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INTRODUCTION

Imagine that you are the Panzer General.

You are the brightest and best of the new Axis generals in the Second World War. Your tactical skills will be tested in armored assaults, amphibious invasions, paradrops, naval engagements, and fierce aerial combat for control of the skies. Go from triumph to triumph, invading and seizing the capitals of Great Britain, the Soviet Union, and ultimately the United States of America on your way to conquering the whole world!

Can you achieve a place in history?

Getting Started

If you want to get a quick start, refer to the "Tutorial/Quick Start" section of the manual which begins on page 2. It provides a step-by-step battle plan to familiarize you with the menus and aspects of a PANZER GENERAL scenario, and should help you win the first battle of the 1939 Blitzkrieg. If, however, you prefer to familiarize yourself with the game as a whole, turn to the "Menus" and "Game Play" sections on pages 18, and 30, respectively.

What Comes with This Game?

Your game box should contain this rule book, a data card, and game disks or a CD-ROM. The rule book explains how to play and contains important information on menus, scenarios, unit classes, and equipment. To play, install your disks according to the instructions on the data card.

Copy Protection

There is no physical copy protection on your PANZER GENERAL floppy disks or CD-ROM. This allows you to make copies of the disks and put the originals away for safekeeping, a procedure we recommend.

Using the Mouse

In this book, the term "click" means move the mouse icon (a sword) to the desired area on the screen and press either the left or right mouse buttons. "Left-click" means move the mouse icon to the desired area and press the left mouse button. "Right-click" means move the mouse icon to the desired area and press the right mouse button. In PANZER GENERAL, left-clicking activates buttons and hexes, and right-clicking toggles between menus and screens.

Saving Your Game

When you select Quit from the Option Menu you may choose Save to save your game. You can save up to ten regular games in the first ten slots and up to two e-mail games in the bottom two slots. To save a game, left-click on the number you wish to save your game under, type a title at the top of the screen and, if you wish, a further description of battle notes to yourself on the bottom line on the screen. Press the Enter key when you are finished.

If you are saving an e-mail game, choosing one of the e-mail buttons saves the game in a DOS format (in the PANZER GENERAL SAVES directory as "PBM.SV1", or "PBM.SV2") which can then be transferred via e-mail, floppy disk, or a direct modem link. Keep in mind that the only valid e-mail saves you make are at the *end* of your turn, not during it. When receiving an e-mail format copy of a PANZER GENERAL game, you should copy it to the SAVES subdirectory of the PG (the default) directory on your hard drive.

TUTORIAL/QUICK START

• *Scenario Selection Screen*

This tutorial provides step-by-step suggestions to familiarize you quickly and easily with the basic menus, options, and units in the first PANZER GENERAL battle scenario of the 1939 Blitzkrieg.

After the cinematic opening screen appears, press any key to start. If you wish to skip the cinematics in future games, press Esc to start.

From the Start Game Menu on the right side of the screen, your choices are: Start Campaign, Play Scenario, Load Saved Game, or Quit. Left-click on Play Scenario.

Setting Preferences

The Scenario Selection screen offers choices of: difficulty, player or computer control, and scenario selections. For the tutorial, locate the Set Difficulty menu in the upper-left corner of the screen and left-click on the Easy button. Next, left-click on Poland as the battle scenario you want to play, then select Start Scenario located in the lower left corner of the screen.

After a scenario briefing, the title screen of the scenario appears and displays the turn number, the date, the current weather, and the number of turns remaining.

Left-click on the title screen of the scenario to start your game. The Tactical Map, or battlefield, appears in the main view. The highlighted hexes are those visible to your troops. Your panzer units are gray and ready for battle.

Game Turns

Each scenario in PANZER GENERAL is made up of a number of "turns." In each turn you and your enemy are given a chance to move units, attack enemy units, resupply units, etc. When your turn is done and you have moved or given orders to all of your units, left-click on End Turn. Afterward, the enemy moves its units and completes its turn.

• *Tactical Map*
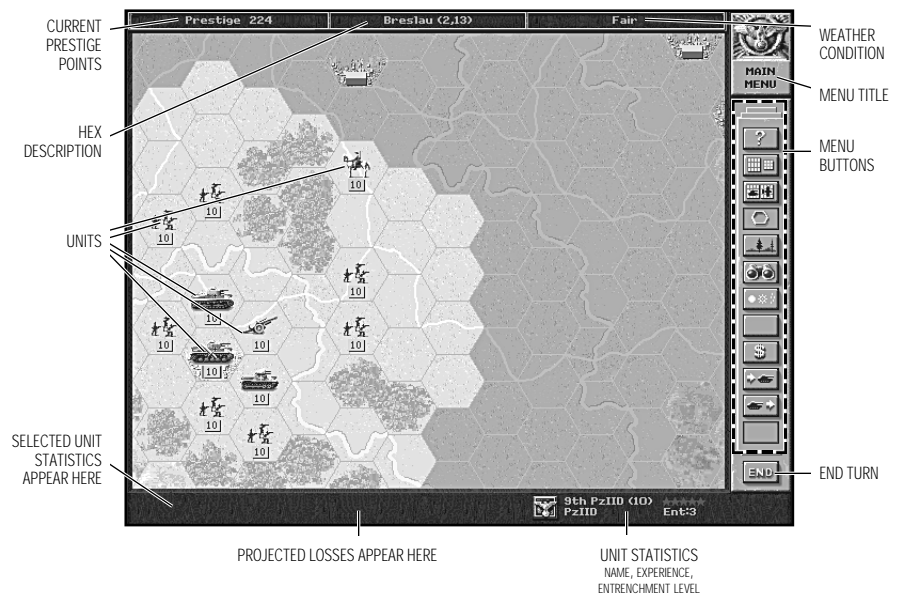
Along the top of the screen are your current prestige points, hex descriptions, and weather conditions. Prestige points play an important part in your success in PANZER GENERAL and are discussed in further detail in the "Game Play" section of this manual, starting on page 30.

Left-click on any gray unit with a blinking dot to make it ready for orders. On the map the lighted hexes are the hexes that the unit you selected can move to. Be aware that it cannot move to a hex occupied by another unit (with the exception of an air unit). Now look at the bottom information bar which is divided into three sections. In the left section is the currently selected unit's name, type, strength, experience, and entrenchment level. In the middle section a description of current fuel and ammo levels appear, unless you are about to commit your unit to battle — then the "projected losses" appear. On the right are the statistics of any unit (yours or the enemy's) the mouse icon is currently over, including its name, type, strength, experience, and entrenchment level.

Move the mouse icon over other units to see their summary information. You may also left-click on enemy units to view their complete statistics in the Unit Menu. For more information, see the Unit Menu section on page 22.

For now, right-click to leave a selected unit and return to the Main Menu.

Notice that when your mouse icon is over a menu button, that button's function is displayed in the center section at the top of the screen. Use this feature to define menu buttons until you are familiar with them.

From the Main Menu, left-click on Go to Options Menu. Then left-click on Hidden Units Off to see enemy units and their strengths, and left-click on Turn Weather Off 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.

Left-click on Go To Main Menu (or right-click anywhere to toggle menus at any time).

You are now ready to begin the Poland scenario.

Remember that in PANZER GENERAL . . .

♦ *Left-clicking activates buttons and units in hexes, and right-clicking toggles between menus and screens.*

♦ *Left-clicking on a unit makes it ready for orders, and the hex-border that unit is in turns black.*

♦ *All menus and buttons appear along the right side of the screen, and button descriptions appear in the top center section of the screen.*

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 10 days they must capture the cities of Lodz and Kutno.

• *Strategic Map*

YOUR MOUSE ICON   ENEMY UNITS

VIEW TACTICAL MAP

VIEW SURFACE/ AIR UNITS

OVERVIEW OF ENTIRE BATTLEFIELD

SHOW/HIDE TERRAIN

END TURN

VICTORY OBJECTIVES (IN GREEN)   YOUR UNITS   PLAYER-CONTROLLED OBJECTIVE (IN WHITE)
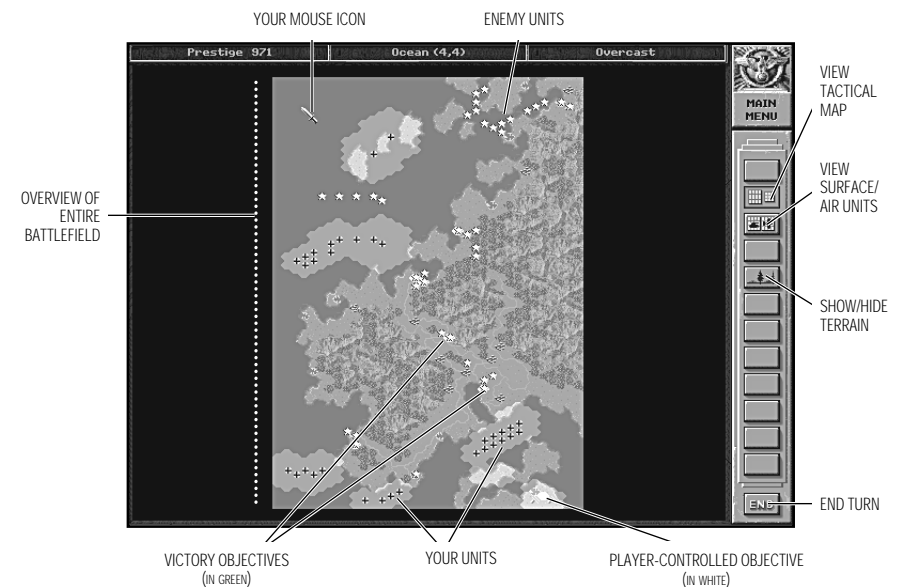
The proper use of roads is most important when using wheeled vehicles — they move twice as fast.

View Strategic Map

As the soon-to-be-great (or 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. Select View Strategic Map from the Main Menu. A map appears, displaying: 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 your already-controlled objectives which have been won and must be held throughout the battle.

To view a portion of the map up close, either left-click on View Tactical Map, or move your pointer over the section you wish to see and left- or right-click. The screen is now in the Tactical Map, showing you the section you wanted. To see the rest of the Tactical Map in this view, move the pointer to the surrounding screen border according to the direction you wish to move. The screen scrolls in that direction until you move the pointer back onto the main screen.

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.

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 shall 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 infantry following second.

Units that have not acted are indicated by a small white blinking dot (and in the Strategic Map they are outlined in white). This allows you to easily see which units you have moved and which you have not.

Movement

Left-click on a tank unit to select 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 highlighted and the movement cost to any hex the mouse icon is over appears in the upper-right-hand information bar. 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.

Left-click on the hex you want the unit to move to.

When moving a unit, and before selecting another unit to be moved, you can cancel your move by *immediately* selecting Abort Move from the Unit Menu. In effect, Abort Move returns the status of your unit to the pre-order phase, and it regains its blinking white dot to indicate it can still move, resupply, etc. This is useful in case you change your mind about a move or wish to move another unit first.

Keep in mind that once a unit has moved and you have either right-clicked or moved on to select another unit, you cannot go back except to look at unit statistics.

Attack

To attack, move the tank unit to a lighted hex adjacent to an enemy unit. If at this time you are concerned about which enemy units are appropriate to attack, a blinking white dot denotes enemy units which are appropriate targets. The attack option (red cross-hairs) appears when you pass the mouse icon over an enemy, and the Expected Losses appear at the bottom center section of the screen.

The Attack number is the losses projected for the attacking force (your unit), and the Defend number is the projected losses for the unit being attacked. Keep in mind that these are *projected* losses; they may not be the same in actual battle! When you decide to attack, left-click when the red cross-hairs target is over the enemy unit.

You must attack with the selected unit before you selcet another unit to move.

As the battle ensues, unit losses are indicated on the unit strength flag underneath each unit, and battle details are listed at the top and bottom of the screen.

Use another tank unit to attack the 10th Polish Cavalry, then attack (if possible) with 1-2 infantry units.

Once the 10th Polish Cavalry unit is eliminated, or retreats, try to move the artillery unit into its transport (truck) and up to the northern tip of the forest. Hex descriptions appear at the center top of the screen. If you cannot move it this turn, try to do so next turn.

Mount onto Transport

To load the artillery unit into its transport, left-click to select the unit and choose the Mount button from the Unit Menu. Once the unit is mounted, the highlighted movement area is widened.

Move any other Battlegroup North units (totaling two tanks and three infantry) within two hexes of Kalisz to prepare for the siege next turn.

Battlegroup South

Your orders are to move a tank unit as far east toward the Warta river as possible, followed by infantry units in transports and an artillery unit you purchase. Leave one infantry unit to protect the city of Breslau. If no transport is available for an infantry unit, use it to flank the other units and provide quick defense.

Once again, in this scenario it is best to lead attacks versus enemy infantry or cavalry with a tank first and infantry following after.

Mount onto Transport

To load units into their transports, left-click to select the unit and choose the Mount button from the Unit Menu. Once a unit is mounted, the highlighted movement area is widened. Left-click on a highlighted hex to move there. Transport moves can be taken back by pressing the Abort Move button.

Units in transports do not have high defensive capabilities. If at all possible, first Dismount units before attacking the enemy.

Note: In later scenarios, if you want to purchase a transport for an infantry unit, you must move the unit into a friendly city hex and choose Upgrade from the unit menu.

Purchase a Unit

To ensure success, you should purchase an artillery unit with transport capability. To get another artillery unit you use your influence with the high command, or "Prestige Points," to purchase a unit.

Select the $ button from the Main Menu and the Purchase Unit Menu appears (see next page). The left side of the screen displays unit classes available with a green light and not-yet available with a black light. Units which are above the cost of your current prestige points are indicated by a red light. Left-click on Artillery to see the available artillery class units. When you left-click on the 7.5 leFk 16nA artillery unit, the unit's statistics appear along the right side of the screen, underneath your Prestige Points, Units Available, and Total Cost sections. The single unit (more become available in the future) costs 84 prestige points.

