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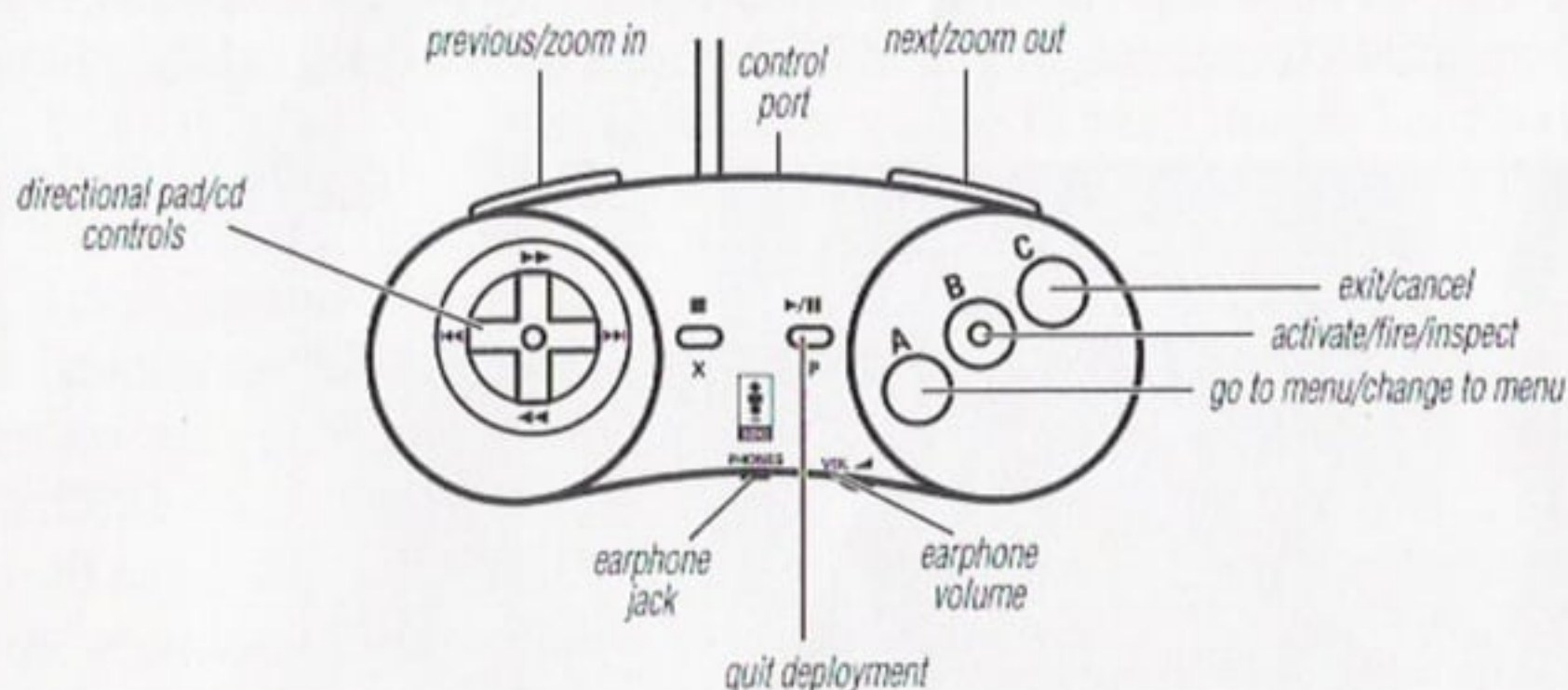
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Game Controls

This manual uses the word "button" to refer to two different things. One reference is to the A, B, and C buttons on the game controller.

- ♦ The **A** button takes you from the Tactical Map to a menu where you can set preferences and issue commands.
- ♦ The **B** button controls units. Use the **B** button to move, shoot, and inspect your own and any enemy units that are visible.
- ♦ Holding down the **C** button while pressing the Previous button zooms in; the **C** button and Next buttons zoom out. When used by itself, the **C** button returns to play from any menu without performing any actions.
- ♦ When a button description has both a word and a letter, such as Exit C, this indicates that you can either press the Exit C button or the **C** button.

