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PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

WARNING TO OWNER OF PROJECTION TELEVISIONS

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the cathode ray tube. Avoid repeated or extend use of video games on large-screen projection televisions.

PROLOGUE NOTE

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“WAR FRONT – TURNING POINT®”

INTRODUCTION

“War Front – Turning Point” is a 3D Real Time Strategy game, playing in an alternate version of the Second World War, where history as we know it, has been completely altered by a single event, and the war has become much more harsh... and powerful.

STARTING THE GAME

When you run “War Front – Turning Point” for the first time, the game has a default profile created named “Player”. You may create a new profile or manage existing ones any time you wish in the “Change Profile” menu.

If you already have created a Profile, right after the game’s cinematic introduction, you will automatically be forwarded to the Main Menu.

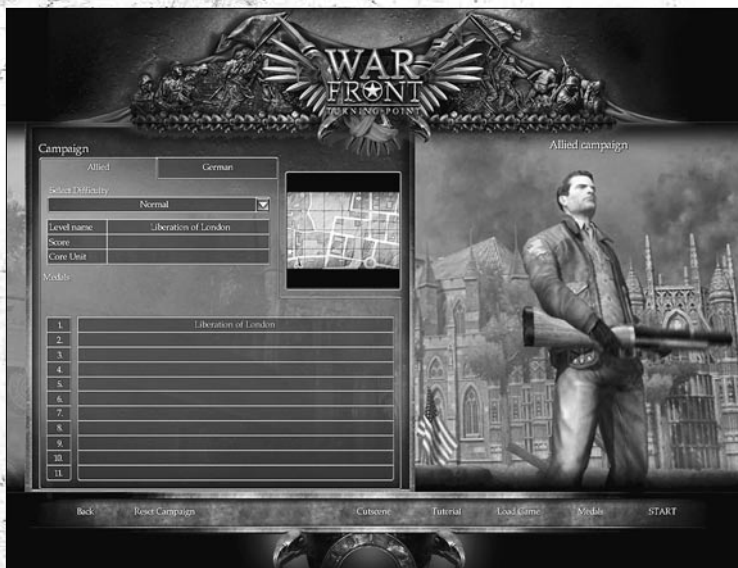
The Main Menu contains the following menu items: Campaign, Load Game, Multiplayer, Skirmish, Change profile, Options, Credits, and Exit.

CAMPAIGN

Before you start a new Campaign, you need to select the Nation (Allied or German) you will play for and choose the difficulty of the Campaign. You may also opt to play the tutorial by clicking on the Tutorial button on the bottom panel. You may skip the tutorial, but we strongly suggest completing it if you are not familiar with 3D Real Time Strategy games, their controls or their unit and/or resource management systems.

LEVEL SELECTION SCREEN

After you have chosen the desired campaign, you will go to the Level Selection Screen, where you can see the upcoming and your successfully completed missions. If you are in the middle of a mission and save your game there, you may load it by clicking on the Load Game button. If you are not satisfied with your current performance and you would like to restart the entire campaign from the beginning, you can also do it here by pressing the Reset Campaign button. You may also view all the unlocked cutscenes that are available by pressing the Cutscene button.



You may also view your Medal Box from here, by clicking on the Medals button.

MEDALS SCREEN

In the Medals Screen, you can review all the medals you have acquired during the accomplished missions. To achieve a better performance and earn new medals, you may replay the completed missions, selecting the mission on the Level Selection Screen.



BRIEFING SCREEN

On the Briefing Screen, you will learn the background story of the upcoming event, your Primary and Secondary Objectives of this mission and you will receive reconnaissance data, gathered by the intelligence of your forces. You have three options on this screen: Back, Skip Briefing and Begin Mission. If you skip the Briefing, all narrated elements will be skipped, but you may read the conversation in the dialog box.



Note: Completing all Primary Objectives is required to win the entire operation. The completion of the Secondary Objectives are not essential, but recommended, for achieving better tactical positions during the game, learning more about the story is also useful for scoring more points and receiving better statistics at the end of the mission.

MULTIPLAYER GAME MODE

“War Front – Turning Point” supports TCP/IP/LAN and Internet Connections. The game can be played by using direct connect (Direct IP address) or by Game Spy’s matchmaking tool played through GameSpy over the Internet. You will be forwarded to a server list, which will display all of the available servers, along with information about the individual servers. You can choose between “Create” or “Join” an already existing game. If you chose the “Create Game” option, you’ll be presented with a new screen where you must configure the settings of the game to be created.

If you chose the Join Game option, you can either choose a game from the available games list or type in the direct IP address of the server on which a game is running.

If you choose to host your own game, you will have a wide range of choices to make, including the Game Type, Gameplay Settings, Map Type, and Environment Options.





The following three types of Multiplayer games are provided in “War Front – Turning Point”, “Deathmatch / Team Deathmatch”, “Secret Orders” and “Conquest”.

DEATHMATCH / TEAM DEATHMATCH

In a “Deathmatch / Team Deathmatch” game, your goal is to completely annihilate your enemies. To eliminate a player in Deathmatch, you must destroy all his units and buildings. This mode is also playable in teams.

SECRET ORDERS

In the “Secret Orders” game, you and your opponent(s) receive different Secret Primary Objectives. The player who accomplishes all of his Primary Objectives first, wins the game.

CONQUEST

In the “Conquest mode”, besides the regular Deathmatch rules, you can also win the game if you successfully occupy all of the “Conquest” areas for a given amount of time.

The multiplayer session has many other modifiable details, which can be set up on the Advanced Properties Panel. You can define the Army limit, set the Weather, switch on/off Crates, and other different options. You can also change the Victory Conditions, which define the primary rules of winning the session.

Rack and Ruin: You win by destroying all enemy buildings.

Annihilation: Destroy all enemy buildings capable of constructing combat or building units, and all enemy units (not including resource transports).

Aftermath: Same as above, but after the enemy has lost his buildings the fog of war ceases to exist.

Conquest: Control and hold all areas for a given time to win the match.

Secret Orders: Complete your objectives before anyone else to win the match.

GAME MECHANICS

GRAPHICAL USER INTERFACE

The Graphical User Interface, a.k.a. G.U.I. is one of the core control elements in “War Front – Turning Point”. The G.U.I. can be divided into three main parts.



The Bottom of the G.U.I. (from left to right) contains the Minimap, the Action Panel and the Information Panel; the top of the screen holds the Quickbar.

The Minimap gives you overall and up-to-date information about the events on the battlefield, allied and revealed enemy tactical positions and the exact locations of your Primary and Secondary Objectives (Tool Tip included). On the Minimap, the different color codes represent allied, neutral and enemy units. It also represents the available resource locations on the map, showing its type with an icon on their positions. Selecting a building with unit construction capabilities reveals on the Minimap the selected building and its designated rally point.



