message in the space at the bottom of the screen and press the SEND . By default, Lobby Chat is visible to all other players connected in Lobby Mode. Lobby chat is not sent to players who are connected to an opponent and playing a head-to-head game.

You can send a private message to one user by typing "/whisper" or "/w" followed by your message. This will shift you into 'Whisper' mode and all subsequent messages you type will go only to that user. To switch

back to global mode (that is out of whisper mode), start your message with "/global" or "/g".

20.2 CONNECTING WITH AN OPPONENT

When two players play head-to-head in Close Combat: The Bloody First, one player will act as the Host , while the other player will join the Host's game. The Host player is the one who makes the choices about what scenario will be played and what Missions Settings will be used. The Host player will play the Allies side, while the the invited player will play the opposing force.

The Host player starts by clicking the Host button and selecting the game you want to play. Once you do that, the invited player can then Join your game via the Lobby user list. After both players accept, they will see the game settings the host has chosen, and the joining player can choose to accept the settings or not. Once the joining player has accepted the settings, the host can then start the game and both go to the next game screen.

Note: Both players must have the same version of the game or an error will occur when you try to connect, and the connection will be aborted.

20.3 A CO-OP GAME

In multiplayer, the game is capable of having two players commanding a First Infantry Division Company against the AI. This is called a Co-Op Game and is set up by both multiplayer participants playing with a portion of force available to them. The AI controls the opposing force.

Both players join the multiplayer game as described in section 20.2. The host player sets the same side (Allies) for both players in the Mission Settings (section 7.4). Clicking on Next will start the game stepping through the process to the Force Selection Screen. The available units in the Company, including support units, will be divided amongst the two players (approximately half the available units to each player). Each player can only control the units specifically assigned to them.

For Operations and Campaigns, the host player controls battle timing choices on the Planning Screen (section 18.0). The client player will be able to see the choice the host player has made. It is important that the host and client players communicate during the process of planning the battle and selecting a force in order to coordinate their efforts to succeed in the battle since the client has no direct control.

During battle, the host player controls off-board support resources (mortar, artillery, air and illumination), and the client player can see the target location and timer. Once on the battlefield, the each player only controls their units. Each player's unit icons will have a different color to tell them apart.

Each player can toggle the truce offer on/off for their side.

Upon completion of a battle, the game saves in the normal process and displays the Debrief Screen to inform both host and client players the battle results. The players have the option to continue to the next battle or stopping to continuing at a later time.

20.4 DISCONNECTING FROM A HEAD TO HEAD GAME

Continuing a head-to-head game is simply a matter of advancing forward (using the Next button) through the game screens. The sequence of play is exactly the same as a single player game, though there may be times when you must wait for your opponent to complete their setup before you can continue.

You can exit a head-to-head game at any time by using the Previous or Back buttons to return to the Multiplayer screen, and the Disconnect to return to Lobby mode. If you are currently playing a battle you can hit the ESC key to use the game system menu to abort the battle and return to the Multi-Player screen. Returning the game Main Screen will also abort the current game and disconnect you from the Lobby system completely.

20.5 COMMUNICATING WITH YOUR OPPONENT

When you are in Game mode you can send chat messages to the other player at any time. To send a message during play, click the CHAT (T) button or press ENTER. Type in your message and then press ENTER again. The message appears briefly on the other player's screen. While you are in Game mode your chat messages go only to your opponent, not to the Lobby chat.

21. UNITS

The fighting from 1942 1944 involved several national armies, employing a wide array of weapons and vehicles. Close Combat: The Bloody First focuses on the fighting between the US and German/Italian armies,

and some general information about the types of units and their weapons is provided below.

21.1 INFANTRY

Light infantry are armed with rifles and grenades. Because they are less encumbered, light infantry can travel good distances without becoming tired. This makes them well suited for rapid advances or probing for the enemy. Their rifles cannot generate a great deal of firepower, however.

Medium infantry have rifles, grenades, and light automatic weapons like the American Browning Automatic Rifle, or BAR. Medium infantry are well rounded, in terms of both mobility and fire power.

Heavy infantry have even more firepower, such as demolition charges. Well suited to close combat, heavy infantry can also be quite effective against tanks if they can get close enough. Because of the heavy weight of their gear, heavy infantry are slow and can quickly become winded.