• *Purchase Unit Menu*
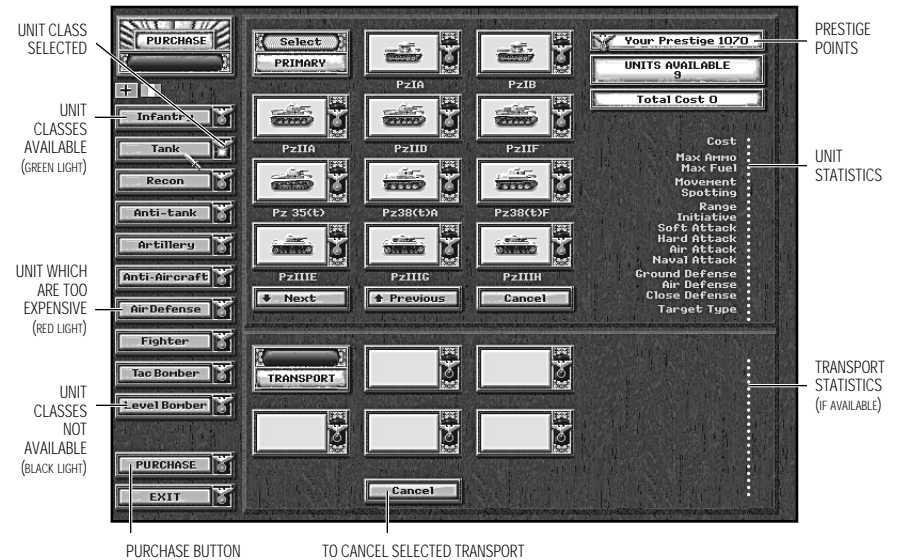
If transport is available for a unit, it appears with its statistics on the lower section of the screen. There are two choices of transport for your artillery unit: either the Opel truck transport, or the SPW half-tracked transport. Left-click on one to choose it and view its statistics. The new total cost for both the unit and the transport appears in the "Total Cost" section.

Select Purchase from the lower-left corner to confirm the purchase. If you want to cancel a purchase before placing the unit on the map, right-click anywhere.

Be aware that the units you purchase are 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 your mouse icon to a highlighted hex and left-click 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, select the End Turn button, and answer "yes," to confirm the end of your turn.

Coordinated use of infantry and armored units is the key to successful offensives.

♦ *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

Left-click on the artillery transport in the forest and select Dismount from the Unit Menu. Place the mouse icon 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. 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, right-click 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, click on 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 is no enemy unit adjacent to Kalisz, highlighted hexes indicate you may deploy the unit there. If you want to cancel a purchase before the unit is deployed, right-click anywhere.

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.

Next Unit

If you find that you are forgetting which units have moved and which have not, choose the Next Unit button from the Main Menu. A display shows which units have moved with a red light and which are available to move with a green light.

♦ *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 (see below).

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 selecting Replacements from 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 your unit that is getting replacements reduce or even prevent the replacements from arriving.

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 can run out of fuel and all units can run out of ammo. To avoid this, units can use their turn to resupply by selecting Supply Unit from the Unit Menu. Units cannot resupply when adjacent to enemy units, unless in a city, airfield, or port. Units that receive Replacements are automatically re-supplied 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.

Listed below are a few helpful tactics to remember during play.

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 highlighted. As the cursor moves over a new hex, the amount of movement appears at the bottom of the screen. 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, etc. If you right-click 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 "Strategy Notes" section, beginning on page 52.

MENUS

There are three basic menus in PANZER GENERAL: the Main Menu, the Options Menu, and the Unit Menu. The following menu options are available on the right-hand side of the screen as buttons. These buttons change based on the active unit and what options are available. Unavailable options appear pressed-down and darkened.

Main Menu

The Main Menu is the menu you use most during the game. From its selections you are able to change views of the battle area, select views of either ground or air units, view unit statistics, change the conditions of the battlefield, purchase new units and equipment, and go to units waiting for orders.

Left-click on menu buttons to select them. Right-click anywhere to toggle between the Main Menu and the Options Menu.

MAIN MENU

GO TO OPTIONS MENU
VIEW STRATEGIC MAP
VIEW SURFACE/AIR UNITS
TURN HEXSIDES ON/OFF
SHOW TERRAIN
TURN VIEW MODE ON/OFF
WEATHER REPORT

PURCHASE UNIT
GO TO UNIT
NEXT UNIT

END TURN
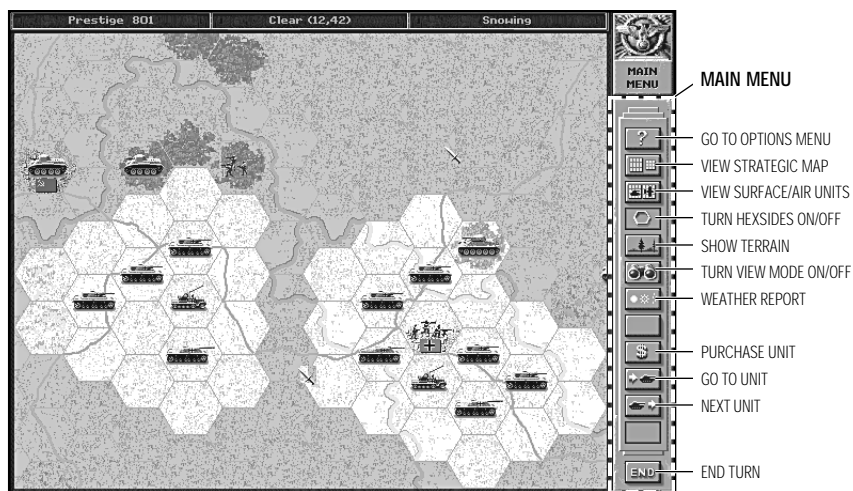
Go to Options Menu: displays game options for you to choose from.

View Strategic Map: shows the entire battlefield on a single screen and also shows either surface or air units, depending on which view you are in.

View Surface/Air Units: toggles between viewing your land and air forces. When both a surface and air unit occupy the same hex, the view determines which one of the icons is large and which is small on the Tactical Map. The large icon is the one that you select by left-clicking.

Turn Hexsides On/Off: adds or removes the hex grid from the map.

Show Terrain: removes hexes, ownership flags, and units to reveal the terrain. Right-click to return to the game.

Turn View Mode On/Off: turns the mouse icon into a magnifying glass that allows you to examine any units (Axis or Allied) you left-click on. From this view you may also select the buttons Purchase Unit, Go to Unit, and Next Unit. Right-click to exit.

Weather Report: tells you the weather for the current turn and the next turn at the bottom of the screen. Right-click to exit the report status.

Purchase Unit: allows you to add reinforcements. These are added to the core army if more core units are available, or to auxiliary forces if only auxiliary units are available. Purchase units with Prestige Points and place them in or adjacent to friendly cities (if land units) and friendly airfields (if air units). You cannot purchase ships. See the "Prestige Points" section of this manual on page 37 for more information.

Go to Unit: displays statistics for all of your units and indicates whether units are waiting for orders (with a green light) or have already acted (with a red light).

Next Unit: selects the next unit waiting for orders. If all units have already acted, the icon becomes shaded.

End Turn: ends the player's turn and proceeds to the opponent's turn. On your keyboard, press **Y** or **N** to confirm that you want to end your turn.

Options Menu

The Options Menu provides an extended range of game preferences for you
to choose from.

OPTIONS MENU

GO TO MAIN MENU
SET DIFFICULTY
HIDDEN UNITS ON/OFF
TURN ANIMATION ON/OFF
TURN WEATHER ON/OFF
TURN SUPPLY ON/OFF
TURN MUSIC ON/OFF
SOUND EFFECTS ON/OFF
HIDE/SHOW UNIT STRENGTHS
HIDE/SHOW COMPUTER MOVE
SHOW SCORE
TURN ON/OFF SPEED MOVE (NOT SHOWN)
QUIT GAME (LOAD/SAVE)
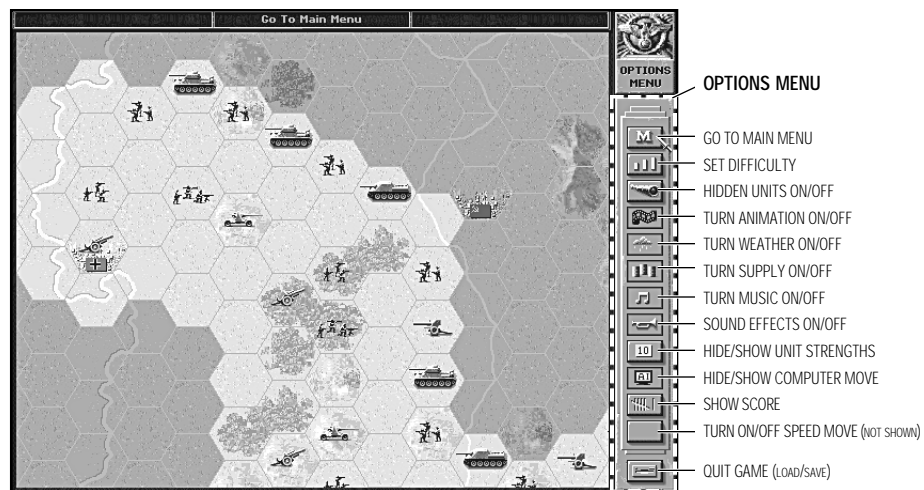
Go to Main Menu: returns the view to Main Menu.

Set Difficulty: sets difficulty levels to Easy, Medium, Hard, or Custom. Custom diffi-
culty allows you to adjust enemy experience and prestige levels separately,
and also allows you to turn off the computer's "Artificial Intelligence" (AI).

Hidden Units On/Off: changes the view on the Tactical Map of units, by either
using your units' spotting levels, or by displaying all enemy units at once.

Turn Animation On/Off: toggles combat animations. Turning the animation off
makes the game move more quickly. Animations in progress can be ended
at any time by left-clicking the mouse.

Turn Weather On/Off: toggles realistic weather conditions.

Turn Supply On/Off: toggles the supply rules on and off.

Turn Music On/Off: toggles the music.

Sound Effects On/Off: toggles the sound effects.

Hide/Show Unit Strengths: hides or shows the view of each unit's strength.

Hide/Show Computer Move: hides or shows the computer's moves. Even if this
is on, the computer's attacks are still shown.

Show Score: displays a "casualties" list showing the number of unit classes
the Axis and the Allies have lost in the current scenario or campaign. The
screen displays scenario losses, and in a campaign game an additional
left-click displays campaign losses.

Turn On/Off Speed Move: toggles the speed at which enemy moves are displayed.

Quit Game: ends the current battle and provides the choice to Save your
game, Load a saved game, Start Campaign to start a new campaign, Choose
Scenario to select a new scenario, or Quit to exit to DOS.

Unit Menu

The Unit Menu appears when you left-click on a unit during battle.

The Unit Menu provides options which are unique to the unit you have selected. You can choose to mount the unit if transport is available, purchase replacements and upgrades, disband, give your unit a name, examine unit statistics, go to another unit, or resupply. Be aware, however, that some of these commands require the unit's turn to execute, so once selected, the unit cannot do anything else that turn.
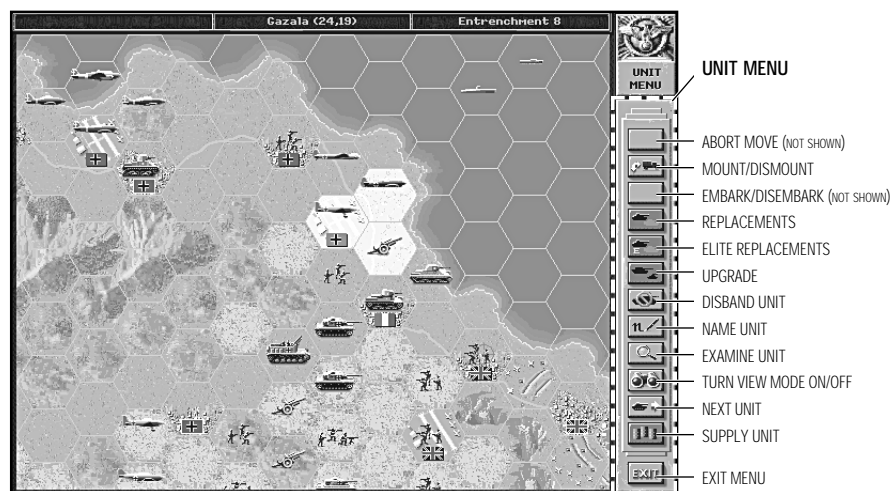
Abort Move: appears when you have selected a hex for the unit to move to and allows you to take back the move just made. You cannot, however, take back attacks or moves in which you spot previously hidden enemy units.

Mount/Dismount: allows units to be moved more quickly by available transport. Mount units which have transport whenever possible, but be aware that mounted units make easy targets. After you Mount/Dismount and move your unit, you must then choose whether or not you want to Abort Move. Unless selected *immediately* after the unit's movement, you will not be able to take back the move you just made.

Embark/Disembark: allows most units to use naval transport, and allows infantry, light artillery, and light anti-tank guns to use air transport. When embarking, the unit's icon is replaced by a sea or air transport icon. Units can only embark on naval transport at ports or coastal cities and on air transport at airfields. Embarking and disembarking units can only be done at the beginning of a unit's turn. Naval transports can disembark into an adjacent unoccupied land hex and air transports can only disembark at any unoccupied airfield. Paratroops may select the hex the air transport is in or any adjacent land hex as their drop zone, and are subject to drifting from the selected drop zone. Disembarking ends the unit's turn.