Buttons also refer to the rectangular icons found on menus which control many of the game's preferences. They are operated by using the directional pad to highlight them and pressing the **B** button.



Saving Your Game



The CD icon on the Options Menu is called the Load/Save button and is used for loading or saving games. Pressing the Save button presents the Save Menu. There are four save positions, and the game will be saved using the name of the current scenario and the turn number. Once you have selected a save position, press the **B** button. Pressing the **C** button returns to the Options Menu without saving.

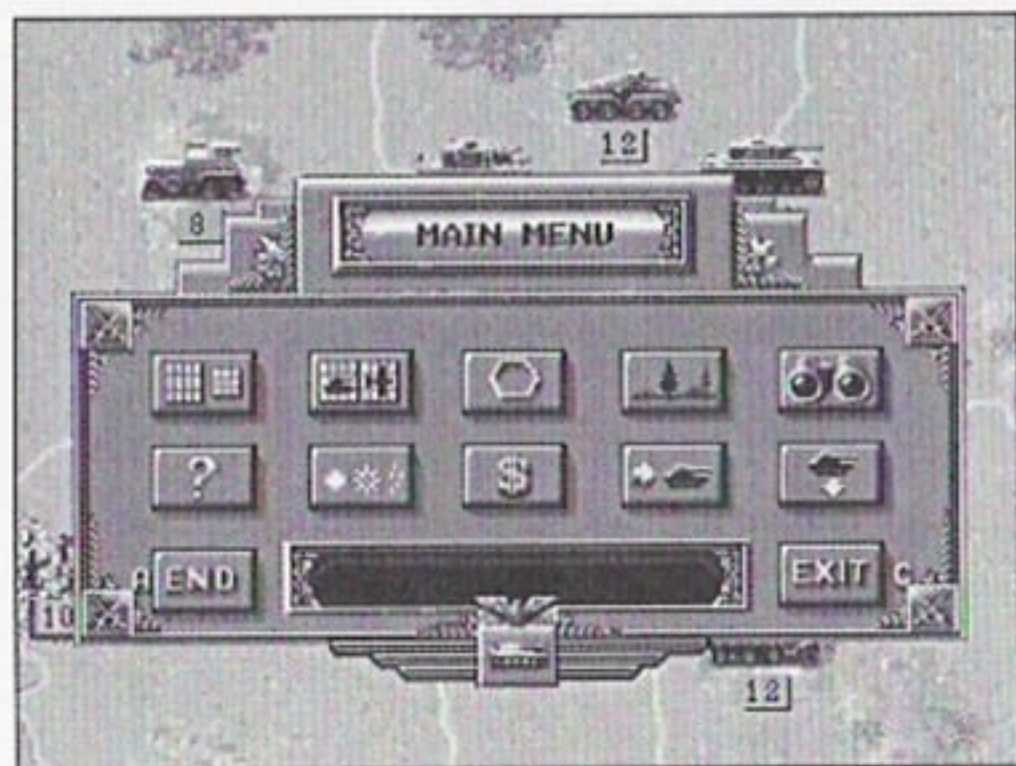


that an active unit cannot move to a hex occupied by another unit (unless one is an air unit and the other is a ground or naval unit).

Press the C button to drop the active unit without taking any action.

With the Unit Information preference on, highlight and activate other units to see their summary information. You may also use the highlight to view the statistics of visible enemy units. Press the Unit Information Mode button on the Unit Menu to turn this preference off.

For now, press the C button to drop the selected unit and press A to go to the Main Menu.



Notice that when you highlight a menu button, that button's function is displayed in the text display at the bottom of the menu. Use this feature to describe menu buttons until you are familiar with them.