Snipers are deadly long range shooters who work alone. They are more accurate at long range, are more likely to target enemy leaders, and are more likely to kill, but they have a low rate of fire. Snipers are easily suppressed once they are discovered and cannot be expected to survive a shoot-out with the enemy. Remember that the talent of a sniper is not in the amount of enemies he kills directly; by targeting officers and suppressing enemy troops at long range, he can sap enemy morale and reduce their efficiency. Snipers cannot capture terrain or Victory Locations.

Scouts are used for locating the enemy, either as offensive patrols or defensive outposts. With fewer men and lighter armament, they are quicker and harder to spot than regular infantry, but lack firepower and cannot take many casualties.

Infantry anti-tank units are armed with infantry anti-tank weapons like the German Panzerschreck or the US Bazooka rocket launchers. Infantry AT weapons generally have a low rate of fire, short range, and limited ammunition. For best results they should hide until they can fire at the enemy tanks from close range, and preferably at their side or rear armor.

Secondary Weapons, in addition to their primary weapons, many soldiers carry secondary weapons like hand grenades, smoke grenades, or demolition charges. German infantry may also carry the single-use Panzerfaust anti-tank weapon. The number of these weapons available for each unit can be checked on the Battle Group screen. When the opportunity arises to use these weapons your soldiers do so automatically.

21.2 MORTARS

Mortar crews engage the enemy with indirect fire, lobbing powerful explosive shells great distances. While a mortar unit is more accurate while firing at targets they can see, they are often best positioned well away from the front line where they can hammer enemy targets from safety. Avoid setting mortars up directly under trees where branches might detonate a round right over the firing unit.

The heavier a mortar is, the slower the rate of fire, but the more powerful the shell. Heavy and medium

mortars are powerful enough to be used against buildings. Mortars can also lend vital support to friendly units by dropping smoke at great distance.

Mortars can also be effective against light vehicles, particularly open topped vehicles such as half-tracks, though these vehicles may simply move away before the mortar unit can zero in. Mortars are quite effective against towed guns, which have a harder time getting out of the target area quickly.

21.3 MACHINE GUNS

Machine guns are highly effective against infantry and light vehicles and are very effective at suppression. However, machine gun crews can only move their weapons slowly and require time to set up the weapon when they reach a new position. Because they are difficult to move and slow to set up, machine guns are often set up in buildings or other covered locations to prevent them from being destroyed by mortar fire.

Machine Gun Tactics

Machine guns are powerful weapons and are even more useful in that they generally do not require close supervision. Place machine guns in well protected areas, preferably with a roof and a wide field of fire, and they can work wonders against enemy infantry and light vehicles. Successful Ambush attack by machine guns can be devastating. If a machine gun draws the attention of enemy armor, it is definitely time to move.

21.4 ANTI-TANK GUNS

Anti-tank guns are field pieces, modern cannons designed to destroy enemy tanks with armor piercing shells. Anti-tank guns are not very mobile on their own, as they must be dragged about by their crews. With only a thin gun shield for protection, anti-tank guns require a mix of surprise and proper placement to be effective. Anti-tank guns with High-Explosive (HE) rounds can be effective against infantry, but are often better left hiding to wait for enemy armor.

Anti-Tank Gun Tactics

Anti-Tank guns can usually deal with a single enemy tank, especially if they get the first shot from ambush, but they can rarely survive the return fire from multiple enemies. To this end it is often best to place anti-tank guns in cover and with long, narrow fields of fire, such as aiming down a long, tree lined road. This allows the gun to shoot at enemy tanks at longer ranges, where it is harder for them to be spotted, without being subject to return fire from enemies elsewhere. Once an anti-tank gun has been spotted the enemy will usually make it a priority target, so you may want to keep a towing vehicle handy to quickly move the gun to a new location.

21.5 INFANTRY GUNS, HOWITZERS, AND ANTI-AIRCRAFT GUNS

These types of guns were often used to support the front line infantry with direct fire, especially by the Germans. Infantry guns and howitzers usually have poor anti-tank capabilities, being primarily designed

to blast enemy infantry with HE shells. Small anti-aircraft (or Flak, to the Germans) guns have a high rate of fire, and can chew up infantry and light vehicles with ease, but they will usually do little damage to a tank. High calibre anti-aircraft guns, such as the dreaded German '88', can be effective in the anti-tank role, but their large size and totally immobility leave then very vulnerable.