Confirm Abandon: occurs when you attempt to embark a unit and must leave its organic transport behind. Example: An infantry unit you wish to embark onto a plane and transport to a newly-won airport cannot take its truck or half-track with it onto the plane. Therefore, you must confirm the abandoning of the transport or use a unit without transport. Transports that are abandoned are lost.

Replacements: replace lost strength points and automatically resupply the unit as described under "Supply Unit" below. Replacements begin with 0 experience which is averaged with the unit's current experience to generate a new experience level. This option ends the unit's turn. Units can get replacements anywhere, except that air units can receive replacements only when on a friendly airfield or carrier hex. A unit receives fewer replacements if one or two enemy units are adjacent. If three enemy units are adjacent, the unit cannot receive any replacements unless it is in a city. Bad weather and desert terrain also reduce replacements. In between campaign scenarios under-strength units are brought up to strength with replacements.

Elite Replacements: are treated the same way as regular replacements except that they do not reduce the unit's experience level and they cost four times as much. Although expensive, elite replacements are cheaper, point-for-point, than building a new unit with no experience.

Upgrade: activates the Upgrade Unit screen and enables you to change the type of unit within its class and add organic transport if available. You can only upgrade units when deploying for a campaign scenario or during a scenario when in a friendly city (or, in the case of air units, on a friendly airfield) with no adjacent enemy units. Upgrading a unit during battle requires one turn.

Disband Unit: Units can be disbanded in order to create new units which are more effective in given circumstances. Example: disbanding an inexperienced infantry unit to purchase a tactical bomber to help soften up enemy defenses.

Name Unit: allows you to personalize unit names. These names remain in effect until the end of the scenario or through the entire campaign. You may want, for example, to name units according to their capabilities or how you intend to organize them in Battlegroups. Keep in mind that units are numbered consecutively by the computer in each scenario, thus slightly changing the names you choose.

Examine Unit: displays statistics and battle-readiness for the currently active unit. See the "View Unit Statistics" section beginning on page 25, for more information on statistic definitions.

Turn View Mode On/Off: allows you to examine any unit you left-click on instead of switching to it or attacking it. In the "on" mode, the mouse turns into a magnifying glass and displays the statistics of any unit on the screen. You cannot attack in View Mode, only view unit statistics.

Next Unit: selects the next available unit. If a unit has acted and the next unit is chosen, the current unit's turn ends. Mounting or dismounting a unit does not count as an action.

Supply Unit: re-supplies the selected unit with up to half its maximum capacity and takes one turn. Units receiving replacements automatically resupply. Adjacent enemy units prevent resupply except as part of receiving replacements. Snow and rain reduce resupply by 1/3. Desert terrain reduces the amount re-supplied by 3/4, to a minimum of 1 ammo and 1 fuel.

Exit Menu: exits the menu without choosing an option.

View Unit Statistics

The View Unit screen displays detailed information about the current unit. This information is important in evaluating the unit's combat capabilities. In campaign scenarios this screen also displays battle honors won by the unit for distinguished performance in particular battles.
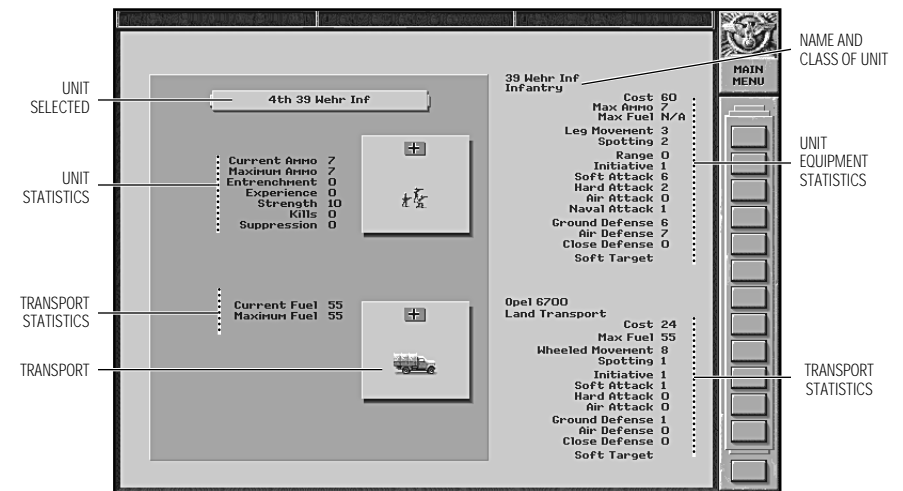
Unit Statistic Descriptions

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.

Current Ammo

The amount of ammo the unit currently has. Avoid running out of ammo, as 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.

Be careful to monitor your ammo and fuel levels when in desert terrain.

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, etc. 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

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.

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.

Kills

The number of enemy units a unit has destroyed in the current scenario or over the course of a campaign.

Suppression

This indicates the number of a unit's strength points suppressed by enemy shooting. The unit's number of remaining strength points are used to shoot back in that turn. Most suppression lasts only for the duration of a single combat, but level bombers can suppress units for the player's turn, thus facilitating further attacks on the suppressed unit. In combat, defending units whose suppression number is greater than or equal to their current strength, retreat or surrender.

Unit Equipment Statistic Descriptions

Class of Unit Equipment

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

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.

Movement Method

The different methods of movement that unit types may use are: leg, towed, wheeled, half-tracked, tracked, off-road, all-terrain, naval, and air.

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 bracketed 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 bracketed strengths may not attack but may shoot back if attacked.

Air Attack

The unit's attack value against air targets. Units with bracketed 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, statistics for the unit's values while mounted are displayed below the unit's normal statistics. Units cannot abandon organic transport except when embarking on air transport, when they must do so.

GAME PLAY

• *Tactical Map*

HEXES THE SELECTED UNIT CAN MOVE TO

ENEMY'S ENTRENCHMENT LEVEL

HEX DESCRIPTION

ENTRENCHED POSITIONS

NATIONALITY FLAGS

SELECTED UNIT

AIRPORTS

Dover (41,28)

Entrenchment 8

UNIT MENU

EXIT

93rd Battleship D1 (10)
Battleship D1

Expected Losses
Attk:0   Dfnd:0

70th GB Inf 39 (10)
GB Inf 39
Ent:8

ATTACKING UNIT NAME

EXPECTED LOSSES

DEFENDING UNIT NAME

FRIENDLY PORTS
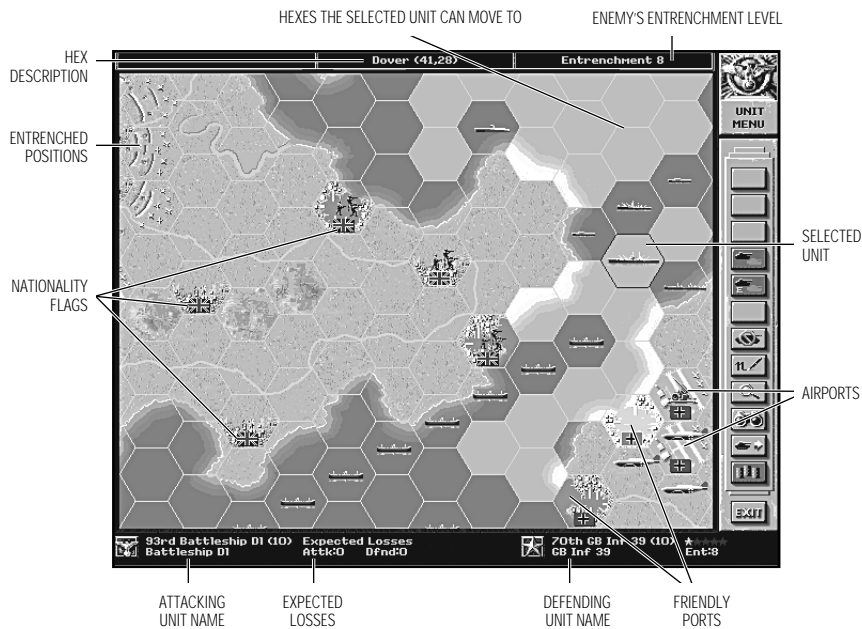
The Tactical Map

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.

Be sure to reconnoiter the attack area well. Spotting is important!

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 flashing 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.

Beginning and Ending a Battle

You begin a battle by selecting a scenario of the campaign game. In the campaign game, you control a core group of units through the various battles you fight. Other auxiliary units are provided to you for that battle only. Surviving core units gain experience over time, and your unit combinations reflect your own preferences. Later campaign scenarios allow more core units.

Set-up is automatic in scenarios, while in the campaign games the player deploys his core units within specified deployment areas.

Air and Naval Transport Points

At the beginning of each scenario which uses air and/or naval transport, air and naval transport points are allocated to each side. The number of points currently available to you appears at the top right of the screen when you pass the mouse icon over a friendly port for sea transport or an airfield for air transport. These points are used temporarily for moving units by air and sea. A point is subtracted from the appropriate pool when a unit is embarked and added back when the unit disembarks. See the menu description of "Embark/Disembark" on page 23 for more information.

Automatic Resupply

The following automatically resupply at the end of a turn: air units on friendly carriers, or on or adjacent to friendly airfields; naval units in friendly ports; and ground units which have not acted. The resupply rate is limited by the proximity of enemy units, terrain, and bad weather. See the menu description of "Supply Unit" on page 24 for more information.

Combat

Combat takes place when you order a unit to attack another unit. Eligible targets appear with blinking white dots. Units with ranges of one or more hexes can make ranged attacks, i.e., shooting at the enemy without the enemy being able to shoot back (except that capital ship class units can shoot back when shot at by other capital ship units).

The order in which each unit shoots is affected by initiative and experience. Unless in a city or other terrain where the unit's initiative is limited, or facing a rugged defense (in which case the attacker's base initiative is set to 0 for the combat), each side's experience level and initiative are added to a random score of 0, 1, or 2 and the unit with the higher score shoots first. If there is a tie, both shoot simultaneously.

A rugged defense can occur in two ways: (1) if a unit's movement takes it into the hex of a hidden enemy an ambush occurs (for air and naval units this misfortune is called "out of the sun" and "surprise contact"), which is automatically treated as a rugged defense, and (2) if an entrenched unit is attacked in a non-ranged attack by an infantry unit other than a pioniere or engineer, there is a risk of a rugged defense based on the relative experience and entrenchment rates of the two units and the defender's entrenchment level. If the entrenchment level is 0, there is no risk of a rugged defense.

Each unit's non-suppressed strength points are assumed to shoot using their respective attack and defense values. Suppressed elements do not count in the firing order, but suppression other than suppression from level bombers lasts only for the duration of the current combat. The attacker's strength points are halved by mud or snow for ground units. Air units may not attack in rain or snow. Strength points are also halved if the unit has run out of fuel (if it runs out of ammo, it can't attack).

Under certain circumstances, units near the defending unit shoot at the attacker before normal combat begins. Artillery units contribute defensive fire in support of any adjacent ground units. Air defense units contribute defensive fire against air attacks against any adjacent ground units. Fighters adjacent to defending bombers or ground units may intercept attacking air units (but fighters may only make one interception per turn, and each attacking air unit may only be intercepted once). Each of the above occurs prior to normal combat and without the attacker being able to shoot back. Losses and suppression from defensive fire carry over into the remaining combat. If the attacker has no more strength points in the firing order, all of them having been destroyed or suppressed, the attack is broken off immediately.

Each time a unit shoots it uses one ammo point. Defending units can easily use up several points of ammo in a single turn when defending themselves or adjacent units.

Tanks are most effective in open terrain.

Deploying Troops After Successful Scenarios

When you are given the chance to deploy your troops at the beginning of a scenario it is best to start by viewing the battlefield on the Strategic Map and evaluating its tactical possibilities. See the section "Strategy Notes," on page 52 for some tips on planning your battle. Once you've planned your campaign, start deployment with your spearhead units and then follow with the rest. The Place Other Unit button allows you to see all of your available units at one time, upgrade their equipment (including providing them with organic transport) and select which ones to place. Left-click on a hex in a highlighted deployment area to place a unit there; right-clicking on a placed unit removes it from the map. The up- and down-arrow keys cycle through your units so you can select the one you want while viewing the Tactical Map.

Difficulty Settings

The Scenario Selection screen offers choices of: difficulty level, player or computer control, and scenario selections. The Set Difficulty section in the upper-left corner of the screen can be set to Easy, Medium, Hard, or Custom. The Custom setting allows you to choose how much experience and prestige the computer is given during play, and gives you the chance to adjust the computer's "Artificial Intelligence" (AI).

• *Go to Unit Screen*

Go to Unit

The Go to Unit screen, available through the Main Menu, provides an overall view of which units have moved and which have not. Green lights indicate which units have not moved. The screen also displays: unit strength, experience, name, ammo, fuel, and statistics. If you have more than 15 units, use the Next button to see your other units.

Initiative

Initiative is determined by the equipment used in battle, the terrain upon which the battle takes place, and the experience of the units. It is also adjusted by a randomly generated score of 0-2.

If an ambush or rugged defense occurs, the attacker's initiative is 0.

Movement

Each unit has a movement point allowance per turn that is spent as it moves. The movement point cost of each hex depends on the terrain in the hex, weather conditions, and the unit movement type. When you left-click on a unit that has not moved, the hexes the unit can move to are highlighted. As the cursor moves over a lighted hex, the amount of movement expended to reach that hex is displayed at the top of the screen. Every movement point a unit uses costs 1 fuel, except that when the ground is covered with snow all ground units pay 2 fuel points per movement point.