The Action Panel contains the Action buttons of the selected building or unit(s). From here, you can manage your construction, combat strategies and the researched skills of your units. Over the Action Panel (Left to Right) you also receive information about the Army Limit, the amount of resources currently at your disposal, and the Used Energy/Available Energy Output. At the left side of the Action Panel, you can also select the closest IDLE building unit (if available) by pressing the IDLE Worker button, select all aerial units in your army by pressing the Airplane button, reset the camera position by pressing the Camera button, and mark a location on the Minimap for your allies (only in multiplayer). On the right edge of the panel you have the following options. You can sell a selected building (Dollar Sign button) or Suicide a selected unit thus removing its army point value from the army limit pool (Skull button), start repairing a selected building by pressing the (Palette Knife button), or start a global repair command (this keeps repairing everything until it's turned off, knowing that you have enough resources or every building is fixed) by pressing the Palette Knife button, with the "All" caption, or you can toggle the production loop at the selected building with the spinning arrows button.

The Information Panel contains the picture of the selected building or unit, its name, health and current rank and gathered experience points. In addition, at specific types of buildings like Headquarters, you may upgrade your Tech Level and develop additional researches in this window.

The top element of the G.U.I. the "Quickbar" shows your occupied unit group numbers, and by clicking on these, you can select and jump to the chosen group.

In-game messages are displayed on the mid-left part on the screen; these inform you about all in-game events and conversations.

BASIC GAME CONTROL AND UNIT HANDLING

To select a unit, left-click on it on the main screen. You can select several units at the same time by holding down the left mouse button and dragging a box around the units you wish to select. Double left clicking on the unit will select all units of that type visible on the screen. Holding down the shift button while using any of these methods of selection, will add the new units to the current selection.

To move your selected units, right-click on the location you would like the units to move too. This destination can be in the main screen or on the mini-map. You can order the move command to a single unit or a group of units.



Most of the units have at least one skill. To activate a skill, select the desired unit then select the skill by left-click on the skill button and then, if the skill has to be activated on the ground or on an enemy unit or building, left click on your target on the battlefield.

ADVANCED GAME CONTROL AND UNIT HANDLING

By selecting multiple units, the info panel will show an icon of every unit type with the quantity of units within the selection, sorted by the highest threat level to the AI; above them a picture of the unit meaning the highest threat represents the whole of the group (e.g.: units with the largest firing range or the ability to repair the nearest vehicle, etc.). A single click on one of the unit groups will bring its unique, unit-specific commands to the central panel, double clicking on the unit group will leave only those units in your selection.

You can give tactical movement commands to larger groups of units. If you select a random amount of units with significantly different displacement speed, a double click move command will make them adjust their speed to the slowest unit in the group. By issuing the move command with a single click, every unit will move accordingly to its top speed.

ADVANCED COMMANDS:

Attack Ground – Basic and rocket artilleries have the ability to attack a specific position on the map within their firing range, thus you can defend narrow passages by keeping them under a barrage.

Attack Move – Sends the selected units towards the target destination, but they will stop and attack any enemy unit in their sight.

Force Attack – Selected units will attack anything attackable (even your own units), which you click on.

Guard Area – The selected units will attack any hostile unit in the guard area, and in any other case will hold their ground until commanded otherwise.

BASIC CAMERA HANDLING

One of the most important things in a 3D Real Time Strategy game, like “War Front – Turning Point”, is to control your camera in 3D with ease. To scroll the map, move the cursor to any of the edges of the main screen, toward the direction you would like to scroll. To control the camera's view angle, press and hold the middle mouse button and move the mouse left or right to rotate the view horizontally. Move the mouse up or down



to tilt the view vertically. You may zoom in and out on the battlefield by using the mouse wheel. You can also move around the map by clicking on any point of the Minimap.

UNIT AND BUILDING INTERFACE

When you select one or more units or a building, the interface will show the selected unit(s) or building, its stats on the information panel and the action keys, such as skills of the selected units, production and upgrade buttons of the selected building on the info panel.

If you have a single unit or building selected, the information panel will show extended information for that unit, including name, health, upgrades and rank.

BUILDING STRUCTURES

When you select the building unit, you will see many buildings in the information screen. Most of the buildings can only be built if you reach a higher Tech level, such as Tech level 2 or 3. Select one builder unit, and then select the specific building you'd like your builder to construct. If the silhouette of the building is clear, you've selected a valid location. If the building's silhouette glows in red, you cannot place the building there.

GATHERING RESOURCES

Before any buildings can be constructed or any units can be requisitioned, resources must be gathered. There are two types of resources in "War Front – Turning Point".

You can gather resources with your Resource Collector from;

- Ore Mines
- Salvage Yards

You can gather additional resources by capturing the following buildings with your Infantry;

- Oil Rigs
- Banks

Note: After you capture at least one from the above-mentioned buildings, that building will generate an exact amount of resources per a specific amount of time continuously as long as the building is under your control. In addition, some of the buildings, such as Research Labs, can also generate resources if the appropriate upgrade has been researched.



There is a third way to gather resources. Most of the levels have at least one Drop Point, at which you may receive regular shipments of resource crates. These crates always hold resources and you may pick up these with your ground units to expand your military finances.

BUILDING UNITS

Each unit is created in a particular building, such as Barracks, War Factories and/or Airfields. To create a unit, you must first build the appropriate building, then when you have the necessary resources, you may then create the unit by selecting the building and clicking on the icon of the desired unit. Here you can also upgrade specific units and do additional building researches.

You can queue multiple units to be constructed in a building, but the building can only create one unit at a time. The additional pre-ordered units will be in queue until the first unit ordered in progression is completed. Airfields are also able to create and store two to four fighters and/or bombers per field (Depending on the upgrade of the airfield.).

Note: To quickly access any of these buildings and create the units much faster, you can assign each of the buildings to a specific group, from Group 1 to 0 (Ctrl+1 to Ctrl+0.) See more Keyboard Shortcuts. A Production Loop button also helps you to maintain your army: if you wish to have a constant support of one specific unit, place one in the production queue and press the “Production Loop” button. This will continuously produce the selected unit until you stop, run out of resources or attain the maximum number of units allowed.

ENERGY MANAGEMENT

In “War Front – Turning Point”, two nations need to manage the energy output of the base: the Germans and the Russians (The latter playable only in Multiplayer). While the buildings of the Allied Forces are self-powered, the buildings of the other two nations need to be supplied with electricity by power plants (Power Plant – Germans, Accumulator– Russians). If the buildings don't have enough energy at their disposal, their production output will significantly decrease, and the defensive structures will also cease to work, leaving your bases defenseless.



Note: If you're playing with the Allied Forces but you capture a German or a Soviet building, that Building will be not equipped with built-in generators and you will have to capture, or build Power Plants or Accumulators to supply your newly acquired building (you can build these by capturing a German or Soviet Headquarters and creating a constructor unit).