21.6 VEHICLES AND TANKS

Close Combat: The Bloody First contains a variety of Allied and German vehicles.

21.6.1 HALF-TRACKS AND LIGHT VEHICLES

Half-tracks and armored cars are fast, and may be heavily armed, but they are lightly armored. Just about any anti-tank weapon can punch through their light armor with ease, and may even be vulnerable to machine gun or small arms fire at close range. Unarmored vehicles such as trucks, jeeps, and kubelwagens are vulnerable even to rifle fire.

Light Vehicle Tactics
Light armored vehicles have traded armor for speed. Use that speed to launch flanking attacks, or to shift quickly to support of your other units from positions to the rear. Light vehicles will almost always lose a duel with an enemy tank, though some have heavy enough weapons that you may be forced to use them against tanks in a pinch. The best hope for success in such an engagement is an ambush and a first shot kill. If the first shot misses you'll usually want to disengage

immediately. Try to move away from enemy mortar or
artillery fire, as this can damage or even destroy
light vehicles.

21.6.2 TANKS

A tank has enough armor to be invulnerable to small
arms and machine gun fire. Tanks carry machine, as well
as High-Explosive charges (HE) shells for use against
enemy infantry, and armor piercing shells (AP) that
are effective against the thick armor of enemy tanks.
While tanks may seem like the lords of the battlefield
, it is very difficult for the crew inside the tank
to spot enemy infantry, and a tank is vulnerable to
properly armed infantry who can get close enough.
Tanks that move alone into close range with enemy
infantry may be damaged, immobilized, or even knocked
out by unseen infantry using hand-held anti-tank
weapons or even a close assault with grenades.

When not in immediate danger, tank crews generally
keep portholes and the top hatch open, this
allows maximum visibility, although it does allow
the possibility of surprise attacks while partly
vulnerable, particularly from snipers. Once danger
is recognized, such ports are closed, affording
protection but limiting visibility.

As a general rule, tanks have much heavier armor on
the front of the tank than they do on the sides or
rear. Please refer to the section entitled Battlefield
and Other Controls for an explanation of how movement
affects facing.

21.6.3 TANK DESTROYERS AND SELF PROPELLED GUNS

These weapons have large guns that can usually fire AP rounds like tanks, but they are not as heavily armored. Mobile guns generally have no turret, firing only forward over a limited arc. While not nearly as flexible as tanks, these vehicles are usually quite good at the specialized role they were designed for - either destroying enemy tanks or blasting infantry out of cover.

21.6.4 BASIC ARMOR TACTICS

While great books have been written about the art of tank vs. tank warfare, the basic principles are simple. First, always try and get the first shot - lay in wait and fire from ambush whenever possible. Second, try and set up the engagement so that you are shooting at an enemy's weaker side or rear armor while he is shooting at your thick front armor. Third, try and outnumber your enemy - engage two or three on one whenever possible.

Also remember that infantry cannot harm tanks at long range but can damage or immobilize them with improvised anti-tank attacks at very close range. To avoid this, tanks should usually act as support vehicles, with infantry ahead to ferret out enemy infantry and concealed anti-tank guns. Once the enemy is found, the tank can then blast away from a safe distance.

In Close Combat: The Bloody First, American tanks will often find themselves at a disadvantage against heavier German tanks. The US M4 (Sherman) medium tank, while having many fine qualities, lacked the

high velocity gun and thick armor needed to tackle
the heavier German Panther or Tiger tanks head-on.
The introduction of a limited number of Sherman tanks
with a high velocity 76mm gun (just before Operation
Cobra) was an improvement but still did not completely
address this problem. In addition, German infantry
was well-supplied with the hand-held, single-use
Panzerfaust anti-tank weapon. The Panzerfaust had a
very short range, but was capable of penetrating the
armor of any American tank. Extra caution and heavier
tanks losses are generally required when playing the
American side as a result.

22. GAME OPTIONS

The Game Options dialog can be accessed via the Gear
button on the bottom right of the Main Screen , or
from the Battlefield Screen by clicking the ESC key ,
and from the menu selecting Options.