Movement ends prematurely if a moving unit moves adjacent to or is ambushed by (moves into) a previously hidden unit. An ambush is treated as an attack with the defender receiving an automatic rugged defense. Entering a river hex ends a ground unit's movement, except when the river surface is frozen. The ground unit may exit river hexes normally the following turn. Entering a mountain hex ends a ground unit's movement until the next turn. Dismounted bridging engineers may serve as bridges.

Left-clicking as a unit icon moves across the map jumps it to its destination.

Order Air Units

Air units which are low on fuel and have not been moved in your turn require orders to return to a friendly air base. You can tell when a unit is low on fuel because the air unit fuel numbers turn red whenever your fuel level is at half or less. If you do not move them to a friendly air base, the units may not make it back the next turn and disappear from the screen, plummeting to their doom.

Overstrength Size

A unit with an experience level of 1 or greater may be made temporarily overstrength by adding elite replacements when it is already at 10 or more strength points. You may only do this as long as the current unit strength is less than 10 plus the unit's experience level. Each time the player takes elite replacements under these conditions the strength of the unit increases by 1.

Prestige Points

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 and battles costs you prestige. You can exchange prestige points for new units, replacements, and new equipment for existing units. You must pay the full prestige cost of new equipment even if the cost of the new equipment for a unit is less than that of the old equipment given up. In some instances prestige may also be used to influence the course of events.

Refueling Air Units

When the current fuel number for an air unit on the bottom of the screen turns red, this indicates it has used up half or more of its fuel and you should start checking to make sure it has sufficient fuel to return to a friendly airbase. Air units that run out of fuel, which are not on or adjacent to an airfield or on a carrier, crash and are destroyed. Air units use a minimum of half their movement allowance in fuel every turn.

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 the Options 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 also limit supply.

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, points are given to each side. These points represent the allocation of air transports and naval transports to your army. These points are used to move units around the map and over the sea. When you move the cursor over a friendly port, coastal port, or airfield, the current points appear at the top of the screen. When you embark a unit, one point is deducted from available transport. When you disembark a unit, one point is added to available transport.

Organic transport is transport which is permanently assigned to a unit and cannot be shared (i.e., trucks or half-tracks).

True Neutrals

True neutrals are countries like Sweden or Switzerland which no one is allowed in or over. These hexes are indicated on the Tactical Map with blue hexsides.

Turn Sequence

In a given turn a unit can move once and attack once, in either order, except for artillery and air defense units which may only shoot before moving. After you have selected a hex to move to, but before attacking from that hex or selecting another unit, you may elect to Abort Move unless you contacted or moved adjacent to a previously hidden unit in the course of your move. Units may also take a variety of other actions, some of which are limited to the beginning or end of the unit's turn and some of which take the entire turn. See the "Unit Menu" section on page 22 for more information.

Unit Experience

Each time a unit takes part in a combat it gains experience. Every 100 points equals an experience level. The maximum experience level a unit can achieve is 5. When two units are in combat, their experience levels are compared and the difference modifies the outcome. Experience also determines overstrength size, influences ambush chance, and modifies initiative. For more information on experience, refer to the "Experience" section in the "Unit Statistic Descriptions" on page 25.

Victory Conditions

Battles are won by taking or holding some or all of the victory objective hexes (depending on the scenario), which are represented by gold-bordered flags on the Tactical Map and by green or white hexes on the Strategic Map. Capturing towns that are not victory objectives gains you prestige points, but does not affect the victory conditions, so you should always focus on capturing the objectives you have been ordered to take. Only units of the tank, antitank, recon, and infantry classes can capture cities, ports, and airfields, although other troop types can occupy them and prevent their use by the enemy.

*Once destroyed,
an experienced
core unit can
never be
replaced.*

Weather

Weather is randomly determined based on actual weather conditions for the month of the year and weather zone in which a battle occurs. Weather may change between fair weather and storm fronts. Storm fronts can last for a number of days and have the possibility of generating only overcast weather or becoming rainstorms or snowstorms. It never rains or snows in North Africa.

Zone of Control

A unit exerts a zone of control into the six hexes around it. Surface units' zones of control affect only surface units and air units' zones of control affect only air units. When you move a unit into the zone of control of an enemy unit, your unit's movement is stopped and it must either attack or end its turn. If your unit was ordered to move to a point which takes it through a hex occupied by a previously hidden enemy unit, your unit is ambushed by the enemy unit and your unit's turn ends after combat is resolved.

Keyboard Commands

Pressing Alt-X during the computer move quits the current scenario.

When you place core units during deployment, the up-arrow key chooses the previous unit on the list to place, and the down-arrow chooses the next unit on the list.

If a unit icon is moving across the screen, a left-mouse click jumps it to its destination.

Normally, Enter acts as a left-click and Esc acts as a right-click.

Difficulty Menu:
   E = Easy
   M = Medium
   H = Hard
   C = Custom

Save Game Menu:
   S = Save
   L = Load
   C = Start Campaign
   P = Play Scenario
   Q = Quit Game

Opening Screen:
   C = Start Campaign
   S = Start Scenario
   L = Load Saved Game
   Q = Quit

For Yes/No Questions:
   Y = Yes
   N = No

For planes low on fuel which have not received orders:
   O = Order Unit
   E = End Turn Anyway

Before debriefing:
   S = Save Game
   G = Go On with Campaign
   Q = Quit

After a scenario ends:
   R = Review Battlefield
   G = Continue Game (Go On)

UNIT CLASS DESCRIPTIONS

All pieces of equipment, referred to as units, are grouped into one of 18 different classes of equipment in PANZER GENERAL. Below is a list describing the 18 classes, types available within each class, and their tactical role. For more information on the statistics of individual units within a specific class, see the section "Unit Equipment Tables," starting on page 54.

Ground Classes

Anti-Aircraft

The primary use of the anti-aircraft (AA) class is to respond quickly to enemy air units. Unlike the air defense class, AA units may fire and move or vice versa and can attack ground units. AA units can keep up with a quick moving attack force, and if properly used, assist in mopping up enemy infantry. Protect AA units from enemy tank, anti-tank, and artillery units and you may find them very useful. Unlike air defense units, AA units must be in the same hex as enemy air units to attack them.

Air Defense

Like artillery, air defense units cannot attack after they have moved; unlike artillery, however, they cannot attack ground units. They are ideally suited for defending relatively stationary ground units against enemy airpower in defensive battles, but given time and proper protection, they can also be useful when brought up to support your offensives by fending off enemy aerial counterattacks. Because of their ranged attack and protective fire capability, well placed air defense units can keep enemy aircraft at bay around a vital city, or protect a difficult ground assault from disruption.

Anti-Tank

The anti-tank (AT) class is divided into two unit types: towed anti-tank weapons and self-propelled anti-tank weapons (the latter often referred to as "Tank Destroyers" [TDs]). The towed type are excellent on defense, especially if heavily entrenched, but their vulnerability while being towed by trucks or half-tracks makes them difficult to use effectively on the

Infantry units are the best assault forces in rough terrain.

attack. When attacking, use tank destroyers instead. TDs are much cheaper than tanks for the equivalent gun size, but less well-armored and usually lack a turret. This means that they can use their initiative to get in the first shot when defending against tank attacks, but always fire second when attacking tanks themselves. This makes attacks on tanks risky unless they are already seriously weakened. The key to TD tactics against tanks is moving offensively but fighting defensively — rather than attacking enemy armor, move TDs into positions where the enemy armor is forced to attack you. For example, while your tanks strike deep through enemy lines, TDs can be used to block enemy armored counterattacks on the flanks of the advance. Although their intended purpose is to fight tanks, TDs make excellent tank-substitutes for overrunning other troops.

Artillery

Artillery cannot attack after moving. Artillery units, like anti-tank units, are divided into towed and self-propelled categories. The difference is less significant because they are too vulnerable, even when armored, to confront the enemy directly — their role is instead to bombard the enemy from a distance in support of other friendly troops. The main advantage of self-propelled artillery is that it can keep moving without having to mount

and dismount. Towed artillery, in comparison, is very vulnerable and unable to fire in defense of itself on adjacent enemy units. Artillery is suitable for softening up enemy soft targets prior to an offensive attack (even if they inflict no losses, each bombardment attack reduces the enemy's entrenchment level), and equally valuable because of its ability to provide defensive fire when adjacent ground units are attacked by enemy ground units. Artillery is best deployed immediately behind friendly units where it can support them on both offense and defense. Artillery support is especially critical if you want your infantry to have a chance of stopping armored attacks in the open.

Fort

The fort class is divided into two types: "forts," which are networks of immovable, strongly-built heavy artillery and infantry positions, and "strongpoints," which are lighter networks of pillboxes and light field fortifications. Since forts have ample reserves of ammo and strong attack values, they should shoot aggressively at any enemy that approaches. A combination of artillery and aerial bombardment followed by an assault by engineer or pioniere units is the proven method of capturing enemy forts and strongpoints that cannot be bypassed.

Infantry

The infantry class consists of several different types of units. Infantry are the most common troop type in any army and are the most versatile. Their advantage lies not in their speed but in their ability to fight in cities, forests, and other difficult terrain without the penalties suffered by most other classes. Although vulnerable to artillery fire and armored vehicles when in open terrain, they are almost impossible to dig out of well-entrenched defensive positions unless attacked by other infantry and artillery in coordination. Even the most powerful armored offensive can be halted or seriously delayed by a single well-positioned and well-entrenched infantry unit if the armored units lack proper support.

Engineer and pioniere units are excellent at assaulting heavily entrenched positions because their special training and equipment enables them to avoid the risk of a rugged defense. Bridging engineers, indicated by a bridging icon, carry bridging equipment that allows them to serve as a bridge for other friendly units while dismounted in a river hex. Paratroops and

rangers are lightly-armed but highly-trained infantry able to paradrop from air transports. Heavy weapons infantry have higher attack values than ordinary infantry and so are more suitable for assault roles, but move more slowly, making them prime candidates for transporting. Cavalry in this period are actually mounted infantry, with relatively low combat values but high mobility without the expense and vulnerability of organic transport.

Recon

The recon class consists of highly mobile but lightly armored units with superior spotting ranges (which is very important if using realistic spotting rules). They can pinpoint the location of enemy units, seize and hold cities and other objectives temporarily, and successfully attack weakened enemy units and vulnerable units such as units mounted on organic transport. Recon units are most useful in offensive battles, and having one as a pathfinder for each major advance saves you time and helps you avoid ambushes.

Tank

The tank class is at the heart of PANZER GENERAL. Contrary to popular belief, this is not because they were all-powerful, but because they were a key ingredient in the combined arms blitzkriegs that stunned the world in the early campaigns of the war. Because of its speed, armor, and heavy weaponry, the tank class is most able to take aggressive risks and survive. But beware of overconfidence — although tanks dominate open country, they are vulnerable to infantry in cities, forests, and rough terrain, can be stopped by antitank guns and tank destroyers, and require air support when the enemy is able to use tactical bombers against them. A successful general does not win with tanks alone.

Truck

The truck class includes trucks, half-tracks, and a few fully-tracked vehicles used as organic transport (i.e., it is specifically assigned to a unit and cannot be shared). Organic transport is useful for giving otherwise slow units greater mobility but, while mounted, units use the weak combat values of the transport and are easily destroyed. Troops moving by truck should therefore be protected from enemy ground and air attack at all times. Trucks are cheaper and faster on roads, but half-tracks are more sturdy (a good value for expensive units) and move more quickly in difficult terrain.

Proper use of self-propelled artillery enhances the defense of adjacent units.

Air Classes

Air Transport

Most scenarios include a pool of air transport points. Air transport is non-organic transport which allows infantry, light artillery, and light anti-tank units to embark at friendly airfields and disembark at any unoccupied airfield (enemy airfields may be seized in this way). Paratroops and rangers can attempt to "jump" into any non-sea hex. See the "Embark/Disembark" description in the Unit Menu on page 23 for information about transporting infantry by air. Note that air transports are highly vulnerable to both enemy fighters and air defense units and require fighter escorts, particularly for paradrops behind enemy lines.

Fighter

The fighter class is your key to obtaining air superiority. The fighter class is highly effective attacking enemy air units, and is able to protect adjacent friendly bomber and ground units through its ability to intercept air missions against them. Fighters can strafe infantry, artillery, and transport units with some effect and help soften up entrenchments, but their primary mission is to clear the skies of enemy fighters and enemy bombers. Losses in fighter combats are typically heavy, so getting the first shot through superior initiative and experience is critical.

Level Bomber

The level bomber class consists of high-altitude, long-range bombers with large bomb loads but limited accuracy. They attack by "carpet bombing" ground targets including cities, ports, and airfields. They tend to suppress rather than destroy targets, but this is advantageous because enemy units suppressed by your level bombers remain suppressed until the end of your turn. Successful attacks by level bombers reduce fuel and ammo points of enemy units. Level bombers are the only class that can assist other units' attacks by inflicting prolonged suppression.

Level bombers only attack the hex they are in, and are immune to all ground units except for AA units and air defense units. When they bomb a victory hex, located in a city, port, or airfield, they inflict prestige damage on the enemy and have a significant chance of neutralizing the target (neutralized targets have no nationality flags). Only dismounted infantry can recapture/repair a neutralized city, port, or airfield.

Tactical Bomber

The tactical bomber class includes aircraft designed for ground attack, which can only attack ground targets; and fighter-bombers, which can also attack enemy air units (though they are generally less effective than fighters). Tactical bombers are useful against a variety of targets, including typically vulnerable targets such as transport and artillery, but also against more difficult targets such as the submarine, tank, and antitank classes. Tactical bombers can also be used to soften up entrenched positions. Note that fighter escorts are essential to the survival of tactical bombers if the enemy possesses fighters.