CONTROLLING SUPPORT UNITS

You may call in Support Units from specific buildings (mostly Airfields), by clicking on the Support Unit's button after you have selected the building. After you select the desired Support Unit, left click anywhere on the battlefield to select their target destination, or target area.

Note: Approximately 300 meters before their designated target, each of the support bombers and paratrooper transports descends to their attack or cruising altitude, becomes visible on the battlefield and thus becomes vulnerable to Anti-Air Guns or Interceptor Fighters.

FIRST PERSON SHOOTER MODE

You may use First Person Shooter view at specific types of Buildings, Bunkers, Turrets and Cannons. You may switch to FPS mod by pressing the "F" button or clicking on the FPS icon on the Building's Action Panel. You can control your view in FPS mode with your mouse. If you'd like to leave the FPS mode, press the "F" again.

Note: The First Person Shooter Mode is available only on Anti-Air Guns, Anti-Tank Guns and Bunkers.

CHASE CAM MODE

You may use the Chase Cam mode to get a better view of the ground combat. You can only enter Chase Cam view with ground units.

DYNAMIC TIME OF DAY

In "War Front – Turning Point" the time of day also changes dynamically, which affects the effectiveness of your units, e.g. storms deal damage to airplanes, and radars become temporarily knocked out. You can compensate these effects with specific upgrades and research.

CORE ARMY

If you have units in your army, which have survived many battles and have advanced to a higher level, you have the ability to carry them to the next mission, if you add them to the Core Army. You can do this by selecting the unit or units, and by clicking on the Core Army button on the Central Panel. The number of units you can bring along is limited depending on the number of the mission you are currently playing.

RANKS AND ADVANCEMENT

All of your infantry and vehicles start on a basic, rookie level. In “War Front – Turning Point” each unit is able to reach four levels as they gather experience after each of their kills. Each of your units, after reaching higher levels, gains bonuses on its HP and Base Weapon Damage.

EVALUATION

In “War Front – Turning Point” each of your acts has an exact point value, that counts in your final evaluation. Each of your movements, completed construction or unit captures, kills, losses, research and upgrades have an exact point value.



HEROES

HEROES OF THE ALLIED FORCES



COLONEL JOHN LYNCH

Colonel John Lynch is the main hero of the Allied Forces - his grenade launcher is very effective against infantry, light vehicles and buildings.

SKILLS: **Ignite:** The mini grenade launcher will launch a flame grenade that covers the target area in flames. **Quick Repair (Active skill):** By activating this skill, Lynch will repair nearby vehicles for 15 seconds. **High Explosive (Passive skill):** Increases the damage of the grenade launcher by 5. **Engineering (Radius):** Increases the armor protection of any vehicle by 3 and its damage by 3.



ANNA HERZOG

Anna Herzog is a British undercover agent and the heroine of the Allied Forces. Her main weapons are charm and misdirection.

SKILLS: **Paralyze:** Anna's shots have a chance to stop a target unit, and slow it down to 50% of its rate of fire. **Charm (Active skill):** No one can attack the heroine directly for 30 sec. **Informer (Passive skill):** Gives \$100 per 10 sec, and additional \$100/level. **Extended Vision (Radius):** Increase friendly units' range of vision by 20% in the heroine's radius.



VINCENT SAGNIER

Vincent Sagnier is the French hero on the Allied side. He is a demolition expert and also able to defend his allies against explosions.

SKILLS: Piercing shot: Using armor piercing shells, the hero has a chance to cause lethal damage against the target.

Bomb (Active skill): Blows up target buildings. **Expertise**

(Passive skill): Decreases damage taken from explosions by

50%. **Blast (Radius):** Increases friendly explosion damage by 20%.

HEROES OF THE GERMAN FORCES



OBERSTLEUTNANT (LT. COL.)

ROLAND HELLMANN

Roland Hellmann is the German main hero. He is lethal against both lightly and heavily armored vehicles with his modified Triple Barreled Panzerfaust.

SKILLS: Demolition: Panzerfaust has greater chance to destroy target vehicle instantly, but it depends on the health of the targeted enemy unit. **Bravery (Active skill):** The Hero

receives additional 30 armor points for 30 sec. **Stamina (Passive skill):** Increases hit points by 10% and with

additional 10% / level. **Rapid Fire (Radius):** Increases fire range by 10% and with additional 10% / level.



DIETRICH PREISS

Dietrich Preiss is a veteran hero of the German resistance. He is the master of the sabotage, trickery and reconnaissance operations.

SKILLS: Reduction: Decreases the radius firing range of nearby hostile units by 80%. **Reinforcements (Active skill):**

The Hero can call in some reinforcements next to him.

Marksmanship (Passive skill): Increases weapon damage by 2 and with additional 2 / level. **Weak Point (Radius):**

Decreases hostile units' armor by 10 in the hero's Radius, and with additional 5 / level.



ELSA ADLER

Elsa Adler is a young, but talented spy of the German Resistance. She is quick, precise in operations, cautious and a real survivor.

SKILLS: **Regenerate:** Regenerates nearby infantry units 200% faster, and nearby hero units 100% faster. **Retreat (Active skill):** Increases speed by 15 for 30 sec, and Elsa can't be killed until the skill is deactivated. **Awareness (Passive skill):** Increases vision range by 5 and with additional 5 / level. **Quick Load (Radius):** Increases rate of fire by 20% and increases damage taken by the target by 10%. The rate of fire gets additional 10% / level.

HEROES OF THE SOVIET FORCES



ALEKSEI MIKHALKOV

The mysterious Aleksei Mikhalkov is one of the greatest heroes of the Soviet Red Army. He is quite effective and deadly against everyone and everything with his handy vehicle-class machine gun.

SKILLS: **Burst:** Shoots multiple targets at once (in a cone in front of its machine gun). **Berserk (Active skill):** Aleksei receives 300% damage bonus, but damages the hero 5 points per sec. **Resistance (Passive skill):** Increases hit points by 10 % and decreases damage taken by 1. Each of the stats gain additional 10% to HP and -1 to taken damage/ Level. **Intimidate (Radius):** Decreases the rate of fire of hostile units by 20% and with additional 20% / level.



NADIA AMANOVA

Nadia Amanova is the first class special agent of the Soviet Red Army. She is quiet, lethal, effective and invisible.



GENERAL NAZAROV

General Nazarov is a natural born leader of the Soviet Red Army. He is charismatic, a true mastermind and also known as an elite sniper.

SKILLS: Promotion: 1% chances for every simple unit that gains experience in his Radius to gain a level instantly. **Precision shot (Active skill):** Shoots the driver from any vehicle making thereby neutralizing it. **Presence (Passive skill):** Increases command Radius range by 5 meters and with additional 5 meters / level. **Leadership (Radius):** Increases experience points gained by ground units in combat by 20% and by an additional 15% / level.



THE ALLIED FORCES UNITS AND BUILDINGS

ALLIED BUILDINGS



AA GUN

The Anti-Aircraft Gun is a ground-to-air defensive structure, effective against all aerial units.