From the Main Menu, simply press the A button or highlight and press the ? button to go to the Options Menu. Then highlight and press the Hidden Units On/Off button to hide

enemy units and their strengths, and highlight and press the Turn Weather On/Off button so your first game is unaffected by bad weather.

Note: If you find the going difficult, a tactic you can use versus the computer is to choose Hidden Units Off at the beginning of every turn, then switch it "on" before you end each turn. That way you get to see the enemy, but when the enemy moves, he can't see you! As you become a more accomplished general, however, you may feel that defeating your enemy on honorable terms is more appropriate and you may choose not to use this feature.

Press the A button to go to the Main Menu. You are now ready to begin the Poland scenario.

Remember that in PANZER GENERAL...

- ♦ *The A button takes you from the Tactical Map to one of the many menus where you can set preferences and issue commands.*
 - ♦ *The B button activates units and enacts the various choices that you make for an active unit.*
 - ♦ *The C button, pressed with the Previous or Next buttons, controls the zoom. In addition, the C button drops the currently active unit.*
-

Battle Plan

Although a variety of battle plans can be successful in PANZER GENERAL scenarios, the following is a sound plan for "Poland," the first scenario of the 1939 campaign. The date is September 1, 1939 and your army's orders are to conquer the enemy with a lightning fast attack, a "blitzkrieg." In ten days they must capture the cities of Lodz and Kutno.

View Strategic Map

As the soon-to-be-great (or even greatest!) Panzer General, it is always a good idea to start every battle by viewing the Strategic Map of the battleground and formulating a battle plan. You can view the Strategic Map one of two ways. The first way is to switch to the Main Menu using the A button and press View Strategic Map button; or you can



zoom out using the C and Next buttons, and then press the C button by itself. A map appears which displays the entire battlefield: your Axis units with black German crosses, Allied forces with gold stars, and your victory objectives in bright green. White hexes are objectives which you have already won and must be held throughout the battle. It may be necessary to use the directional pad to scroll around some of the larger campaign maps.

To view a portion of the map up close, press any button to return to the Tactical Map, or press the C button while pressing the Previous button to zoom in. The screen becomes the Tactical Map. To see the rest of the Tactical Map in this view, use the directional pad to shift the map in the direction you wish to move. The screen scrolls in that direction with the highlight remaining in the center.

Divide and Conquer

As a Panzer General you have been trained to strike swiftly in order to capture your objectives with armored spearheads, surround slow-moving enemy defenders, and crush them with your following infantry and artillery. Your battle plan therefore focuses on organizing your forces into flexible, combined-arms battlegroups, each aimed at a specific objective. Enemy forces in non-critical sectors can be ignored or dispatched with small detachments.

In this battle, your most effective plan is to divide your units into two battlegroups, one a northern attack force to take the cities of Kalisz and Kutno and the other a southern attack force to take the city of Lodz. Other cities earn you additional prestige but cost you more than they are worth if they delay your seizure of the objectives you have been ordered to take within the time you have been given.

The battle plans for each battlegroup and their turn-by-turn implementation are described below.

- ♦ Battlegroup North should include 2 tank units, 3-4 infantry units, and an artillery unit towed by a truck. After defeating the 10th Polish Cavalry unit, the battlegroup is to quickly besiege and capture the city of Kalisz. With newly-gained prestige, another tank unit should be added to the force as it moves on to crush enemy tank units, cross the Warta river, and then lay siege to the city of Kutno.
- ♦ Battlegroup South should include one tank unit, 2-3 infantry units, an artillery unit with truck-transport which you should purchase in the first turn, and several infantry units with transport capability. This battlegroup is to head east across the Warta River, bypass the cities of Radomsko to the south and Ozorkow to the north, and besiege the heavily defended city of Lodz.

Cities other than Lodz and Kutno are secondary to your battle objectives and should only be attacked if in the direct path of your units (like Kalisz). In later scenarios, however, you can risk units against other cities to gain more prestige points.