Sea Classes

Capital Ship

The capital ship class includes battle ships, battlecruisers, heavy cruisers, and light cruisers. Capital ships have the ability to make ranged attacks and may move and shoot in either order. They are best used to defeat the enemy fleet, but after a naval victory can support the ground forces with shore bombardment, especially against soft targets. Capital ships shot at by other capital ships are entitled to shoot back with a ranged attack with any surviving unsuppressed strength points. All capital ships repair extremely slowly, making it rarely worthwhile to obtain replacements for them.

Carrier

The carrier class acts as a mobile airfield for fighters and tactical bombers, but, unlike airfields, carriers can resupply only air units in the same hex. Carriers have excellent spotting ranges but are vulnerable to naval attacks, and their high cost makes them very lucrative targets in terms of prestige. Carrier class ships also repair slowly.

Destroyer

The destroyer class consists of destroyers, destroyer escorts, patrol craft, and torpedo boats. Destroyer class units are the only naval units able to attack submarines (and attack first during their turn) but are easily destroyed by capital ships. Use screens of destroyer class vessels to protect heavier ships from submarines. Together with tactical bombers, they can form effective sub-killer task groups.

In PANZER GENERAL, there is no substitute for victory.

Sea Transport

Sea transport is extremely important in amphibious invasion scenarios such as Norway or Crete. Sea transport is non-organic transport which allows ground units to embark at friendly port facilities or coastal cities and disembark in any unoccupied coastal hex. See the "Embark/Disembark" description in the Unit Menu on page 23 for information about transporting units by sea. Note that sea transports should be protected by naval and air covering forces because they are highly vulnerable to enemy naval units and, to a lesser extent, to enemy tactical bombers.

Submarine

The submarine class can be deadly against enemy heavy naval units because destroyer class naval units and tactical bombers are the only units that can attack them. Submarines always shoot first when they attack during their turn. When submarines are attacked, they are often able to evade the attack by maneuvering or submerging.

THE CAMPAIGN GAME

In the extended campaign game, your career as a general can cover the entire war. If you do well, you can win the war. If you do poorly, you could be prematurely retired by the General Staff or even lose the war. You play a key role in decisive battles, but the burden of a war on two fronts means you cannot fight in both places at the same time. At certain points in each campaign you have the opportunity to switch fronts, and, if your successes against England or the Soviet Union are decisive, you may end the war on one or both fronts altogether.

The campaign game covers the entire war, but you may choose to start your career at any of five different points: the 1939 Blitzkrieg, the 1941 West or East Fronts, or the 1943 West or East Fronts. How well you do can change the course of history.

In the campaign game, you control a "core group" of units and, in most battles, non-core or "auxiliary" units. The core group's strength flags are black on gray, and the auxiliary units' strength flags are white on gray. Auxiliary units serve with you only for the duration of the battle, while you take surviving core units with you to the next campaign battle. Your units gain combat experience and can be upgraded with new equipment over time.

Your core units are already deployed in the first scenario of any campaign. In later campaign scenarios, you may deploy your core units freely within designated deployment zones.

The 1939 Blitzkrieg

Beginning in September of 1939, the battle for Poland is the first in a series of blitzkrieg campaigns across Europe, where successful generalship takes you from Warsaw to Oslo to Paris. The speed and degree of success of your offensive in each campaign affects your resources in future campaigns. If you do particularly well, you may have sufficient time and prestige to lead an invasion of Great Britain, thus ending the war on the Western Front with a decisive blow. If you cannot conquer Britain now, or later, the English shall remain a thorn in your side for years to come.

The 1939 campaign is recommended as a starting point because the Allies are not yet able to bring their superior economic power to bear against you. Their forces are easier to defeat, giving you the opportunity to win the war on the Western Front earlier in preparation for the inevitable showdown with the Soviet Union.

The 1941 Western Front

Beginning in March 1941, you attempt to crush the Allied forces in North Africa and seize Egypt, the gateway to the Middle East. If you are successful, you may be able to lead an invasion of Britain or attack the Soviet Union's oil fields through the Caucasus Mountains on your way to further glory.

The 1941 Eastern Front

You begin your career leading the central spearhead of the greatest invasion in history — Operation Barbarossa, the conquest of the Soviet Union. If your initial thrust is decisive, you may earn the prestige necessary to avoid a diversion towards Kiev and instead press on directly to Moscow before mud and snow bring your panzers to a frustrating crawl.

The 1943 Western Front

In 1943, heavily committed on the Eastern Front, the Axis had only limited forces to protect thousands of miles of European coastline against an Allied invasion that could come anywhere. You begin your career in Sicily, facing the first Allied invasion of western Europe. Unless you transfer to the Eastern Front, you may have a chance to stop the Allies on the beaches in Italy and in Normandy. If you cannot contain the Allies in France or force them back with a last, desperate winter counter-offensive in the Ardennes, then your last chance is to avert total defeat at the gates of Berlin and win a tolerable armistice.

The 1943 Eastern Front

You begin the 1943 campaign in the east with a slashing counteroffensive aimed at cutting off the overextended spearheads of the Red Army, confident of victory after their winter offensive sent your troops reeling back all along your front. If you recapture Kharkov and your other objectives, you gain the initiative and the prestige necessary to drive once more toward Moscow and end the war in the east. If you fail, you have only a few more opportunities to stop the Soviet steamroller on its road to Berlin.

STRATEGY NOTES

(1) Blitzkrieg (not sitzkrieg) — breakthrough and bypass strongpoints rather than getting bogged down.

(2) Encircle centers of resistance such as cities and strike deep beyond them to force the enemy to mobilize and defend its rear areas. This makes the bypassed cities easier to take than if you wear yourself down in an immediate direct assault on them. Placing troops next to the city prevents the enemy from building more units there.

(3) Use the Strategic Map to select good avenues of attack, preferably open tank country with few obstacles the enemy can use as defensive positions to hold up your advance.

(4) Organize your forces into objective-oriented battlegroups and, if necessary, separate city garrison units. Battlegroups should combine units with compatible movement speeds.

(5) Start each battle with a plan to deal with issues of naval and air superiority.

(6) Good tactics against heavily-entrenched troops are to bombard them with artillery to weaken their entrenchments, and to place friendly infantry units adjacent to the defending unit to prevent it from "replacing" its losses. When it is sufficiently weakened, the infantry units should attack, thus destroying the defending unit. The city can then be occupied or captured by an infantry unit (or a tank, AT, or recon unit — artillery units cannot capture cities). It is very dangerous to try to attack cities with tank units, as they often suffer crippling losses. Tank units work best in the open against enemy infantry, cavalry, artillery, and other tank units.

UNIT EQUIPMENT TABLES
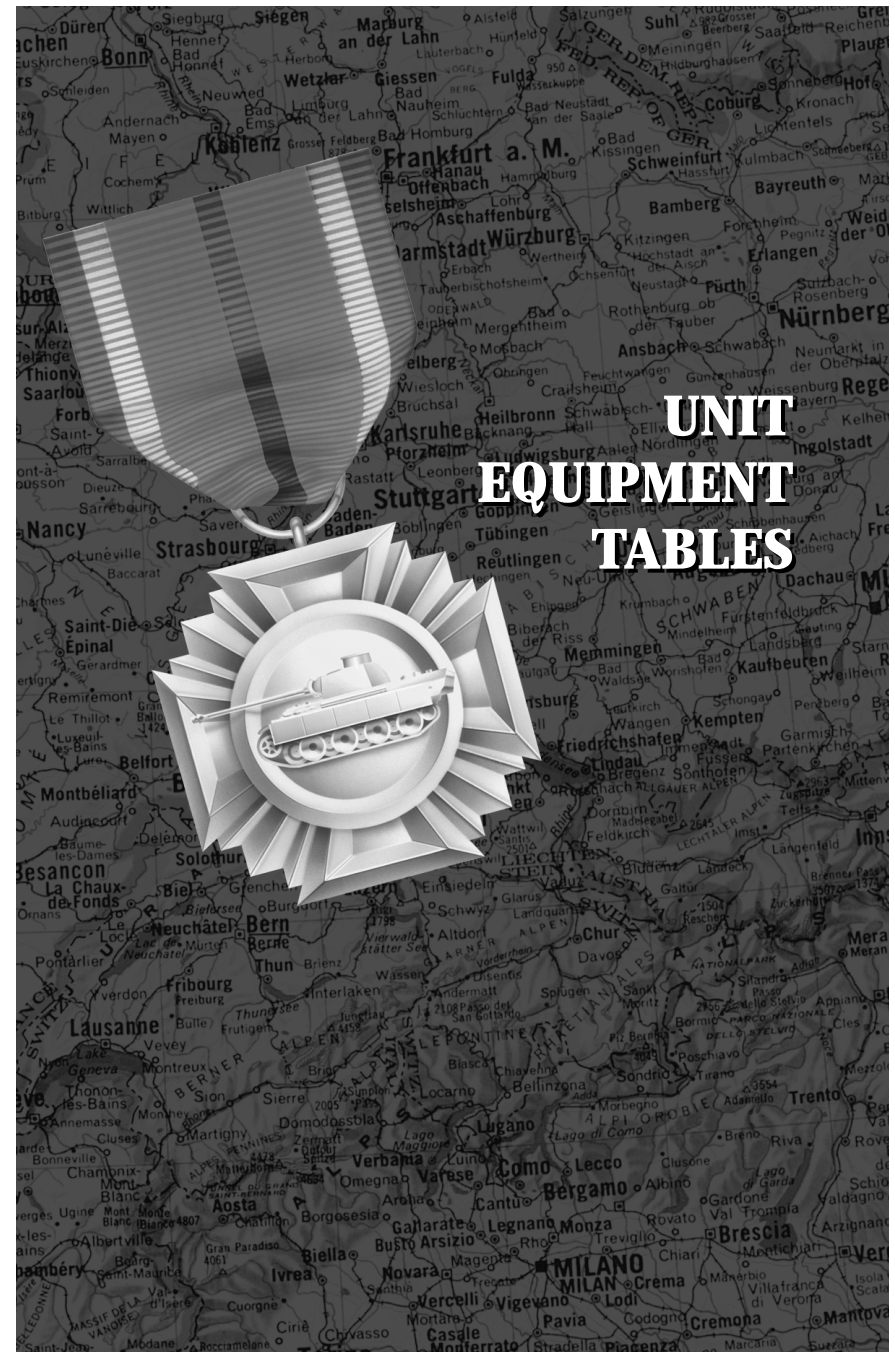
UNIT EQUIPMENT TABLES

The following information appears for each unit:

NAME : Unit name

DATE : Date that unit is available

VAL : Prestige value of unit

MVT : Movement

SPT : Spotting

FUEL : Fuel

AMM : Ammunition

INT : Initiative

RNG : Range

SA : Soft Attack

HA : Hard Attack

AA : Air Attack

NA : Naval Attack

GD : Ground Defense

AD : Air Defense

CD : Close Defense

TT : Target Type

Numbers in brackets indicate that the unit can only use these values when attacked.

Belgium

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
37mm ATG	9/39	2	1	2	0	9	6	0	1	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
CR42	1/40	20	12	3	48	10	3	0	1	2	6	1	6	6	0	P
F-DXX1	9/39	18	12	3	36	6	4	0	1	1	6	1	6	8	0	P
PZLP24	6/40	19	12	3	48	6	3	0	1	1	8	1	6	8	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Infantry	9/39	2	2	1	0	5	0	0	5	1	0	1	5	7	0	S

Bulgaria

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3.7 PaK35/36	1/39	2	1	2	0	10	6	0	2	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
7.5 leFk 16nA	9/38	7	1	1	0	9	2	2	11	5	0	1	2	6	0	S

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Infantry	6/40	2	2	1	0	6	1	0	5	1	0	0	4	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Opel 6700	9/36	2	8	1	55	4	1	0	1	0	0	1	1	0	0	S

France

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
40mm AD	5/40	8	1	2	0	10	2	2	[9]	[12]	8	1	2	6	0	S

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
57mm ATG	7/43	6	1	2	0	9	8	0	1	13	0	0	8	8	0	S
25mm ATG	9/39	2	1	2	0	12	6	0	1	5	0	1	8	8	0	S
47mm ATG	9/39	3	1	2	0	9	7	0	1	8	0	1	8	8	0	S
75mm ATG	9/39	7	1	2	0	8	8	0	8	12	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
105mm Gun	9/43	14	1	1	0	8	0	3	16	8	0	0	2	6	0	S
75mm Gun	1/43	6	1	1	0	9	0	2	12	5	0	0	2	6	0	S
105mm Gun	9/39	14	1	1	0	8	1	3	15	8	0	1	2	6	0	S
155mm Gun	9/39	17	1	1	0	5	1	3	19	14	0	1	2	6	0	S
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
CHk 75A-1	2/40	24	13	3	60	6	5	0	1	2	8	1	7	10	0	P
D520S	2/40	27	13	3	66	8	5	0	1	2	12	1	8	10	0	P
HFII	2/40	22	13	3	30	6	4	0	1	2	10	1	7	10	0	P
MS 406	9/39	19	12	3	48	5	3	0	1	2	8	1	7	10	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Partisans	9/39	2	2	3	0	2	3	0	4	1	0	1	3	7	0	S
Infantry	1/43	7	3	1	0	6	1	0	6	6	0	0	6	9	0	S
Mtn Inf	1/43	7	3	2	0	6	1	0	6	6	0	0	8	9	0	S
Infantry	9/39	3	2	1	0	5	1	0	4	1	0	1	5	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
GM Truck	1/39	2	8	1	75	4	0	0	0	0	0	0	1	0	0	H
M2 Hftrk	1/43	7	8	2	45	10	2	0	3	3	6	1	7	1	1	H
Truck	9/39	2	8	1	60	4	1	0	1	0	0	1	2	0	0	S

