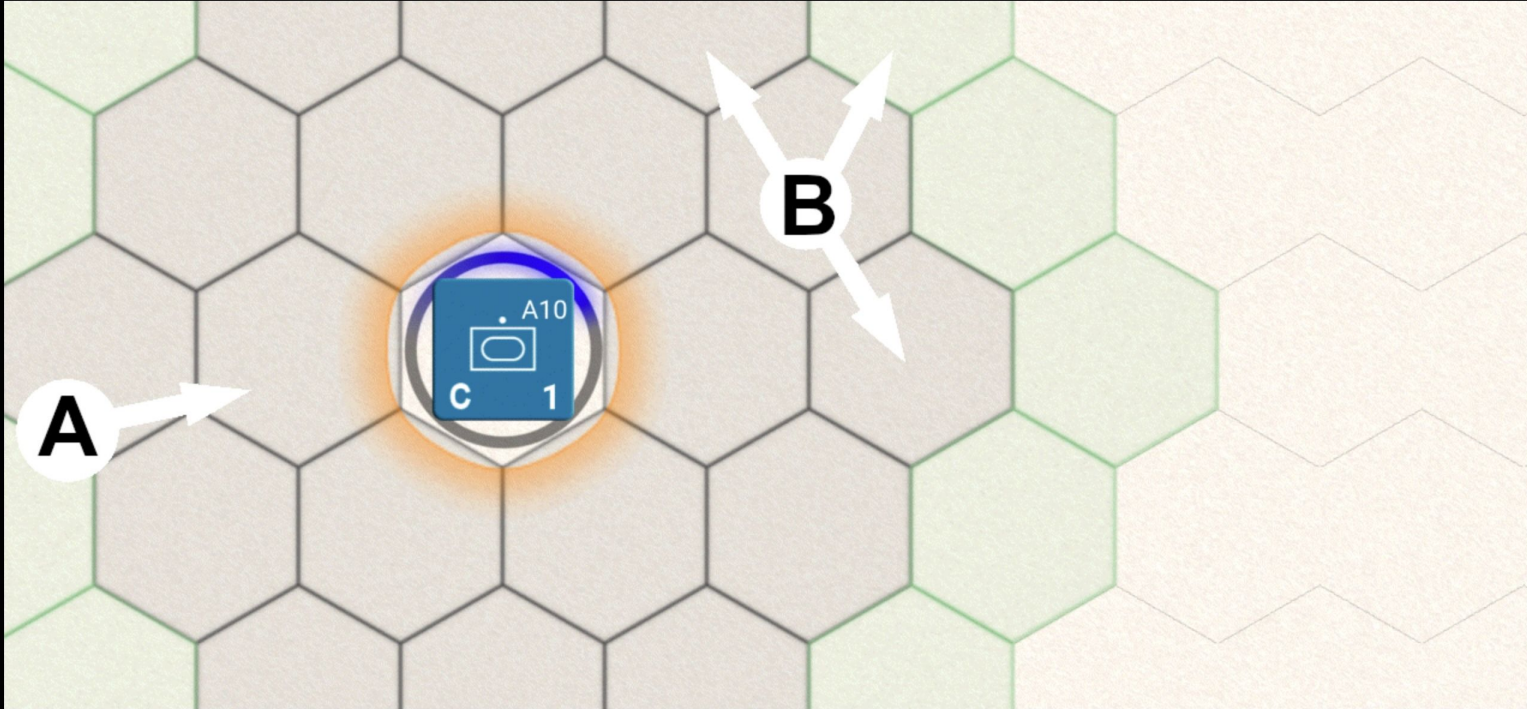
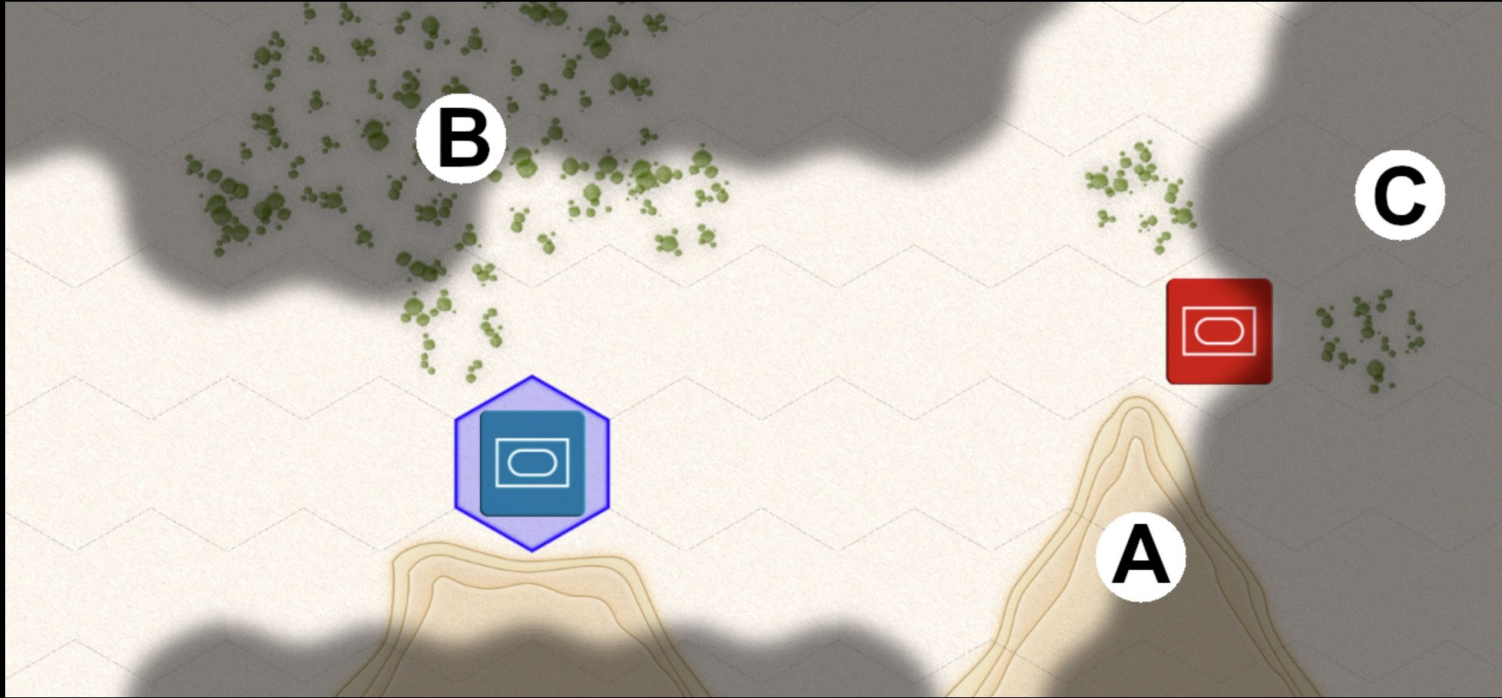