Prestige Points

Prestige rather than money is the medium of exchange in PANZER GENERAL. Prestige points represent the influence you have earned with the high command by taking and holding cities, destroying enemy units, and winning battles as quickly and decisively as possible. In the same manner, however, losing cities, losing units, and losing battles costs you prestige.

You can exchange prestige points for new units, replacements, and new equipment for existing units.

♦ Turn 1

Battlegroup North

Your orders are to attack the 10th Polish Cavalry unit with tank units, then with infantry units.

In this scenario, it is best to lead attacks versus enemy infantry and artillery units in clear terrain with tanks first and follow up with infantry.

Units that have not acted are indicated by the word Ready under the name of the unit in the upper left corner of the screen. This allows you to easily see which units you have moved and which you have not.

Movement

Highlight and press B on a tank unit to activate it for movement. A black hex border marks the currently active unit. Each unit has a movement point allowance per turn that is spent as it moves. The number of movement points it costs to enter each hex depends on the terrain entered. It takes a unit's full turn to enter a river hex except where there is a bridge. The hexes to which a selected unit can move are lighter colored. In PANZER GENERAL, most units can both move and attack in their turn. For this scenario, you need to know that tanks and infantry can attack either before or after moving, but artillery can only attack before moving.

Move the highlight and press B on the hex you want the unit to move to.

If transport is available for a unit, a green light appears next to the Transport button. Statistics for this transport type can be seen by pressing the Transport button. There are two choices of transport for your artillery unit: either the Opel truck transport, or the SPW half-tracked transport. Highlight one or the other and press **B** to choose it and view its statistics. The new total cost for both the unit and the transport appears in the "Cost" box above the statistics.

Press the Purchase A button to confirm the purchase. If you want to cancel a purchase before placing the unit on the map, press the C button. **Note:** Once a unit has been deployed, there is no going back!

Be aware that the units you purchase must be placed in or adjacent to friendly or captured cities where there is no adjacent hex occupied by an enemy, so your artillery unit should be placed around the city of Breslau. Move the highlight to one of these hexes and press **B** to place the unit. Next turn you should load it onto a transport and move it along with the southern attack force.

From the Main Menu, press the End button, and answer "Yes," to confirm the end of your turn.

♦ *Turn 2*

Battlegroup North

Your advance in Turn 1 should have placed you in position to attack and capture the city of Kalisz. After you do so, purchase a new tank with your newly-won prestige.

Dismount

Activate the artillery transport in the forest and press Dismount from the Unit Menu. Place the highlight over Kalisz and red cross-hairs appear. Even if the casualties the artillery can inflict are minimal, when you attack the city the entrenchment level of the defending Polish infantry should be weakened. Since the artillery unit is making a ranged attack, it suffers no risk of losses by bombarding. Fire by pressing the **B** button. After shooting, you can choose to move the artillery one hex while remaining deployed or Mount it to move it to another location. Remember that units mounted in trucks or half-tracks fight poorly. Do not move the artillery next to Kalisz as it may block your other units and it can bombard just as well from 2 hexes away. If you choose not to mount the artillery unit, press the Next button to end its turn.

Beware of cities defended by infantry with artillery adjacent to them, as the artillery can support the infantry by shooting at your units as they attack the infantry. If an artillery unit is adjacent to Kalisz, try to attack and destroy, drive away, or at least weaken the artillery unit before assaulting the city. This should not be hard since artillery are vulnerable to attacks by tanks and infantry.

When you capture Kalisz, press Purchase Unit to purchase a new tank unit (a Pz III or Pz IID is recommended) with your accumulated prestige points and place it near the city. If there are no enemy units adjacent to Kalisz, lighter colored hexes indicate you may deploy the unit there. If you want to cancel a purchase before the unit is deployed, press the C button.

If you have not captured Kalisz, repeat the attack next turn.