AERO RESEARCH FACILITY

Gives access to aerial research, providing the opportunity to upgrade all types of air units.

UPGRADES: **Homeland Supplies (Tech Level 2):**

A support aircraft will drop packages on the building, providing regular resource income.

INVENTIONS: **Armored Aircraft (Tech Level 3):** All aircraft units gain an additional 50% armor. **Jet Propulsion (Tech Level 2):** Increases all aircraft speed by 20%. **Air-to-Ground Missile (Tech Level 2):** P-38 Lightning gains air-to-ground missiles. **Fighter Ace (Tech Level 3):** Fighters gain +40% damage bonus. **Heavy Air-Raid (Tech Level 3):** Multiple B-17's can be called simultaneously for air strikes.



AIRFIELD

Produces and hosts all fighters and gives access to aerial support.

UPGRADES: **Extended Airfield (Tech Level 2):** Adds 2 more parking slots to the airfield, so two additional aircraft can be built, and stored at the upgraded building.



AT TURRET

The Anti-Tank Turret is a ground-to-ground defensive structure, effective against tanks and vehicles.



BARRACKS

Barracks produce Allied Infantry units, and give access to their upgrades.



HEADQUARTERS

The Headquarters is the main structure of the Allied Forces. It produces engineer trucks, gives access to tech level researches and researchable combat strategies.

UPGRADES: **Tech Level 2 (Tech Level 1):** Advanced structures, units and upgrades become available. **Tech Level 3 (Tech Level 2):** The most advanced structures, units and upgrades become available.

INVENTIONS: **Combat Strategies (Tech Level 2):** Three strategies become available, which affect specific types of units or buildings on the battlefield. Only one can be active at a time. **Rapid Construction (Tech Level 3):** Increases the speed of all building constructions by 25%. Keep in mind, that this research increases the production costs as well by 10%.



PILLBOX

The Pillbox is a light ground-to-ground defense structure, effective against all kinds of infantry.



RADAR STATION

The Radar Station provides the Minimap, as well as a larger Field of View around the building. The Radar Station is the main structure of reconnaissance and Allied Intelligence.

UPGRADES: **Radar Jammer (Tech Level 2):** Black-outs every unit and building in the Radar's aura, hiding them from the enemy's Field of View making them invisible on the Minimap.

INVENTIONS: **Reconnaissance (Skill, Tech Level 2):** This upgrade gives the ability to look at a selected area, revealing all buildings and units hidden by the Fog of War. The revealed territory will fade in time. **Booby Trap (Skill, Tech Level 2):** The player can call in fake support with resource crates, dropping the cargo at a selected target area. All enemies see the cargo, but instead of resources, the boxes contain explosives, which detonate on touch. **Radar Scan (Skill, Tech Level 3):** After it's developed, it gives an opportunity to reveal all moving units on the Minimap for 30 seconds.



SUPPLY CACHE

The Supply-Cache is the main source of income. Resource collectors carry goods here after collecting it from mines and junkyards. Each Supply Cache starts with one resource collector in their production queue for free.

INVENTIONS: **Increased Capacity (Tech Level 2):** Resource collector trucks gain 15% more capacity.



WEAPON FACTORY

The Weapon Factory produces all vehicles and tanks for the Allied Forces.

UPGRADES: None.

LOGISTIC SUPPORT UNITS



ENGINEER TRUCK

The Engineer Truck is the Allied constructor vehicle, capable of constructing all types of Allied buildings within the range of the current Tech Level.



STUDEBAKER

The Studebaker truck is the Resource Collector of the Allied Forces. It's very durable and has great capacity. It is used to carry resources to the Supply Cache from any resource sites on the map. It's very fast, and repairs itself much quicker than any other unit.



BRIDGING TANK

The Bailey Bridging Tank can construct bridge elements and can place them over the river. It can produce a one tank wide bridge that can be used for the army to cross over rivers.



BEDFORD REPAIR TRUCK

The Bedford is an unarmed, lightly armored Repair Truck of the Allied Army. It automatically repairs nearby damaged Allied vehicles, or you can directly select any damaged unit to be repaired.

INFANTRY UNITS



MG INFANTRY

The Allied Infantry is the first line infantry of the Allied Army, equipped with a Thompson machine gun. The Infantry units are cheap, relatively fast and effective in large squads. The Allied Infantry is also able to capture buildings, making them very dangerous and effective against enemy bases.



BAZOOKA TROOPER

The Bazooka units are the Allied Army's first line anti-armor units, effective against both light and medium armored vehicles and buildings.



RANGER

The Rangers are the elite infantry of the Allied Forces, equipped with M3 Springfield elite sniper rifles. They can shoot enemy units from a long range, and they are excellent scouts. With the high explosive bombs upgrade, they can easily destroy any building.

LIGHTLY ARMORED UNITS



MATILDA

The Matilda is the light tank and effective scout unit of the Allied Forces, equipped with light armor and light weaponry, making it effective against lightly armored vehicles and infantry units.



HALFTRACK

The Half-Track APC is a fast armored vehicle that can carry infantry with great speed; it's equipped with a machine gun to defend itself against infantry units.

MORE HEAVILY ARMORED UNITS



SHERMAN

The M4 Sherman is the most popular tank of the Allied Army. It's relatively fast, and it's equipped with medium armor and medium weaponry. The Sherman is effective against vehicles and lightly armored tanks.



CALLIOPE SHERMAN

The Calliope Sherman is an upgraded version of the standard Sherman tank, equipped with a multi-rocket launcher on its top. The rocket launcher has medium area damage in addition to the Sherman's tank canon damage, making the Calliope very effective against infantry and buildings too.



PERSHING

The Pershing is the heavy tank of the Allied Army, which has heavy armor and weaponry. The Pershing has a greater firing range than most of the heavy tanks.

COMBAT SUPPORT UNITS



PRIEST

The M7 Priest is the light artillery of the Allied Army, equipped with light armor and long ranged weaponry, capable of delivering great devastation from a great distance. The Priest is very effective against infantry, buildings and base defenses.



M40

The M40 is the heavy artillery of the Allied Army. It has medium armor and has a long-range cannon, which causes great damage in large area. Very effective against infantry and buildings too, and can harm light vehicles.



FORCE SHIELD GENERATOR (O.R.B.)

The Force Shield Generator (Omni-Repulsor-Barrier) is a mobile experimental unit of the Allied Forces, which is able to protect other Allied units around it with its energy shield. The shield has a relatively small radius and it's only able to absorb medium and lower caliber weapon hits effectively. The shield is capable of slowly regenerating itself.

MOBILE ANTI-AIR UNITS



BOFORS

The Bofors is the first class mobile Anti-Aircraft weapon of the Allied Army. It is fast and maneuverable, but it is only lightly armored.