Movement



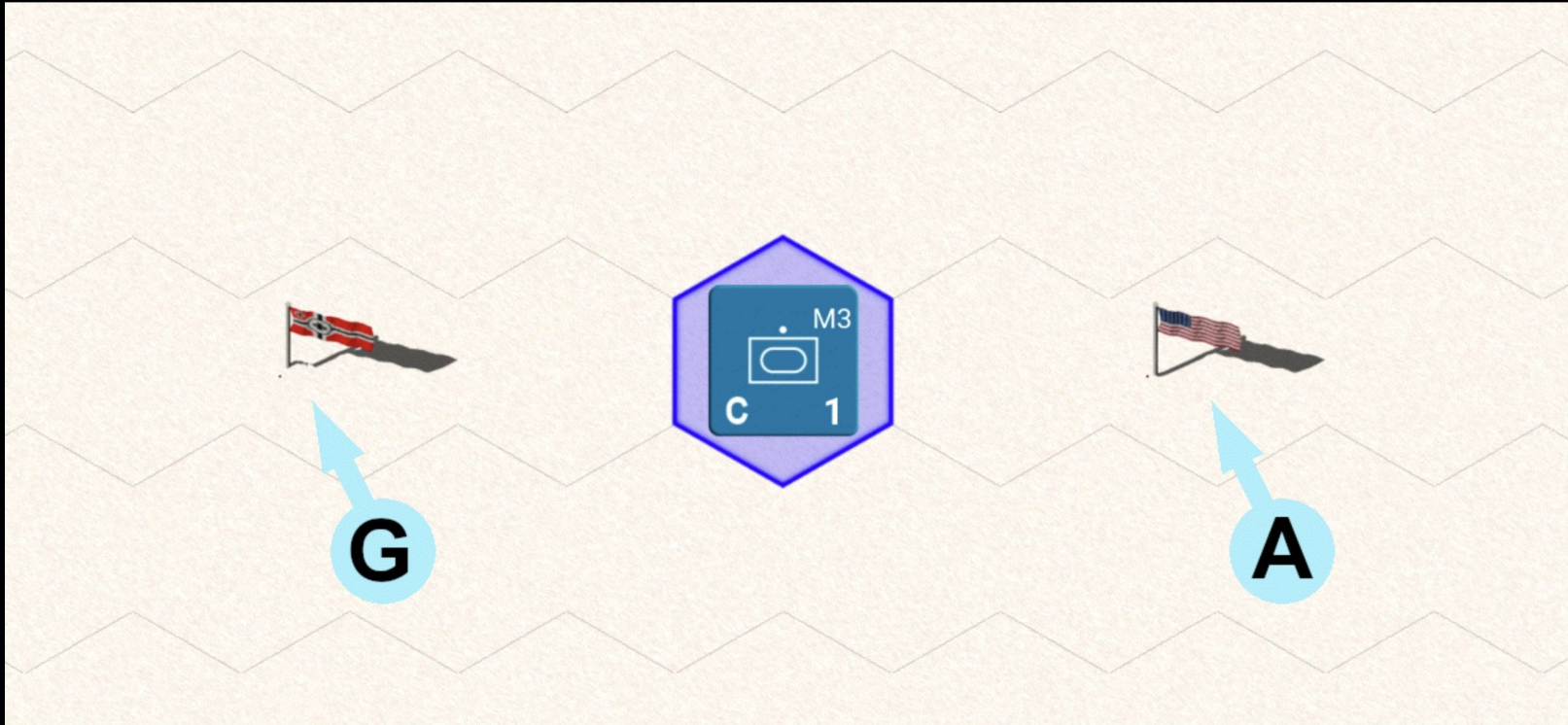
Click the unit you wish to move [A], then click the highlighted hex [B] you wish your unit to move to. If a unit is unable to move and shoot, the move hex will be shown in a lighter colour. The lighter colour also denotes strategic movement which is only available if you are clear of enemy units.