Battlegroup South

Your goal is to cross the Warta River, blitz through any enemy units which may have approached, and continue on to Lodz. Move the tank leading the Battlegroup across the river with the infantry in trucks behind. Be sure to Mount the artillery unit you purchased at Breslau and move it as far east as possible.

Go to Unit

If you find that you are forgetting which units have moved and which have not, press the Go To Unit button on the Main Menu. A display shows units which have moved with a red light and units which are ready for orders with a green light. If the Unit Information Mode is on, the words "Ready" or "Moved" will appear in the upper left corner when you activate a unit to indicate that the unit has or has not moved.

After you have moved all of your units, press A to open the Main Menu, press the End button, and answer "Yes," to confirm the end of your turn.

♦ Turn 3

Battlegroup North

Continue to move tank units northeast across the river towards Kutno. Attack enemy artillery and armored vehicles, as these can do serious damage to your infantry as they follow behind your tanks. Leave an infantry unit which has suffered the most behind in or near Kalisz as a garrison and replace its losses.

Pace yourself and beware of the urge to launch a premature attack on Kutno. First, clear away any enemy units near the city which might interfere with your attack, then bombard the city with your artillery while your infantry move into position to attack.

Replacements

You may have suffered serious casualties in some units up to this point. It is good practice to promptly reinforce units with low strengths by highlighting them and pressing the Replacements button on the Unit Menu. A unit can receive replacements only if it does not take any other action during the turn (except mounting or dismounting). If units have fallen below 8 strength points they should receive replacements. Strengthening your infantry before the assault on Kutno may delay the attack, but it gives you more time to drive away nearby enemy units and allows you to deploy your artillery in range of the city to commence a bombardment. Keep in mind that enemy units adjacent to the unit that is getting replacements reduce or even prevent the replacements from arriving.

Once the unit has been supplied, the view returns to the Tactical Map with that unit still active. Press Next to drop that unit and activate the next one.

Battlegroup South

Use your tank unit to attack enemy cavalry, particularly enemy tank units you have spotted. Because infantry are vulnerable while mounted in trucks, Dismount them at the beginning of the turn and advance them towards Lodz on foot. Move your artillery, if possible, within a 2-hex range of Lodz to allow it to dismount next turn and begin a bombardment. Since they are vulnerable to any enemy attacks, take care to put tank or infantry units between any enemy units nearby.

♦ *Turn 4*

Battlegroup North

You may want to build another infantry unit near Kalisz to allow the garrison unit to help the continuing attack on Kutno.

Battlegroup South

Bombard Lodz for several turns with artillery before sending in your infantry. This avoids the risk of troops being massacred if the Poles put up a "rugged defense." Do not divert units from the effort against Lodz by attempting to attack the nearby cities of Ozorkow or Brzeziny. Once Lodz is taken, you may be able to capture another city.

Turns 5-10

Supply Units

Be aware that tank units and units with transport can run out of fuel and all units can run out of ammo. To avoid this, units can use their turn to resupply by highlighting them and pressing Supply Unit on the Unit Menu. Units cannot resupply when adjacent to enemy units, unless in a city, airfield, or port. Units that receive Replacements are automatically resupplied at the same time.

Battlegroup North should be able to take Kutno easily within a turn or two. Be wary, however, of enemy units attacking from the city of Posen in the west. They can move towards Kutno, Kalisz, or your base at Breslau. Detaching a unit to guard Breslau ensures against this risk. If Kutno falls immediately, you can send forces west towards Posen or south to help in the attack on Lodz, which may take a little longer since Battlegroup South is somewhat weaker. When both Kutno and Lodz have been taken, the scenario immediately ends.

After the Battle

Save or Exit

After the battle you may inspect the battlefield before choosing to Save or Exit your game. Don't worry if your first experience in the Poland scenario ended without gaining the mission objectives, or with an Allied victory. PANZER GENERAL is designed to be thought-provoking and challenging — there is more than one approach to victory. War is often as much a battle against time and terrain as it is against the enemy, and the best-laid plans can be defeated by bad weather, rugged defense, or just plain bad luck.