ALLIED AIRCRAFTS



MUSTANG

The P-51D is the backbone interceptor fighter of the Allied Air Force. This fast and maneuverable fighter is able to track down enemy bombers, or provide close ground support with its machine guns for the engaged infantry and armored battalions.



LIGHTNING

The P-38F is an excellent fighter-bomber aircraft, which is able to carry air-to-ground missiles, making the P-38F a very effective infantry and tank hunter and as well as a building destroyer aircraft. The P-38F is also equipped with machine guns, giving it the ability to defend itself against enemy interceptors, but the lack of speed and maneuverability makes it a less effective interceptor fighter, than the P-51D.



HELICOPTER

This Helicopter is a unique, VTOL (Vertical Take Off and Landing) aerial armored personal carrier of the Allied Forces. It is armed with two Gatling guns for use against ground targets, but is very vulnerable against anti-aircraft weapons and fighters. It is able to carry large numbers of infantry over any kind of terrain with good speed.

ADDITIONAL ALLIED SUPPORT



APHRODITE

The Aphrodite is a specifically modified, remote controlled B-17 aircraft filled with high-explosives, capable of making Kamikaze runs against enemy base defenses, buildings and large numbers of enemy ground forces.



B-17 BOMBER

The B-17 Flying Fortress is the flagship of the Allied heavy bomber fleet, equipped with large numbers of bombs and heavy armor. The B-17 is capable of making effective bombing runs against all kinds of units and buildings. The lack of speed and maneuverability makes the B-17 a very vulnerable aircraft against Anti-Aircraft weaponry and interceptor fighters.



EARTHQUAKE BOMB

The Halifax is a modified long-range bomber, carrying the experimental weapon of the Allied Forces, the Earthquake Bomb. This bomb can heavily damage any buildings on the surface including bunkers. The weapon itself damages everything on the ground inside a large radius, but it is less effective against infantry. The lack of speed and maneuverability makes the Halifax a very vulnerable aircraft against Anti-Aircraft weaponry and interceptor fighters.



NUCLEAR STRIKE

The XB-35 Northrop is an advanced, long-range heavy bomber, capable of carrying one Nuclear Bomb aboard. It is heavily armored and less vulnerable against AA guns and Interceptors than the other bombers. The Nuclear Bomb is very effective against all types of units, base defenses and buildings.



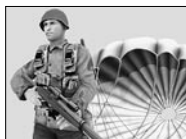
PARATROOPS

The Regular Paratrooper is the light air-to-ground support of the Allied Forces. By calling in a modified B-17 to the battlefield, paratroopers (light infantry units) are dropped from the airplane to the selected target area.



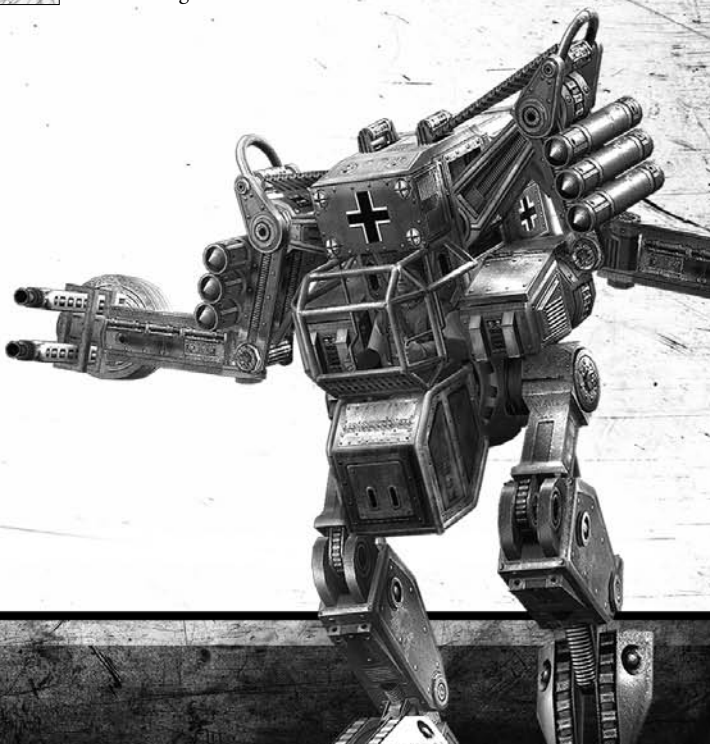
HEAVY PARATROOPS

The Heavy Paratrooper is the medium level air-to-ground support of the Allied Forces. By calling in a modified B-17 to the battlefield, bazooka paratroopers are dropped from the airplane to the selected target area.



COMMANDO PARATROOPS

The Commando Paratrooper is the heavy level air-to-ground support of the Allied Forces. By calling in a modified B-17 to the battlefield, Rangers are dropped from the airplane to the selected target area.



THE GERMAN FORCES UNITS AND BUILDINGS

GERMAN BUILDINGS



AIRFIELD

Produces and hosts all fighters and gives access to aerial support.

UPGRADES: **Extended Airfield (Tech Level 2):** Adds 2 more parking slots to the airfield, so two additional aircraft can be built and stored at the upgraded building.



BARRACKS

The Barracks produce infantry units and provides their upgrades.

INVENTIONS: **Capture Buildings (Tech Level 1):** This research allows the Wehrmacht Infantry to capture enemy structures. It always takes time to capture enemy buildings.



FLAME BUNKER

The Flame Bunker is the primary defensive structure of the German forces. It is very effective against infantry.



AT 88 BUNKER

The AT Bunker is the primary Anti-Tank defensive structure of the German Forces. It is very effective against vehicles.



AA BUNKER

The AA Bunker is the primary Anti-Air structure of the German Forces. It is very effective against all aerial units.



COMMAND CENTER

The Command Center is the main structure of the German Forces. It produces the Engineer, gives access to higher tech level research and combat strategies.

UPGRADES: **Tech Level 2 (Tech Level 1):** Advanced structures, units and upgrades become available. **Tech Level 3 (Tech Level 2):** The most advanced structures, units and upgrades become available.

INVENTIONS: **Combat Strategies (Tech Level 2):** Three strategies become available, which affect specific types of units or buildings on the battlefield. Only one can be active at a time. **Reinforced Buildings (Tech Level 2):** Researching this upgrade lets all German buildings get an additional +30% hp to their base health. **Basic Training (Tech Level 3):** After the upgrade, all newly created German units start with the regular level of experience.



COMBAT ACADEMY

The Combat Academy is a vital training building of the Wehrmacht. It provides from time-to-time an XP boost for all basic units in the building's area.

UPGRADES: **Brothers-in-Arms (Tech Level 2):** infantry units in the Combat Academy's range get an additional 15% bonus to their rate of fire while they are in the building's radius.



POWER PLANT

The Power Plant is the main power source for the German buildings. It provides the necessary electricity required by other facilities.

UPGRADES: Advanced Generators (Tech Level 2): With this upgrade, the Power Plant provides 100 more electricity units. This is not a global upgrade; all Power Plants need to be upgraded separately for the additional electricity.