Level Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Amiot 143	9/39	25	11	2	114	4	1	0	1	4	6	3	9	4	0	P

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
M20 LAC	6/43	9	8	5	81	9	7	0	3	3	2	0	7	6	1	H
M8 LAC	6/43	10	8	5	81	9	7	0	3	9	2	0	7	6	1	H

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
AMC 35	9/39	8	5	3	41	10	6	0	3	6	0	1	8	7	1	H
CL AMX R40	6/40	7	3	3	39	14	3	0	1	5	0	1	11	9	1	H
Ch B1-bis	9/39	15	4	2	40	14	7	0	11	8	0	1	11	11	2	H
Ch D1 IG	9/39	5	3	1	38	14	3	0	1	5	0	1	8	9	1	H
Ch Lr H35	9/39	7	4	3	40	14	3	0	1	5	0	1	10	9	1	H
Ch S35	9/39	13	5	1	51	14	7	0	3	8	0	1	10	11	1	H
M4A1	1/43	19	5	2	45	12	9	0	11	12	2	0	12	9	3	H
M5	1/43	15	7	4	41	14	7	0	5	9	1	0	10	8	3	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Bloch 174	3/41	30	13	4	90	4	3	0	6	5	[10]	3	10	10	0	P
Potez 63	9/39	25	12	4	96	5	4	0	4	3	[10]	2	9	6	0	P

Germany

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
2 FlaK38 (4)	9/39	5	1	2	0	20	2	2	[7]	[4]	7	1	2	6	0	S
3.7 FlaK36	1/40	7	1	2	0	24	2	2	[4]	[7]	7	1	2	6	0	S
8.8 FlaK 18	9/39	19	1	1	0	10	11	3	[13]	[18]	10	2	2	6	0	S
Ostwind I	12/44	21	5	2	45	23	2	2	[4]	[7]	9	1	9	16	1	H
SdKfz 6/2	5/40	12	6	2	55	5	2	2	[1]	[4]	6	1	3	14	0	S

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3.7 PaK35/36	1/39	2	1	2	0	10	6	0	2	7	0	1	8	8	0	S
5 PaK38	1/41	7	1	2	0	9	9	0	4	11	0	1	8	8	0	S
7.5 PaK40	1/42	10	1	2	0	8	10	0	8	15	0	1	8	8	0	S
8.8 FK18 ATG	6/40	19	1	1	0	10	11	0	13	18	10	2	4	8	0	S
8.8 PaK43/41	6/44	14	1	2	0	8	12	0	10	25	0	1	8	8	0	S
Hetzer	4/44	12	5	1	43	8	10	0	11	15	1	1	14	8	1	H
JadgPanther	6/44	22	6	1	37	8	12	0	13	25	0	4	18	11	4	H
JadgTiger	12/44	26	3	1	28	8	11	0	17	31	1	6	22	14	4	H
Jadgpanzer 38	1/45	16	5	1	47	8	11	0	11	21	1	3	15	8	1	H
Jadgpz IV/48	1/44	13	5	1	46	9	10	0	11	15	0	1	13	9	3	H
Jadgpz IV/70	8/44	17	5	1	46	7	11	0	11	21	0	3	15	9	3	H
Jp Elefant	7/43	19	3	1	24	7	12	0	13	25	0	4	18	12	1	H
Marder II	3/42	7	5	1	44	5	10	0	11	15	1	1	6	6	0	H
Marder IIIH	3/42	7	5	1	49	5	10	0	11	15	0	1	7	6	0	H
Marder IIIM	3/43	8	5	1	44	5	10	0	11	15	0	1	7	6	0	H
Nashorn	2/43	14	5	1	47	5	12	0	13	25	1	4	7	6	0	H
PzJager IB	3/40	2	5	1	39	9	8	0	5	9	0	1	6	6	0	H
StuGIIIF	3/42	10	5	1	39	7	10	0	11	14	1	1	10	8	1	H
StuGIIIF/8	9/42	11	5	1	41	7	10	0	11	15	1	1	11	9	1	H
StuGIIIG	12/42	12	5	1	40	8	10	0	11	15	1	1	11	9	4	H

Anti-aircraft

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
37 FlaKPz IV	5/44	13	5	2	45	8	6	0	4	7	9	1	9	14	0	H
FlaKPz 38(t)	1/44	8	5	2	46	7	6	0	2	3	7	1	6	12	0	H
SdKfz 10/4	9/39	7	6	2	40	12	5	0	3	2	8	0	2	12	1	S
SdKfz 7/1	1/42	14	6	2	45	16	6	0	6	4	11	1	2	16	1	S
Wirbelwind	9/44	16	5	2	45	19	6	0	6	4	11	1	7	14	1	H

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
10.5 leFH 18	1/40	15	1	1	0	8	2	3	15	8	0	1	2	6	0	S
15 sFH 18	4/40	19	1	1	0	7	2	3	19	14	0	1	2	6	0	S
17 K18	1/42	20	1	1	0	6	2	3	19	14	0	6	2	6	0	S
7.5 leFk 16nA	9/38	7	1	1	0	9	2	2	11	5	0	1	2	6	0	S
Hummel	7/43	24	5	1	47	4	5	3	19	14	0	1	7	6	0	H
StuGIIIb	3/40	9	5	1	41	6	5	1	11	8	0	1	10	8	0	H
StuG IV	12/43	19	5	1	46	8	10	1	14	15	1	1	11	8	2	H
StuH42	10/42	20	5	1	40	7	5	2	15	8	1	1	11	9	4	H
Wespe	7/43	21	5	1	39	6	5	3	15	8	1	1	6	6	0	H
sIG 38(t)M	3/43	26	4	1	38	5	4	3	19	14	1	1	13	6	0	H
sIG IB	5/40	22	5	1	35	3	4	3	19	14	0	1	5	6	0	H
sIG II	1/42	23	5	1	41	3	4	3	19	14	0	1	8	6	0	H

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
BF109e	9/39	28	13	3	42	7	5	0	2	2	14	1	7	10	0	P
BF109f	7/40	30	14	3	72	7	6	0	1	2	12	1	7	12	0	P
BF109g	5/42	31	14	3	81	8	5	0	2	2	14	1	7	12	0	P
BF109k	1/45	32	14	3	81	6	6	0	2	3	16	1	8	14	0	P
DO335	4/44	40	14	3	90	8	7	0	1	2	28	1	8	17	0	P
FW190a	9/40	37	14	3	117	8	6	0	2	3	20	1	8	14	0	P
FW190d9	11/42	40	14	3	90	13	6	0	2	3	24	1	8	15	0	P
HE162	12/44	44	14	3	99	6	8	0	3	3	36	2	8	16	0	P
HE219	11/43	39	14	6	128	10	5	0	3	3	18	2	11	12	0	P
ME163B/Komet	5/44	32	14	3	34	4	8	0	1	3	24	2	11	6	0	P
ME262A1	6/44	43	14	3	108	6	7	0	3	3	32	2	9	17	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
39 Wehr Inf	6/38	5	3	2	0	7	1	0	6	2	0	1	6	7	0	S
40 LuftW FJ	1/40	11	3	2	0	8	0	0	8	2	0	1	8	7	0	S
40 Wehr HW	1/40	7	2	2	0	7	2	0	8	3	1	1	8	8	0	S
43 LuftW FJ	1/43	13	3	2	0	8	0	0	8	6	0	1	8	7	0	S
43 Wehr HW	1/43	10	2	2	0	7	2	0	8	8	1	1	8	8	0	S
43 Wehr Inf	1/43	7	3	2	0	7	1	0	7	8	0	1	6	7	0	S
Bridge Eng	9/39	14	2	2	0	7	2	0	8	5	1	1	8	8	0	S
Pioniere Inf	9/39	12	2	2	0	7	2	0	8	5	1	1	8	8	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Opel 6700	9/36	2	8	1	55	4	1	0	1	0	0	1	1	0	0	S
SPW 250/1	9/41	6	7	2	45	6	2	0	1	1	1	1	8	0	1	H
SPW 251/1	9/39	5	6	2	55	7	2	0	1	1	1	1	7	0	1	H

Level Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
DO17z	1/40	29	12	2	144	5	1	0	1	4	8	3	9	8	0	P
DO217e	11/40	34	13	2	138	6	3	0	1	4	10	3	11	10	0	P
HE177a	3/42	45	13	2	216	9	4	0	1	4	12	16	15	12	0	P
He111 H2	1/40	34	12	2	132	6	2	0	1	4	8	14	11	8	0	P
Ju188a	6/43	39	13	2	126	7	3	0	1	4	12	14	14	10	0	P
Ju88A	9/39	37	12	2	192	7	2	0	1	4	11	14	11	9	0	P

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Lynx	9/43	8	8	4	54	12	6	0	3	6	0	1	8	9	3	H
PSW 222/4r	9/39	5	8	4	55	8	6	0	2	3	2	1	7	6	1	H
PSW 231/6r	1/38	5	8	4	55	9	6	0	3	3	0	1	6	7	1	H
PSW 232/8r	7/42	6	8	4	55	10	6	0	2	3	0	1	7	7	2	H
PSW 233/8r	6/43	7	8	4	55	3	5	0	11	12	0	1	7	6	0	H
PSW 234/1-8r	7/44	11	8	4	115	16	6	0	2	3	2	1	8	6	1	H
PSW 234/2-8r	10/43	16	8	4	115	10	9	0	7	11	0	1	8	8	2	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
BF110c	1/40	29	13	5	96	6	4	0	5	5	8	2	8	8	0	P
BF110d	3/41	29	13	5	90	8	4	0	5	5	8	2	8	8	0	P
BF110e	12/41	32	13	5	108	8	4	0	7	7	8	3	8	8	0	P
BF110g	7/43	32	13	5	72	10	4	0	7	7	10	3	8	8	0	P
FW190f	1/43	37	14	4	90	7	6	0	5	5	18	2	8	15	0	P
FW190g	3/42	38	14	4	99	7	6	0	7	7	16	3	7	14	0	P
JU87B	9/39	21	11	2	54	5	2	0	9	8	[4]	5	6	4	0	P
JU87D	2/41	30	12	2	99	7	2	0	11	10	[6]	6	8	6	0	P
JU87R	3/41	23	11	2	96	5	2	0	9	8	[4]	5	6	4	0	P
ME210c	4/42	39	14	5	153	8	5	0	7	7	10	3	9	10	0	P
ME410a	12/42	39	14	5	153	8	5	0	7	7	12	3	9	10	0	P

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Panther A	9/43	26	6	2	34	11	11	0	11	21	1	3	17	9	5	H
Panther D	7/43	24	6	2	28	10	11	0	11	21	0	3	16	9	2	H
Panther G	4/44	28	6	2	40	11	12	0	11	21	1	3	18	10	5	H
Pz 35(t)	3/39	7	5	3	50	8	3	0	3	6	0	1	8	8	2	H
Pz38(t)A	5/39	10	5	3	50	9	6	0	3	7	0	1	8	8	2	H
Pz38(t)F	11/40	11	5	3	50	11	6	0	3	7	0	1	9	9	2	H
Pz38(t)G	10/41	11	5	3	50	11	6	0	3	7	0	1	9	8	2	H
PzIA	1/35	1	5	3	40	4	2	0	2	1	0	1	6	7	2	H
PzIB	8/35	2	5	3	39	5	2	0	2	1	0	1	7	7	2	H
PzIIA	3/37	7	5	3	44	8	6	0	2	3	0	1	7	8	3	H
PzIID	3/38	8	6	3	45	8	6	0	2	3	0	1	7	9	3	H
PzIIF	1/40	9	5	3	45	10	6	0	2	3	0	1	8	8	3	H
PzIIIE	9/39	10	5	2	42	14	6	0	3	7	0	1	8	9	2	H
PzIIIG	4/40	14	5	2	42	13	7	0	5	7	0	1	9	9	2	H
PzIIIH	1/41	14	5	2	42	13	8	0	7	9	0	1	10	9	2	H
PzIIIJ	6/41	16	5	2	41	11	9	0	7	11	0	1	10	9	2	H
PzIIIN	9/42	14	5	2	41	8	5	0	11	12	1	1	10	9	3	H
PzIVD	1/40	11	5	2	46	11	5	0	11	8	0	1	8	8	2	H
PzIVF2	6/42	19	5	2	45	12	10	0	11	14	0	1	10	8	2	H
PzIVG	7/42	19	5	2	46	11	10	0	11	14	0	1	10	8	2	H
PzIVH	6/43	19	5	2	46	11	10	0	11	14	0	1	10	8	2	H
PzIVJ	8/44	22	5	2	57	11	10	0	11	15	1	1	11	9	5	H
Tiger I	8/42	25	5	2	28	13	11	0	13	18	0	2	15	11	4	H
Tiger II	6/44	32	4	2	29	11	12	0	13	25	1	4	21	14	5	H

Greece

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
37mm ATG	9/39	2	1	2	0	9	6	0	1	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Greek Inf	6/40	4	3	1	0	6	1	0	4	1	0	0	6	7	0	S

Hungary

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3.7 PaK35/36	1/39	2	1	2	0	10	6	0	2	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
7.5 leFk 16nA	9/38	7	1	1	0	9	2	2	11	5	0	1	2	6	0	S

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Hungarian Inf	6/40	3	3	1	0	6	1	0	4	1	0	0	5	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Opel 6700	9/36	2	8	1	55	4	1	0	1	0	0	1	1	0	0	S

Italy

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm SPAD	11/41	12	5	1	60	4	2	2	[11]	[8]	9	0	2	5	0	S