You now know the basics of playing PANZER GENERAL. The interface is highly intuitive and you may wish to simply continue playing or read through the manual for more detailed information about the game mechanics and for tactical advice.

Tactics Checklist

Remember the following tactics in any scenario you play:

- ♦ When a unit attacks, it uses one unit of ammo. When it's out of ammo, it can't attack another unit, and must resupply (when not adjacent to an enemy unit).
- ♦ Cities secondary to your battle objectives should only be attacked if they are in the direct path of your units. On the other hand, in later scenarios, risking units to capture other cities gains you more prestige points.
- ♦ All units have movement points which are expended as the unit moves. Each hex costs a number of movement points, based on the type of terrain entered. When you move a unit the legal hexes that unit may move to are lighter colored. When you move units across rivers without using available roads or crossings, all movement points for those units are used.
- ♦ Check your units' ammo frequently, and if low, resupply.
- ♦ Replace weakened units even when they are close to enemy positions. It's better to suffer loss than annihilation.
- ♦ Mount units which have transports whenever possible, but be sure there is armored protection close by. A given unit can only embark on a naval transport at a port or coastal city. Only infantry, light artillery, and light anti-tank units may use air transports at an airfield. Embarking or disembarking a unit can only be done at the beginning of the unit's turn. Naval transport units can disembark into an adjacent land square, air transport can only disembark at airports, while paratroopers can disembark anywhere. Disembarking ends the unit's turn.
- ♦ Replacements, Disband, Upgrade, and Elite Replacements can only be done at the beginning of the unit's turn. If any of these options are chosen, the unit's turn ends.
- ♦ Abort Move returns a unit to pre-order status, and cannot be used after the unit has acted by attacking, resupplying, receiving replacements, or by moving adjacent to hidden enemy units. If you press the Next button after moving a unit it ends that unit's turn.
- ♦ Keep in mind that in the second battle of the 1939 campaign (the battle of Warsaw), aircraft units are available and are necessary for an Axis success.
- ♦ Even though the "expected losses" may not be in your favor, you may still need to sacrifice some of your unit strength to achieve your goals. This is especially important when attacking enemy units with high entrenchment levels. Even though the attack may not be effective, the enemy entrenchment level lowers at least one point, and is more vulnerable the next turn.
- ♦ The enemy cannot place newly-purchased units around its cities if you have a unit adjacent to the city.

Other tactics on game play in general can be found in the "Designers' Notes" section, beginning on page 32.

Unit Statistic Descriptions

Current Ammo

The amount of ammo the unit currently has. Avoid running out of ammo, since without it you cannot shoot at the enemy. Note that many rounds of ammo can be consumed in a single turn if a unit defends against several enemy attacks.

Current Fuel

The amount of fuel the unit currently has. Avoid running out of fuel while adjacent to the enemy or you can be trapped and unable to resupply. Units that run out of fuel have their number of strength points halved for combat.

Maximum Fuel

The maximum fuel capacity of the unit. For certain units this capacity also reflects susceptibility to breakdowns.

Maximum Ammo

The maximum ammo capacity of the unit.

Entrenchment

This unit's current total entrenchment level. All ground units can entrench, but at different rates. All terrain types have a base entrenchment level from 0-4 which ground units in that hex with lower entrenchment levels automatically obtain at the end of their turn. Units that have not moved are assumed to dig in each turn even if they attack, resupply, or perform some other action. Each turn the unit does not move, it digs in. Infantry is best at entrenching, and anti-aircraft and tanks are the worst. Units can entrench up to a maximum of 5 above the base entrenchment level for the terrain. If a unit moves out of the hex it loses all its entrenchment levels, so pick a good position before digging in.

Each attack on an entrenched unit, whether successful or not, reduces its entrenchment level by one level. Repeated attacks in a single turn can even reduce the entrenchment level below the base level for the terrain, thus facilitating further attacks during the same turn.