RADAR FACILITY

The Radar Facility activates the Minimap, and enlarges the field of view of the player.

INVENTIONS: Air-raid Jammer (Skill, Tech Level 2): Enemy aircraft cannot drop bombs and cannot attack other aircraft around the radar facility for a short period of time.



RESEARCH LABS

The Research Labs gives access to all major weapons, ground vehicle and missile related researches.

UPGRADES: Economic Miracle (Tech Level 2): The Research Labs produce money if no other development is in progress.

INVENTIONS: Improved Barrels (Tech Level 2): All tank units gain +25% to their rate of fire. **White Phosphorus (Tech Level 2):** The Flamethrower units do 50% more damage on the target. **Tracer Ammo (Tech Level 2):** All MG weapons gain +25% range bonus. **Experimental Alloys (Tech Level 2):** All tanks gain an additional 20% to their armor value. **Evasive Action (Tech Level 3):** All land based vehicle units take 25% less damage while they are moving. **Swift Reloading (Tech Level 3):** The upgrade decreases reloading time by 20% for all artillery weapons. **Heavy Shells (Tech Level 3):** Units with area damage gain an additional 30% on their damage radius.



SUPPLY DEPOT

The Supply Depot is the main source of income. Resource collectors carry goods here after collecting it from mines and junkyards. Each of the Supply Depots starts with one Resource Collector in their production queue for free.

INVENTION: Turbocharger (Tech Level 2): The engine upgrade increases the speed of all resource collector trucks by 30%.



TANK FACTORY

The Tank Factory produces all vehicles and tanks for the German Forces.

UPGRADES: Homefront (Tech Level 2): increases the factory's production speed by 25%.



V1 LAUNCH PAD

The V1 Launch Pad is the launch site for the V1 Rockets.

UPGRADES: V2 Launch Site (Tech Level 3): Upgrades the V1 site to be capable to launch V2 missiles. Several upgraded V-pads allow you to launch multiple missiles at different target areas.

LOGISTIC SUPPORT UNITS



ENGINEER TRUCK

The Engineer Truck is the constructor vehicle of the German Forces, capable of constructing all types of German buildings as soon as they become available during the game.



OPEL BLITZ

The Opel Blitz is the standard German truck, which has great cargo capacity. It's used to carry resources from resource sites to the German Supply Depots.



REPAIR TRUCK

This Repair Truck unit is unarmed, lightly armored,. It automatically repairs nearby damaged allied vehicles, or you can directly select any damaged unit to be repaired.



BRIDGING TANK

The Bruckenleger is the Bridging Tank of the German forces; it's able to construct pontoon bridges over water. It produces a one tank wide destroyable bridge that can be used by the army to cross any river.

INFANTRY UNITS



WEHRMACHT INFANTRY

The Wehrmacht Infantry is the first line infantry of the German Army, equipped with an MP40 sub machine gun. The Wehrmacht Infantry units are cheap, but well trained. In great numbers very fast and effective.



WEHRMACHT PANZERFAUST

The Wehrmacht Panzerfaust is the primary Anti-Tank Infantry in the German Army, equipped with a Panzerfaust, capable of engaging light, and medium armored vehicles.



JETPACK INFANTRY

The Wehrmacht Jetpack Infantry is an advanced and experimental elite infantry squad equipped with a jetpack and a flamethrower. The Jetpack Infantry is able to jump long distances; enabling it to traverse otherwise impassable terrain, jump over objects, or large numbers of enemy units.



EXOSKELETON

The German heavy trooper, also known as The Exoskeleton is an experimental weapon of the Wehrmacht, equipped with heavy armor, long range heavy machine guns and six medium range rockets. The Exoskeletons are very effective against almost all kinds of ground units, including light and medium tanks.

LIGHTLY ARMORED UNITS



FLAMMWAGEN APC

The Flammwagen APC is a modified German armored personnel carrier armed with flamethrowers. It has a relatively short range of fire, but it is able to do great damage against infantry units, bunkers, lightly armored vehicles and buildings. The Flammwagen units are very dangerous in groups. It can also carry 12 infantrymen.



WURFRAHMEN

The Wurfrahmen is a mobile rocket launcher of the German Forces. It's able to provide mobile artillery support for other friendly ground units. The Wurfrahmen is medium range, light artillery capable of inflicting moderate damage.

HEAVILY ARMORED UNITS



PANTHER

The Panther is the most common tank in the Wehrmacht, which is mostly used for reconnaissance missions. The Panther can also be used in great numbers to overwhelm small numbers of enemy ground squads, including infantry formations and lightly armored vehicle columns.



TIGER

The Tiger is the German medium tank with medium armor and weapon, combined with great speed and maneuverability.



ELEPHANT

The Elephant is the German heavy tank-hunter, which has heavy armor and an armor-piercing heavy weapon. The greatest disadvantage of the tank is the turret's stabilizer system. The Elephant needs to stop to open fire on any target.



MAUS

The Maus is the German heavy tank of the Wehrmacht, which has very heavy armor and weaponry, but the lack of speed and maneuverability makes the Maus a formidable heavy tank.

COMBAT SUPPORT UNITS



HUMMEL

The Hummel is the German Howitzer artillery, which was built on to the older PZKW III chassis. It's able to provide mobile artillery support for friendly ground units from a great distance. The Hummel is very effective against base defenses and buildings.



SONIC TANK

The German Sonic Tank is an experimental, advanced high-end prototype technology, which is able to blast sonic waves, dealing great damage to ground forces, damaging everything in their path.

MOBILE ANTI-AIR UNITS



WIRBELWIND

The Wirbelwind is the main Anti-Air unit of the German Forces, armed with four AA guns, with extremely high firing rate. The Wirbelwind is a fearsome enemy for every hostile aircraft.



RHEINTOCHTER

The Rheintochter is a mobile Anti-Bomber weapon equipped with a ground-to-air guided missile. Its tracking system never misses its target, and the rocket instantly destroys any airplanes.

GERMAN AIRCRAFTS



ME-262

The Messerschmitt ME-262 is the first jet-propelled combat aircraft of the world. Its great speed, combined with excellent maneuverability makes the Me-262 the best interceptor fighter in the sky. The Messerschmitt ME-262 is also able to hunt down enemy bomber formations and provide close air support to friendly ground units.



STUKA

The infamous Ju-87D Stuka is a dive-bomber; capable of flying almost directly overhead its target, then making a dive-bombing runs at an angle of almost 90 degrees.



GIANT ZEPPELIN

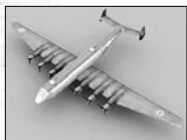
The Giant Zeppelin is an experimental aircraft. With its aluminum structure, advanced engines, and large air-to-ground artillery cannons, the Giant Zeppelin is a great threat to every enemy ground unit. It's only vulnerable to Anti-Aircraft weaponry and enemy fighters. If a Giant Zeppelin is shot down, the explosion harms nearby units in a moderate radius.