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
47mm ATG	1/38	6	1	2	40	9	7	0	2	8	0	1	8	8	0	S
90mm Breda	5/42	10	6	1	60	4	10	0	10	18	10	2	2	5	0	S
Sem L-47	7/42	1	5	1	45	7	7	0	5	8	0	0	8	6	0	H
Sem M-41M	7/43	10	4	1	45	4	10	0	13	18	0	2	9	6	0	H
Sem M-42	1/42	7	5	1	48	7	7	0	11	12	1	0	9	9	1	H

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
105mm Gun	6/40	12	1	1	0	8	1	3	12	7	0	1	2	6	0	S
155mm Gun	1/42	15	1	1	0	7	1	3	15	11	0	1	2	6	0	S
75mm Gun	6/40	5	1	1	0	9	1	2	9	4	0	1	2	6	0	S
Sem M-40	1/42	11	4	1	45	7	5	1	14	8	1	0	9	8	1	H
Sem M-42M	9/43	17	5	1	43	7	7	1	18	8	1	0	12	9	2	H

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Centauro	6/42	33	14	3	84	8	7	0	3	2	14	1	7	14	0	P
Ma C202/F	3/42	29	14	3	54	11	5	0	1	2	12	1	7	10	0	P
Ma C205/O	3/43	32	14	3	72	8	6	0	2	2	15	1	7	13	0	P
Re2000/F1	6/40	22	13	3	60	8	3	0	1	2	8	1	7	8	0	P
Re2005/S	1/43	32	14	4	66	7	5	0	5	4	14	2	9	13	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Bersglri	6/40	6	3	2	0	8	1	0	6	2	0	0	7	8	0	S
Infantry	6/40	2	2	1	0	6	0	0	5	1	0	0	5	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Fiat Truck	1/38	2	8	1	60	4	0	0	2	0	0	0	1	0	0	S

Level Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
CA309	6/40	25	12	2	36	6	1	0	1	4	4	3	9	4	0	P
P108 Bi	6/40	45	12	2	180	8	4	0	1	4	12	16	17	12	0	P

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
AB-40	1/41	4	8	3	65	17	4	0	1	2	0	0	6	6	3	H
AB-41	8/41	7	8	4	70	15	6	0	1	3	1	0	7	7	2	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
BA65	6/40	20	12	2	36	6	1	0	7	6	[4]	3	9	4	0	P

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
L6/40	4/41	7	5	3	45	10	6	0	1	3	0	0	8	7	1	H
M13/40	12/40	10	4	1	45	11	7	0	3	8	1	0	8	9	2	H
M14/41	1/42	12	4	2	45	11	8	0	3	8	1	0	8	9	3	H
M15/42	9/43	14	5	2	47	12	8	0	5	9	1	0	9	9	3	H

Netherlands

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
37mm ATG	9/39	2	1	2	0	9	6	0	1	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
CR42	1/40	20	12	3	48	10	3	0	1	2	6	1	6	6	0	P
F-DXX1	9/39	18	12	3	36	6	4	0	1	1	6	1	6	8	0	P
PZLP24	6/40	19	12	3	48	6	3	0	1	1	8	1	6	8	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Infantry	9/39	2	2	1	0	5	0	0	5	1	0	1	5	7	0	S

Norway

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
40mm AD	4/40	8	1	2	0	10	2	2	[9]	[12]	8	1	2	6	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
F-DXXIII	9/39	25	13	3	66	8	4	0	1	2	10	1	6	8	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Infantry	9/39	3	2	2	0	5	1	0	5	1	0	1	5	7	0	S

Poland

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
37mm ATG	9/39	2	1	2	0	9	6	0	1	7	0	1	8	8	0	S
6 Pdr ATG	1/43	6	1	2	0	9	8	0	1	13	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S
25 Pdr	1/43	13	1	1	0	9	1	3	13	6	0	1	2	6	0	S
6" Gun	1/43	16	1	1	0	7	1	3	17	12	0	1	2	6	0	S

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
PZL P11c	9/39	16	11	3	48	6	3	0	1	1	6	1	6	6	0	P
PZL P24g	9/39	19	12	3	48	6	3	0	1	1	8	1	6	8	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Infantry	1/43	5	3	2	0	6	1	0	7	6	0	0	6	7	0	S
Paratroops	1/43	13	3	2	0	7	0	0	8	6	1	0	9	8	0	S
Cavalry	11/38	8	5	2	60	7	1	0	4	1	0	1	2	5	0	S
Infantry	11/38	2	2	1	0	5	0	0	5	1	0	1	3	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Truck	9/39	2	8	1	60	4	0	0	1	0	0	1	2	0	0	S
Bren Ca	1/43	6	8	1	60	4	0	0	2	0	0	1	7	0	0	H
Truck	1/43	2	8	1	69	4	0	0	0	0	0	1	1	0	0	H

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
M8 LAC	6/43	10	8	5	81	9	7	0	3	9	2	0	7	6	1	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
PZL P23b	9/39	22	11	3	72	5	1	0	7	6	[6]	3	9	6	0	P
PZL P37b	9/39	25	12	3	96	5	2	0	7	6	[6]	3	9	6	0	P

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
M5 Stuart	1/43	15	7	4	41	14	4	0	11	8	0	1	14	9	2	H
Sherman	1/43	18	5	2	45	11	9	0	11	12	1	1	12	9	2	H
7TP	9/39	7	4	3	41	8	6	0	1	7	0	1	7	7	1	H
TK3	3/39	2	6	3	45	6	2	0	2	1	0	1	6	7	1	H

Rumania

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3.7 PaK35/36	1/39	2	1	2	0	10	6	0	2	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
7.5 leFk 16nA	9/38	7	1	1	0	9	2	2	11	5	0	1	2	6	0	S

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Rumanian Inf	6/40	3	3	1	0	6	1	0	5	1	0	0	6	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Opel 6700	9/36	2	8	1	55	4	1	0	1	0	0	1	1	0	0	S

United Kingdom

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3" AD	5/40	9	1	1	0	8	2	2	[11]	[14]	9	1	2	6	0	S
40mm AD	4/40	8	1	2	0	10	2	2	[9]	[12]	8	1	2	6	0	S
40mm SPAD	2/43	8	7	2	60	6	2	0	[9]	[10]	8	1	2	6	0	S

Anti-aircraft

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
20mm SPAA	6/43	3	7	2	0	12	6	0	1	3	6	1	2	6	0	S

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
17 Pdr ATG	4/43	12	1	2	0	7	11	0	1	21	0	3	8	8	0	S
2 Pdr ATG	4/43	3	1	2	0	10	7	0	1	8	0	1	8	8	0	S
6 Pdr ATG	4/42	6	1	2	0	9	8	0	1	13	0	1	8	8	0	S
Achilles	5/44	10	6	1	51	7	11	0	1	21	1	3	10	6	0	H
Archer	9/44	8	4	1	48	6	11	0	0	21	0	2	8	6	0	H

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
25 Pdr Gun	4/40	13	1	1	0	9	1	3	13	6	0	1	2	6	0	S
5.5" Gun	5/42	16	1	1	0	7	1	3	17	10	0	1	2	6	0	S
6" Gun	5/40	16	1	1	0	7	1	3	17	12	0	1	2	6	0	S
7.2" Gun	6/43	19	1	1	0	6	1	3	19	14	0	6	2	6	0	S
M7 Priest	9/42	23	5	1	45	12	7	3	12	6	1	1	7	6	0	H
Sexton	6/44	23	3	1	40	5	7	3	16	6	1	1	9	8	1	H

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Hur I	1/37	23	13	3	48	6	4	0	1	1	10	1	7	10	0	P
Meteor III	7/44	38	14	3	90	4	7	0	3	2	28	1	9	16	0	P
Spit I	1/38	26	13	3	48	6	5	0	1	1	12	1	7	10	0	P
Spit II	4/40	26	13	3	54	6	5	0	1	1	12	1	7	12	0	P
Spit IX	3/42	31	14	3	81	4	6	0	2	2	16	1	8	14	0	P
Spit VB	6/41	27	13	3	90	3	5	0	2	2	14	1	7	12	0	P
Spit XIV	11/44	33	14	3	81	4	6	0	2	2	20	1	8	14	0	P
Spit XVII	1/45	36	14	3	117	4	6	0	2	2	22	1	8	15	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Bridge Eng	12/39	13	2	2	0	6	2	0	6	4	2	0	7	8	0	S
HW Inf 39	12/39	5	3	2	0	6	1	0	6	2	1	1	7	8	0	S
HW Inf 43	1/43	6	3	2	0	6	2	0	8	6	1	0	8	8	0	S
Inf 39	12/39	4	3	2	0	6	1	0	6	2	0	0	6	7	0	S
Inf 43	1/43	5	3	2	0	6	1	0	7	6	0	0	6	7	0	S
Para 39	12/39	12	3	2	0	7	0	0	8	2	1	1	9	8	0	S
Para 43	1/43	13	3	2	0	7	0	0	8	6	1	0	9	8	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3 Tn Lorry	1/39	2	8	1	69	4	0	0	0	0	0	1	1	0	0	H
Bren Ca	1/39	6	8	1	60	4	0	0	2	0	0	1	7	0	0	H
Ram Kg	6/44	3	6	1	45	6	3	0	1	1	2	1	2	0	1	H

Level Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Lancaster	10/41	40	12	2	236	9	4	0	1	4	11	3	15	11	0	P
Stir MkI	5/40	30	11	2	108	6	6	0	1	4	8	3	11	6	0	P

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
AEC I	10/42	8	7	4	65	8	7	0	2	8	0	1	10	7	2	H
AEC II	6/43	10	7	4	65	7	8	0	2	13	0	1	9	7	2	H
AEC III	5/44	13	7	4	65	6	9	0	11	12	0	1	9	7	2	H
Daimler SC	4/41	9	8	4	65	8	7	0	5	9	1	1	6	8	1	H
Humber SC	6/43	4	8	4	65	10	3	0	2	1	0	1	6	8	2	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Blen MkI	8/36	27	12	3	120	4	3	0	7	6	[6]	3	9	6	0	P
Blen MkIV	7/39	30	12	3	144	5	3	0	7	6	[8]	3	9	8	0	P
Hur IID	3/42	24	13	4	72	4	4	0	2	8	6	3	7	8	0	P
Hur IV	10/43	26	13	4	72	4	4	0	5	5	6	2	7	10	0	P
Mosq VI	3/41	39	14	3	132	5	5	0	7	6	14	3	11	14	0	P
Typhoon IB	11/42	32	14	4	108	4	5	0	2	5	14	2	8	12	0	P

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Chal A30	7/44	21	5	2	47	7	11	0	11	21	0	3	10	8	2	H
Church III	8/42	15	4	2	40	11	8	0	2	13	0	1	14	9	2	H
Church IV	10/42	18	4	2	40	10	9	0	11	13	0	1	14	9	2	H
Church VI	4/44	18	4	2	40	10	9	0	11	12	0	1	14	9	2	H
Church VII	6/44	20	3	2	39	11	9	0	11	12	0	1	17	11	2	H
Comet	7/44	21	6	2	45	9	10	0	11	17	0	2	12	11	2	H
Crdr I	6/41	12	5	2	41	14	7	0	3	8	1	1	9	7	2	H
Crdr II	11/41	12	5	2	41	14	7	0	2	8	1	1	10	8	2	H
Crdr III	6/42	13	5	2	41	8	8	0	1	13	0	1	10	8	2	H
Crom IV	11/43	18	7	2	53	8	9	0	11	12	0	1	11	7	2	H
Crom VI	6/44	26	5	2	55	7	4	3	14	6	0	1	11	8	2	H
Crom VII	6/44	18	6	2	53	9	9	0	11	12	0	1	12	8	2	H
Grant	10/41	16	5	2	45	14	7	0	11	11	0	1	11	8	3	H
M3 Stuart	8/41	13	6	4	35	12	7	0	3	9	1	0	9	8	2	H
M5 Stuart	11/42	15	7	4	41	14	4	0	11	8	0	1	14	9	2	H
Matilda I	4/40	4	3	2	38	13	2	0	2	1	0	0	11	8	1	H
Matilda II	12/40	13	3	2	51	10	7	0	2	8	1	1	14	9	2	H
Mk I A9	5/40	11	5	2	49	12	7	0	5	8	1	1	6	7	2	H
Mk III A13	6/40	10	6	2	43	12	7	0	3	8	1	1	6	7	2	H
Sh Firefly	5/44	23	5	2	45	9	11	0	11	21	0	3	12	9	2	H
Sherman	8/42	18	5	2	45	11	9	0	11	12	1	1	12	9	2	H

United States

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3" AD	12/41	11	1	1	0	7	2	2	[11]	[15]	9	1	2	6	0	S
40mm AD	6/44	8	1	2	0	10	2	2	[9]	[12]	8	1	2	6	0	S
90mm AD	6/44	19	1	1	0	6	2	3	[13]	[18]	10	2	2	6	0	S

Anti-aircraft

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
M15A1 MGMC	11/42	12	8	2	57	5	6	0	3	7	8	0	6	12	0	H
M16 MGMC	6/44	13	8	2	57	6	4	0	7	1	12	0	6	14	0	H

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
3" ATG	7/43	10	1	2	0	7	10	0	6	15	0	0	8	8	0	S
37mm ATG	11/42	4	1	2	0	10	7	0	1	9	0	0	8	8	0	S
57mm ATG	7/43	6	1	2	0	9	8	0	1	13	0	0	8	8	0	S
M10	3/43	10	6	1	57	7	10	0	9	15	2	1	10	6	0	H
M18	8/44	9	8	1	42	6	10	0	9	15	2	1	7	6	0	H
M36	8/44	13	5	1	41	7	11	0	13	19	2	3	10	6	0	H