Base entrenchment levels are: 4 for fortifications; 3 for cities; 2 for forests, bocage (small fields bordered by hedgerows), and mountains; 1 for rough terrain and non-city port facilities; and 0 for everything else.

Experience / Battle Honors

Each time a unit takes part in a combat it gains experience, and the more successful it is in combat, the more experience points it gains. 100 experience points equal an experience level, symbolized by a gold star in the unit's summary information. The maximum experience level a unit can achieve is 5. When two units fight, their relative experience levels affect who shoots first and determines relative casualties. Experience also determines overstrength size, reduces the risk of rugged defense, and modifies initiative. Units with 2 or 3 experience levels should be considered veteran troops and those with 4 or 5 levels elite troops. Elite replacements should be used to preserve the quality of veteran and elite units. Making veteran and elite units overstrength (see below) is valuable because they are better able to withstand and inflict casualties in combat.

Units that proceed from one scenario to another within a campaign game and achieve at least one experience level (one gold star) earn a Battle Honor for that campaign.

Strength

Units begin with 10 strength points. Losses are suffered in strength points, and a unit reduced to 0 strength points is destroyed. Units with experience have their maximum strength increased by 1 per experience level, up to a maximum strength of 15 points at 5 experience levels. Units can add overstrength points at a rate of one per turn by selecting Elite Replacements. If you lose strength, rebuilding the unit to overstrength status must be done the same way. Overstrength units are very potent in battle.

Unit Equipment Statistic Descriptions

Class of Unit Equipment

This indicates the unit class (such as tank, artillery, infantry, artillery, capital ship).

Cost

The prestige point cost of building a new unit of this type.

Maximum Ammo

The amount of ammunition the unit equipment begins with.

Maximum Fuel

The amount of fuel the unit class begins with.

Spotting

The range in hexes at which a unit can spot enemy units in fair weather.

Range

The unit's shooting range in hexes.

Initiative

In combat, initiative, together with unit experience and the type of defender's terrain, influences whether or not the attacker or defender shoots first or both shoot simultaneously.

Soft Attack

The unit's attack value against "soft targets" such as infantry, trucks, and towed weapons. Units with different colored strengths may not attack but may shoot back if attacked.

Hard Attack

The unit's attack value against "hard targets" such as tanks and half-tracks. Units with different colored strengths may not attack but may shoot back if attacked.

Air Attack

The unit's attack value against air targets. Units with different colored strengths may not attack but may shoot back if attacked.

Naval Attack

The unit's attack value against naval targets.

Ground Defense

The unit's defense value against attacks by land and naval units.

Air Defense

The unit's defense value against air units.

Close Defense

Units use their close defense value in "close assaults." When any unit attacks infantry which puts up a rugged defense, the attacking unit uses its close defense value. Units fighting infantry who are attacking into or defending a forest or city hex also use their close defense values. Since close defense values are usually less than ground defense values, this makes infantry more dangerous in non-clear terrain hexes.

Target Type

There are four target types: Soft, Hard, Air, and Naval. Each unit has a separate attack value against each type of target.

Transport

If a unit has organic transport, an icon of a truck or a half-track appears next to the unit name. The unit's statistics change when mounted to those of the unit's transport.

GAME PLAY**The Tactical Map**

The Tactical Map represents the area where all movement and combat takes place. This is viewed as either a scrolling close-up view map or a single overall Strategic View map. If playing with two players, one controls all Axis forces and the other controls all Allied forces. The campaign games are for a single player who controls the Axis forces.

The scale varies from region to region, as does the actual size of the units represented. The maximum number of units allowed in a hex is one land or sea unit and one air unit.

Unless toggled with their respective menu switches, hidden enemy units and sudden changes in weather conditions can play a significant part in tactics and timing.