ADDITIONAL GERMAN SUPPORT



HORTEN BOMBER

The Horten is a jet-propelled long-range bomber equipped with heavy, high explosive bombs, capable of making devastating carpet-bombing runs against enemy ground units, base defenses and buildings. The Horten is fast and maneuverable; it is equipped with medium armor making it less vulnerable against AA guns and enemy fighters.



JUNKERS BOMBER

A heavy bomber able to erase base defenses, buildings and large concentrations of hostile ground forces and formations with one bombing run. The lack of speed and maneuverability makes the Junkers vulnerable to Anti-Aircraft weaponry and fighters.



PARATROOPS

The regular Paratrooper is the light level air-to-ground support. A modified Junkers carries and drops regular infantry units to the selected target area.



HEAVY PARATROOPS

The Heavy Paratrooper is the medium level air-to-ground support. A modified Junkers carries and drops Panzerfaust troopers to the selected target area.



COMMANDO PARATROOPS

The Commando Paratrooper is the high-level air-to-ground support. A modified Junkers carries and drops Jetpack units to the selected target area.

THE SOVIET FORCES UNITS AND BUILDINGS

(Playable only in Multiplayer)

SOVIET BUILDINGS



ACCUMULATOR

The Accumulator is the main power source for the Soviet buildings. It provides the necessary electricity required by other facilities.

INVENTIONS: **Emergency Generator (Skill, Tech Level 2):** Provides electricity even if there is not enough power produced for a short time.



AIRFIELD

Produces and hosts all aircraft and gives access to aerial support.

UPGRADES: **Extended Airfield (Tech Level 2):** Adds 2 more parking slots to the airfield, so two additional aircraft can be built and stored at the upgraded building.



MG BUNKER

The MG Bunker is the primary defensive structure of the Soviet Forces. It is very effective against infantry.



AT BUNKER

The AT Bunker is the primary defensive structure of the Soviet Forces. It is very effective against vehicles.



AA BUNKER

The AA Bunker is the primary Anti-Air defensive structure of the Soviet Forces. It is very effective against all aerial units.



GULAG

The Gulag provides income with captured enemy units.

UPGRADES: **Forced Labor (Tech Level 2):** The upgrade increases the income of each prisoner by 25%.

INVENTIONS: **Pressure (Tech Level 2):** Expansion of the Gulag. Can store 50% more prisoners.



PROPAGANDA TOWER

Provides propaganda related upgrades, and significantly slows down enemy units within its range.

UPGRADES: **Broadcast propaganda (Tech level 2):** decreases rate of fire of hostile units by 30% in the tower's aura.

INVENTIONS: **Defect now (Skill, Tech Level 3):** The upgrade gives the ability to instantly convert any enemy unit to friendly one. The skill can't affect special units like heroes, super weapons or constructor units. This skill only affects general combat units. **Nationalism: (Skill)** All units gain +25% bonus to their rate of fire.



RADIO STATION

The Radiostation provides the Minimap, and it generates a larger Field-of-View around the building.

INVENTIONS: **Artillery Strike (Skill, Tech Level 3):** Soviet long-range artilleries from outside the level will fire artillery barrage on the selected area. **Partisan Support (Skill, Tech Level 2):** "Summons" Partisan units at the selected area.



RESEARCH FACILITY

The Research Facility gives access to all major ground vehicle related research.

INVENTIONS: **HE Shells (Tech Level 2):** Artillery vehicles gain additional 15% damage bonus. **Standardization (Tech Level 2):** This upgrade reduces the cost of all vehicles by 10% in the War Factory. **Double Shifts (Tech Level 3):** This upgrade reduces the cost of all vehicles by additional 10% in the War Factory. **Kharkov Rampage (Tech Level 3):** The Kharkov gains +30% rate of fire and damage bonus but also moves 20% slower and takes 40% more damage while this skill is active. This ability lasts for 30 seconds and takes 1 minute to recharge.



SUPPLY CENTER

The Supply Center is the Headquarters of the Soviet Forces. It produces the engineer unit, gives access to tech level research, combat strategies and serves as well as a Supply Center.

UPGRADES: **Tech Level 2 (Tech Level 1):** Advanced structures, units and upgrades become available. **Tech Level 3 (Tech Level 2):** The most advanced structures, units and upgrades become available.

INVENTIONS: **Combat Strategies (Tech Level 2):** Three strategies become available, which affect specific types of units or buildings on the battlefield. Only one can be active at a time. **Reinforced Buildings (Tech Level 2):** All structures gain an additional 30% HP to their base value. **Winter tires (Tech Level 2):** Trucks gain 15% speed and 15% more capacity



BLACK MARKET

The Black Market lets the player buy enemy vehicles; the unit availability changes from time to time.

UPGRADES: **War Bonds (Tech Level 3):** The Tech Market will produce money. More Tech Markets with this upgrade provide more income.



TRAINING CAMP

The Training Camp produces infantry units and provides their upgrades.

INVENTIONS: **Capture Buildings (Tech Level 1):** This research allows the Red Army Infantry to capture enemy structures. It always takes time to capture enemy buildings.

Flashlight (Tech Level 1): The infantry unit's range of vision is increased by 50%. **Forced Recruitment (Tech Level 3):** After the upgrade, the training Camp will train two Red Army infantry units at once, each for half price.



WAR FACTORY

The War Factory produces all vehicles and tanks for the Soviet Forces.

UPGRADES: **Mass Production (Tech Level 2):** The upgrade increases the factory's production speed by 15%.

LOGISTIC SUPPORT UNITS



COMBAT ENGINEER

The Combat Engineer is the main Russian constructor unit, he builds all buildings within the range of the available Tech Level. Armored Personal Carriers can carry the Combat Engineers.



ZIS-151

The ZIS-151 truck is the Resource Collector of the Soviet Forces. It's very durable and has great cargo capacity. It can be used to carry resources to the Supply Center from any resource sites and is relatively fast.



REPAIR TANK

The unarmed T-34 Retriever is the Repair Tank of the Soviet forces, equipped with light armor. It automatically repairs nearby damaged allied vehicles, or you can directly select any damaged unit to be repaired.



BRIDGING TRUCK

The Bridging Truck is able to construct pontoon bridges over water. It can produce a one tank wide destroyable bridge that can be used by the army to cross any river.

INFANTRY UNITS



RED ARMY INFANTRY

The infantry units of the Soviet Red Army are always in the first line. They're cheap, equipped with old machine guns and because of the lack of training they can only be used effectively in great numbers.



RED ARMY MEDIC

This unarmed unit is well trained in giving aid, but quite inexperienced in combat. He's able to heal nearby injured infantry units inside a small radius, even in combat situations.



KOMMISSAR

The Kommissars are cruel, but efficient officers and supervisors of the Soviet Red Army. Their job is to keep up the morale inside the Red Army by any means necessary.