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
105mm Gun	9/43	14	1	1	0	8	0	3	16	8	0	0	2	6	0	S
155mm Gun	6/44	18	1	1	0	7	0	3	20	14	0	2	2	6	0	S
75mm Gun	12/41	6	1	1	0	9	0	2	12	5	0	0	2	6	0	S
8" Gun	7/44	20	1	1	0	6	0	3	21	16	0	6	2	6	0	S
M12 GMC	6/44	24	5	1	48	2	5	3	19	14	0	3	7	6	0	H
M3 GMC	11/42	13	8	1	57	7	3	2	11	5	2	0	6	6	0	H
M4A3 (105)	7/44	27	6	2	46	10	4	3	15	8	2	0	12	9	3	H
M7	11/42	21	5	1	52	7	4	3	15	8	2	0	7	6	0	H
M8 HMC	9/43	13	7	1	46	7	3	2	11	5	2	0	7	6	1	H

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
P38 Ltng	10/42	38	14	4	150	7	4	0	7	7	16	3	9	14	0	P
P40 Whwk	12/41	26	13	3	78	7	5	0	1	2	10	0	7	10	0	P
P47B Tbolt	1/43	31	14	3	72	8	5	0	3	2	14	0	9	14	0	P
P47D Tbolt	9/43	32	14	4	72	4	5	0	5	5	16	2	10	14	0	P
P47N Tbolt	1/45	38	14	5	108	5	5	0	7	7	20	3	10	16	0	P
P51B Mustg	1/43	34	14	3	84	9	6	0	1	2	18	0	8	14	0	P
P51D Mustg	1/44	37	14	3	96	11	6	0	2	2	20	0	8	14	0	P
P51H Mustg	6/44	38	14	3	78	11	6	0	2	2	24	0	8	15	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Bridge Eng	12/41	15	3	2	0	7	2	0	9	6	1	1	9	9	0	S
Eng 41	12/41	12	3	2	0	7	2	0	8	3	1	1	9	9	0	S
Eng 43	1/43	13	3	2	0	7	2	0	9	6	1	1	9	9	0	S
Inf 41	12/41	5	3	1	0	6	2	0	6	2	0	0	6	9	0	S
Inf 43	1/43	7	3	1	0	6	2	0	6	6	0	0	6	9	0	S
Inf HW 41	12/41	8	3	2	0	6	2	0	8	3	2	0	8	11	0	S
Inf HW 43	1/43	9	3	2	0	6	2	0	9	6	2	0	8	11	0	S
Para 41	6/41	12	3	2	0	5	0	0	8	2	1	0	9	10	0	S
Para 43	1/43	14	3	2	0	5	1	0	8	6	1	0	9	10	0	S
Rangers 43	6/43	8	3	3	0	5	2	0	8	6	1	0	9	10	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
GM Truck	1/39	2	8	1	75	4	0	0	0	0	0	0	1	0	0	H
M2 Halftrk	12/41	7	8	2	45	10	2	0	3	3	6	1	7	1	1	H

Level Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
B17F FF	8/42	45	13	2	222	10	5	0	1	4	12	3	18	14	0	P
B17G FF	1/43	46	13	2	222	10	5	0	1	4	14	3	18	14	0	P
B24D Lib	6/42	40	12	2	240	10	4	0	1	4	10	3	15	12	0	P
B29 SF	6/44	56	13	2	240	18	6	0	1	4	20	3	21	16	0	P
B32 Dom	11/44	54	14	2	240	20	6	0	1	4	14	3	21	14	0	P

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
M24	12/44	11	7	3	41	7	9	0	11	12	2	0	10	8	3	H
M20 LAC	6/43	9	8	5	81	9	7	0	3	3	2	0	7	6	1	H
M8 LAC	6/43	10	8	5	81	9	7	0	3	9	2	0	7	6	1	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
A26 Inv	12/43	44	14	3	132	9	5	0	13	9	[14]	5	11	13	0	P
B25B Mitch	1/42	30	13	2	126	6	2	0	5	5	[6]	3	11	10	0	P
B25H Mitch	10/43	35	12	2	126	10	3	0	6	6	[10]	10	11	10	0	P
B26C Mardr	12/41	35	12	3	102	5	4	0	13	9	[12]	5	10	10	0	P

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
M26	3/45	26	5	2	41	10	11	0	13	19	2	3	18	9	3	H
M2A4	12/41	12	7	4	35	12	7	0	3	9	1	0	9	8	1	H
M3	11/42	13	7	4	35	14	7	0	3	9	1	0	9	8	1	H
M4	12/42	19	5	2	45	13	9	0	11	12	2	0	11	9	3	H
M4A1	12/42	19	5	2	45	12	9	0	11	12	2	0	12	9	3	H
M4A1(76)W	7/44	20	5	2	41	11	10	0	9	15	2	1	12	9	3	H
M4A3	7/43	19	6	2	46	13	9	0	11	12	2	0	11	9	3	H
M4A3(76)W	7/44	20	6	2	41	11	10	0	9	15	2	1	12	9	3	H
M4A3E2	6/44	22	5	2	41	14	9	0	11	12	2	0	18	9	3	H
M4A3E2(76)	12/44	23	5	2	41	14	10	0	9	15	2	1	18	9	3	H
M5	11/42	15	7	4	41	14	7	0	5	9	1	0	10	8	3	H

U.S.S.R.

Air Defense

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
7.6cm AD	12/39	5	1	1	0	7	2	2	[8]	[14]	9	1	2	6	0	S

Anti-aircraft

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Z25mm SPAA	9/40	5	6	2	60	5	5	0	2	5	7	1	2	6	1	S

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
45mm ATG	9/39	2	1	2	0	10	5	0	1	8	0	1	8	8	0	S
57mm ATG	1/41	5	1	2	0	9	6	0	1	13	0	1	8	8	0	S
76mm ATG	11/39	5	1	2	0	7	6	0	3	14	0	1	8	8	0	S
ISU-122	3/44	20	5	1	47	6	8	2	14	21	1	4	17	14	1	H
ISU-152 AT	3/44	26	5	1	47	3	5	0	19	16	1	1	17	11	1	H
SU-100	12/44	15	6	1	57	6	10	0	1	22	0	4	14	10	0	H
SU-152 AT	7/43	24	5	1	57	3	5	0	19	13	0	1	14	13	0	H
SU-85	9/43	11	6	1	55	6	7	0	10	13	0	1	14	10	0	H

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
12.2cm Gun	12/39	16	1	1	0	8	0	3	17	10	0	1	2	6	0	S
15.2cm Gun	12/39	17	1	1	0	6	0	3	19	14	0	1	2	6	0	S
ISU-152	3/44	26	5	1	47	3	5	2	19	16	1	1	17	11	1	H
SU-122	2/43	20	6	1	54	4	4	2	17	9	0	1	14	10	0	H
SU-152	7/43	24	5	1	57	3	5	2	19	13	0	1	14	13	0	H

Fighter

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
I-16	9/39	19	12	3	54	6	3	0	1	2	8	1	6	6	0	P
La-3	4/41	22	13	3	42	7	4	0	1	1	10	1	6	8	0	P
La-5	4/43	26	13	3	36	12	5	0	1	2	10	1	7	10	0	P
La-7	7/44	29	14	3	42	6	6	0	1	2	16	1	8	12	0	P
MiG-3	3/41	27	14	3	78	8	4	0	1	1	10	1	7	10	0	P
YaK-1	6/41	24	13	3	54	7	4	0	1	2	10	1	7	10	0	P
YaK-1M	10/41	25	13	3	48	8	5	0	1	1	10	1	7	12	0	P
YaK-7B	6/43	26	13	3	54	8	5	0	1	2	10	1	7	12	0	P
YaK-9	4/44	28	13	3	60	7	6	0	1	2	12	1	7	13	0	P
YaK-9M	1/43	28	13	3	60	7	6	0	1	2	12	1	7	13	0	P

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Partisans	9/39	2	2	3	0	2	3	0	4	1	0	1	3	7	0	S
Bridge Eng	9/39	12	2	2	0	6	2	0	8	4	1	1	8	7	0	S
Cavalry	9/39	8	5	2	60	6	1	0	4	1	0	1	2	7	0	S
Infantry	9/39	3	2	1	0	6	1	0	6	2	0	1	5	7	0	S
Paratroops	9/39	10	3	2	0	7	0	0	7	2	1	1	6	8	0	S
SMG Inf	9/39	5	3	1	0	6	0	0	8	2	0	0	5	7	0	S

Level Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Il-4	2/43	33	12	2	168	6	1	0	1	4	6	14	11	8	0	P

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Truck	9/39	2	8	1	60	4	0	0	2	0	0	1	2	0	0	S

Recon

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
BA-10	1/39	5	7	3	55	7	5	0	1	7	0	1	8	7	1	H
BA-64	10/41	4	8	4	85	10	2	0	2	1	1	1	7	6	1	H

Tactical Bomber

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Il-10	1/45	28	12	3	54	5	4	0	3	5	[8]	2	14	12	0	P
Il-2	7/41	25	12	3	48	4	3	0	3	5	[8]	2	12	10	0	P
Il-2M3	3/42	26	12	3	48	5	3	0	3	7	[8]	2	13	10	0	P
PE-2	3/41	30	13	3	78	4	4	0	3	5	[8]	12	10	8	0	P
PE-8	6/44	35	12	2	222	9	2	0	1	4	[6]	3	13	12	0	P

Tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
BT-5	9/39	11	8	1	55	11	5	0	1	7	0	1	9	8	2	H
BT-7	9/39	13	8	2	75	6	4	0	8	6	0	1	9	8	3	H
IS-2	3/44	26	5	2	49	4	8	0	14	21	0	4	18	12	2	H
KV-1/39	9/39	17	5	2	38	13	5	0	8	9	0	1	14	14	3	H
KV-1/41	7/41	19	5	2	45	13	6	0	8	10	0	1	15	13	3	H
KV-1/42	6/42	20	4	2	45	13	6	0	8	10	1	1	17	14	3	H
KV-2	1/41	17	3	1	33	3	5	0	16	13	0	1	14	14	2	H
KV-85	10/43	20	5	2	50	9	7	0	10	13	0	1	14	12	3	H
T-28M1	9/39	11	3	2	34	9	4	0	8	6	0	1	12	10	3	H
T-34/40	1/41	16	6	2	55	9	5	0	8	9	0	1	13	10	2	H
T-34/41	10/41	17	6	2	55	9	6	0	8	10	0	1	14	9	2	H
T-34/43	10/42	18	6	2	54	10	6	0	8	10	0	1	14	10	2	H
T-34/85	4/44	19	6	2	55	8	6	0	10	13	0	1	15	10	2	H
T-40	4/42	5	6	2	61	6	3	0	2	1	0	1	8	7	1	H
T-60	8/41	13	5	2	87	25	5	0	1	3	0	1	10	7	2	H
T-70	10/41	14	6	3	70	8	6	0	1	7	3	1	12	8	1	H

Yugoslavia

Anti-tank

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
37mm ATG	9/39	2	1	2	0	9	6	0	1	7	0	1	8	8	0	S

Artillery

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
75mm Gun	9/39	6	1	1	0	9	1	2	11	5	0	1	2	6	0	S

Infantry

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Partisans	9/39	2	2	3	0	2	3	0	4	1	0	1	3	7	0	S
Yugoslav Inf	6/40	2	3	1	0	6	0	0	4	1	0	0	4	7	0	S

Land Transport

NAME	DATE	VAL	MVT	SPT	FUEL	AMM	INT	RNG	SA	HA	AA	NA	GD	AD	CD	TT
Truck	9/39	2	8	1	60	4	0	0	1	0	0	1	2	0	0	S

CREDITS

Producer	**Bret Berry**
Associate Producer	**Rick Martinez**
Additional Associate Producers	**Rick White, William Dunn**
Game Design	**SSI Special Projects Group**
Campaign Game Design	**Joel Billings**
Scenario Design	**Chuck Kroegel**
Documentation Manager	**Eileen Matsumi**
Rule Book Author	**Jonathan Kromrey**
Rule Book Editor	**Mark Whisler**
Programmer	**Paul Murray**
Art	**Dave Jensen**
Audio Programming Director	**Ralph Thomas**
Audio Programmer	**Ron Calonje**
Music	**Doug Brandon**
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	**Forrest Elam, Chris Clifford, Jeff Peña, Michael Higgins, Ben Cooley, Steven Okano and Jason Dawdy**
Test Support	**Annette Grove, Rose Ramos**
Graphic Design and DTP	**LOUIS SAEKOW DESIGN: David Boudreau, Leedara Zola**

Special Thanks (Alphabetically) To
Mike Bench, Keith Brors, Josh Cloud, Lee Crawford, Diane Duffey, Jeff Groteboer, Don McClure, Bruce Mickelson

WHAT TO DO IF YOU HAVE A DEFECTIVE DISK

Each of our games undergoes extensive playtesting prior to its release. Through this process we hope to uncover and correct any errors in programming. Due to the complex nature of our simulations, however, some program errors may go undetected until after publication. In addition to errors in the program, there are occasionally problems with the disk itself. We experience the industry standard of approximately a 3 to 5% failure rate of duplicated disks. Before assuming that a disk is defective, make sure to check your disk drive. Up to 95% of the disks returned to us as defective will run fine on our computer systems. Often the problem is with a disk drive that needs servicing for alignment, speed, or cleaning.

Should you have a defective disk, please return the disk only (keep all other parts of the game) to our Customer Support Department, along with a note describing the problem you have encountered. A replacement disk will be provided upon our receipt of the defective disk.

Should you uncover an error in the program, return both your game disk and any "save game" disks to our Customer Support Department. Please enclose a description of what was taking place in the game when the error occurred. Upon correction of the program error, we will return an updated disk to you.

Always make sure to include your name, address, and daytime telephone number with any correspondence. We will do our best to see that any problems are corrected as soon as possible.