22.1 GAME PLAY OPTIONS

Note: Bringing up the Game Options dialog during a
battle will automatically pause the game until the
dialog is closed.

The Game Play Options control what battlefield graphics
and user-interface (UI) elements are shown by
default. Here are the options:

Music: The background music volume level.

SFX: All other sound volume level

Music

SFX

Game Speed: 100%

Screen Gamma

Scroll speed: 100%

Zoom Speed: 100%

Shadows: Normal

Windowed ☑

Framed Window ☑

Sound ☑

Show LOS when selected ☑

Deselect on order ☐

Incoming indicator ☑

Show Cover Markers ☑

Show Contour Lines ☑

Enable Classic UI ☐

Show Ground Clutter ☑

Display unit outlines ☑

Game Speed: The rate of simulated time passing in the game versus real time (100% = 1:1; 50% = 1:2 (game time is half as fast as real time))

Screen Gamma: How bright the game will appear. A higher gamma will be brighter and lower will be darker. This can only be adjusted if you're running the game full screen (i.e. the "Windowed" box unchecked)

Scroll Speed: How fast the camera will move when you use the W/A/S/D or arrow keyboard keys

Zoom Speed: How fast the camera will move up and down when you use the R/F keyboard keys or mouse wheel

Shadows: Off/Low/Normal/High controls whether the game show dynamic shadows. You will get better frame rate

if you turn shadows down, or even off. Most graphics cards shouldn't have a problem with the NORMAL setting

Windowed: If checked, the game runs in a window using the Windows Desktop video settings (for color depth, gamma, etc.)

Framed Window: While running in Windowed mode, you can check this to have the game run in a framed window. A framed window has a title bar that can be used to reposition the window on, minimize, or close the window

Sound: Turns all game sound on/off

Show Detailed Tooltips

ON (checked) - While hovering over a unit during battles, the unit's description and capabilities are displayed

OFF (unchecked) - Turns this feature off

Show LOS When Selected:

ON - You always get an LOS test from the currently selected unit, and a red line leading back from the cursor location is blocked, with the start of the line indicating where it is blocked

OFF -No automatic LOS check will show

Deselect on Order:

ON - Your current unit selection will be cleared every time you give a unit an order

OFF -The unit will remain selected after you give it an order

Incoming Indicator:

ON - You will see a red arc around your units when they are under fire; indicating the direction the incoming fire is from

OFF - No incoming fire indication

Show Cover Markers:

ON - You will see a colored circle under each soldier when they are in cover against known threats; Green (protective cover), Blue (visual concealment, but poor/no cover), No Circle (no significant cover or concealment)

OFF - No colored circle

Show Contour Lines:

ON - You will always see elevation contour lines on the map

OFF - No elevation contours shown unless you toggle the contour button in the tool bar at the bottom of the battlefield map

Enable Classic UI:

ON - Switches the unit order mechanic to work like the previous editions of Close Combat where you right-click on a unit to bring up the order menu and then move the cursor to the destination or target and click to set the order

OFF - Classic UI is off

Show Ground Clutter:

ON - Toggles display of visual small brush/rocks/ foliage on the map.

OFF - It can be turned off on computers with minimum specifications to reduce load on the graphics card

Display Unit Outlines:
ON - Show a dark border around soldiers and vehicles to make them more visible against terrain

OFF - No border shown

23. SELECTED FURTHER READING

Wheeler, James Scott. *The Big Red One, America's Legendary 1st Infantry Division, Centennial Edition, 1917-2017*. University Press of Kansas, 2017.

Atkinson, Rick. *An Army At Dawn, The War in North Africa, 1942-1943*. Holt Paperback, 2002.

Whiting, Charles Kasserine, *The Battlefield Slaughter of American Troops By Rommel's Africa Korps*. Stein and Day, 1984.

Balkoski, Joseph, *Omaha Beach, D-Day*. Stakpole Books, 2004

Atkinson, Rick, *The Day of Battle: the War in Sicily and Italy, 1943-1944*. Holt Publishing, 2007

Blanford, Edmund, *Two Sides Of The Beach, The Invasion And Defense Of Europe in 1944*, Castle Books, 1999

ABOUT CLOSE COMBAT: THE BLOODY FIRST

The About section of the Options dialog allows you to view developer and publisher credits for the Close Combat: The Bloody First.

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