The following features may be on the maps:

- ♦ Maximum of 12 different types of terrain.
- ♦ Nationality flags indicating city, port, and airfield ownership.
- ♦ Victory hexes which have a nationality flag with a gold border.
- ♦ Mud and snow conditions, represented by a change in the color of the map hexes.
- ♦ Neutral hexes, bordered in blue (e.g., Sweden or Switzerland). No units may enter these hexes.

Scoring and Victory Conditions

There are victory objective hexes (flags with gold borders) on the map of the scenario (on the Strategic Map, Axis victory objectives are in green, Allied victory objectives are in white). The score, or tally, of both Axis and Allied units destroyed in battle is displayed in the Show Score section of any Menu.

Spotting

If Hidden Units On/Off is on, all units become hidden at the beginning of each turn except those that are within 1 hex of a friendly city, port, or airfield or within the spotting range of friendly units. Air units' spotting range is halved by overcast weather and reduced to 1 hex when it is raining or snowing. Other units' spotting ranges are halved when it is raining or snowing.

Once a hex is spotted during a player's turn, it remains spotted for the entire turn. Any time a friendly unit moves and does not abort its move, it spots all hexes within its spotting range.

Enemy units within your unit's spotting range are automatically spotted except for enemy U-boats, which you have a 50% chance of spotting unless they are adjacent to one of your units.

Rugged Defense

Rugged defense can occur in two ways: if a unit's movement path takes it into the hex of a hidden enemy a rugged defense occurs automatically; or if an entrenched unit is attacked by a non-ranged, non-pioniere, or non-engineer unit. Unit entrenchment value, experience, and ambush chances are variables used in weighing the chance of rugged defense.

Supply

There are two types of supply: ammunition and fuel. Each time a unit shoots, it uses one point of ammo. Every movement point a unit uses costs it one point of fuel. Exceptions: when the ground is covered with snow all non-air units use 2 fuel points for each movement point.

At the end of each turn the following automatically resupply: air units which are on or adjacent to airfields, naval units which are in port, and ground units which have not acted. Ground units may not resupply, however, if there are enemy units adjacent to them and if they are not in a town. Rain, snow, and desert conditions also limit resupply.

Air units which are out of fuel and not adjacent to an airfield are eliminated.

Units normally receive 1/2 their ammo and fuel maximums during resupply. Units receiving Replacements or Elite Replacements automatically receive resupply.

Transports

All cities adjacent to an ocean hex act as ports for the purpose of embarking on troop transports. At the beginning of each scenario that uses air and naval transport, transport capacity is allotted to each side. This capacity represents the allocation of air transports and naval transports to your army and is used to move units around the map and over the sea. When you embark a unit, your

CREDITS

Producer	Tom Wahl
Associate Producer	Rick Martinez
Game Design	SSI Special Projects Group
Campaign Game Design	Joel Billings
Scenario Design	Chuck Kroegel
Documentation Manager	Eileen Matsumi
Rule Book	Mark Whisler
Rule Book Editor	Jonathan Kromrey
Original Programming	Paul Murray
Programming for 3DO	Keith Brors
Art	Dave Jensen
Interface Redesign for 3DO	Robert Calfee
Audio Programmer	Ralph Thomas
Voice Director	Tim August
Voice	Barry Lank
Map Design	Michael Kroon, Shane Hensley
Data Manager	Caron White
Test Supervisor	Glen Cureton
Lead Product Tester	John Cloud
Other Product Testers	Stephen Byrum, Michael Higgins, Steven S. Okano, John Peña
Graphic Design and DTP	LOUIS SAEKOW DESIGN: Leedara Zola, David Boudreau

Special Thanks (Alphabetically) To

Joe Almanza, Mike Bench, Bret Berry, Doug Brandon, Ron Calonje, Chris Clifford, Josh Cloud, Ben Cooley, Lee Crawford, Jason Dawdy, Diane Duffey, William Dunn, Forrest Elam, Jeff Groteboer, Annette Grove, Don McClure, Bruce Mickelson, Jeff Peña, Rick White