VODKA DEALER

The Vodka Dealer is a merchant, who works for the Soviet Red Army. He distributes vodka to infantry units, raising their morale and making them immortal while he's alive.



MOLOTOV INFANTRY

The Molotov Infantry is a regular foot soldier equipped with highly flammable Molotov cocktails. He's very effective against light, medium and heavily armored vehicles.

LIGHTLY ARMORED UNITS



T-70

The T-70 is a light reconnaissance tank, equipped with light armor and weaponry. Its great speed makes it an excellent infantry-hunter.



ZIS-42

The ZIS-42 is a cheap Armored Personal Carrier, a fast armored vehicle that can carry infantry units with great speed, equipped with a machine gun to defend itself.



APC MOLE

This APC Mole is an underground Armored Personal Carrier, able to carry large numbers of troops underground anywhere on the battlefield. The APC Mole is unarmed, has medium armor and it's able to move on the surface as well.

HEAVILY ARMORED UNITS



T-34-85

The T-34-85 is the standard medium tank in the Soviet Red Army, has medium armor and weaponry. Like the Stalin, the T-34-85s were produced in great numbers, but the mass production caused a lack to the structural integrity, making the tank much more vulnerable than the other tanks.



IS-3 STALIN

The IS-3 Stalin is the common heavy tank of the Soviet Red Army, equipped with heavy armor and weaponry. Developed from the generally successful IS-2 series, this vehicle combines an enormously powerful 122 mm gun with innovative armor design, including the angled glacis plate and flattened hemisphere turret.



KHARKOV-RAMPAGER

The Kharkov-Rampager is the dreadnought tank of the Soviet Red Army, equipped with ultra heavy armor and five independent high caliber turrets. While the Kharkov is more than a match for any Allied and German tank, the lack of Anti-Air weapons, speed and maneuverability make it vulnerable to any non-ground threat.

COMBAT SUPPORT UNITS



KATYUSHA

The Katyusha is cheaply constructed, but still a very effective rocket launcher. It is able to provide mobile artillery support for other allied ground units. The missiles are long ranged, but they're inaccurate and only effective against large concentration of enemy forces. The Katyusha is the light artillery of the Soviet Red Army.



MOVING GIANT TURRET

The Moving Giant Turret is self-deployable artillery, equipped with heavy armor, but with relatively weak engines. It has a large firing range, but due to the lack of the mobile stabilizer and turret servo systems, it can only fire in a deployed position and in a narrow arc.



ICE SPITTER

The Ice Spitter is one of the newest experimental weapons of the Soviet Red Army, developed simultaneously with the Winter's Breath. It carries a huge amount of liquid nitrogen. The Ice Spitter is able to freeze hostile units with its weapon for a long time.

MOBILE ANTI-AIR UNITS



ZSU-37

The ZSU-37 is the main Anti-Aircraft mobile platform in the Soviet Red Army. It is fast and maneuverable, but it is lightly armored.

SOVIET AIRCRAFTS



YAKOVLEV

The Yakovlev Yak-9 is the primary interceptor of the Soviet Air Force. It is fast and maneuverable, able to track down enemy bomber formations and give close air support for allied ground units. The old, but reliable construction methods used make the Yak-9 a dependable aircraft, but it's a weak match for the Allied and the German fighters.



STURMOVIK

The Il-2 Sturmovik is a reliable fighter-bomber, a good infantry and tank hunter and building destroyer aircraft. The lack of speed and maneuverability makes the plane very vulnerable to enemy interceptors, like the P-51D or the ME-262.

ADDITIONAL SOVIET SUPPORT

ARTILLERY STRIKE

A requested heavy artillery barrage to a selected target area, it's able to inflict moderate damage to large groups of soldiers, vehicles, base defenses and buildings.



TUPOLEV BOMBER

The Tupolev TB-3 is heavy bomber, equipped with loads of bombs and heavy armor. The TB-3 is capable of making effective bombing runs against all kinds of units and buildings. The lack of speed and maneuverability makes the TB-3 a very vulnerable aircraft against Anti-Aircraft weaponry and interceptor fighters.



WINTER'S BREATH

The Ice Bomber, codenamed the "Winter Breath" is a modified Tupolev TB-3, carrying an experimental weapon, the Ice Bomb to the target area. After the explosion the liquid nitrogen freezes all units and buildings inside a large radius. Like the standard TB-3, the lack of speed and maneuverability makes the TB-3IB a very vulnerable aircraft against Anti-Aircraft weapons and interceptor fighters.



PARATROOPS

The Paratrooper is the only air-to-ground support of the Soviet Forces. By calling in a modified Tupolev to the battlefield, which drops infantry to the selected target area.



PARTISANS

The Partisans are a well-organized group of trained freedom fighters, which coordinate their devastating actions with the operations of the Soviet Red Army. They can infiltrate any base, entering undetected and leaving the base's defenses intact. They increase in number whenever they engage in a fight.

CUSTOMER SUPPORT INFORMATION

For further support and technical assistance please click on the SUPPORT tab under the following internet address <http://www.warfront-game.com> and follow the on-screen instructions.

Please do not directly forward your support requests to our company address or phone number, as non-support staff will not be able to answer any technical or game-play related questions.

Should you be experiencing a technical problem, please make sure that you are able to provide the following information before getting in touch with us:

- Detailed error description
- Game version / language used
- PC model and manufacturer
- Detailed system information (processor, video card, sound card, RAM, mother board, operating system)
- Information on any peripheral used for playing (joystick, game-pad, wheel etc.)

The best way to extract all of this information, is to click on "Run" in your Windows Start Menu and type "DXDIAG" in the command line before confirming it by pressing the Enter key. Now the DirectX diagnostic program will start. It mainly shows all the relevant driver files of your system components. In order to receive a text file of this information, simply click the button "Save All Information". This newly created text file contains detailed information about your computer system – please attach it to any technical support request.



WAR FRONT

TURNING POINT

Unit Commands

Guard	G
Attack move	A
Attack	K
Stop	S
Attack position (artillery only)	P
Capture (Infantry only)	R
Dig in / Dig out (Soviet tanks only)	D

Unit Management

Hero 1	F1
Hero 2	F2
Hero 3	F3
Create group	CTRL + 0-9
Select group 0-9	0-9
Produce into group 0-9	ALT + 0-9
Select all core units	CTRL + C
Select all air units	W
Select all ground units	Q

General Game Controls

Save game	CTRL + S
Load game	CTRL + L
Quick save	F6
Toggle GUI	F8
Quick load	F9
Show objectives	F10
Production loop	L
Switch to headquarters	H
Repair all buildings	CTRL + R
Select idle worker	CTRL + W
Focus last event	SPACE

Camera / View Controls

Reset camera	SHIFT + C
Switch into FPS view (bunkers only)	F
Switch into chase cam view (vehicles only)	T