Line Of Sight



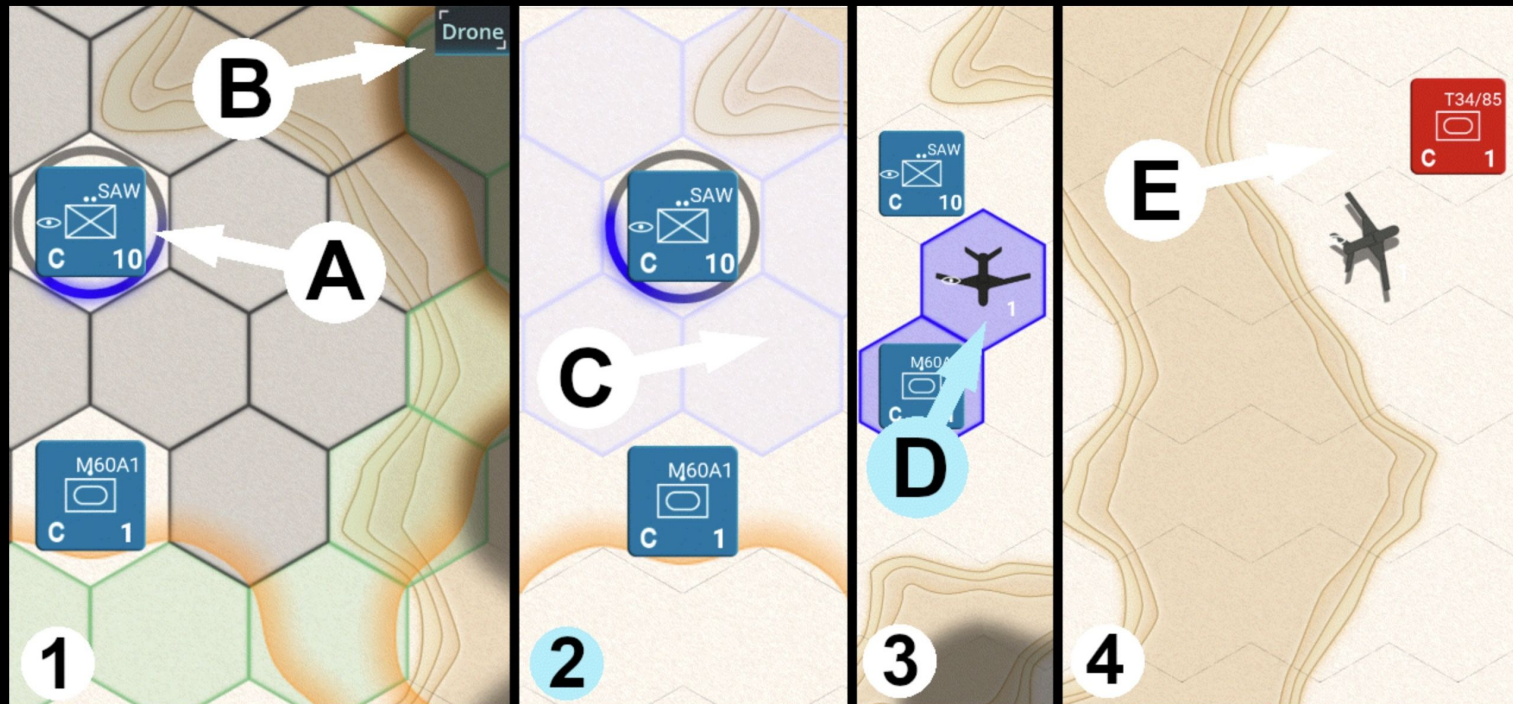
Units cannot see through, or shoot over intervening hills [A] or woods [B]. Units on the edge of a wood or hill are usually visible. Any area of the battlefield that is not visible is shaded [C].

Control Points



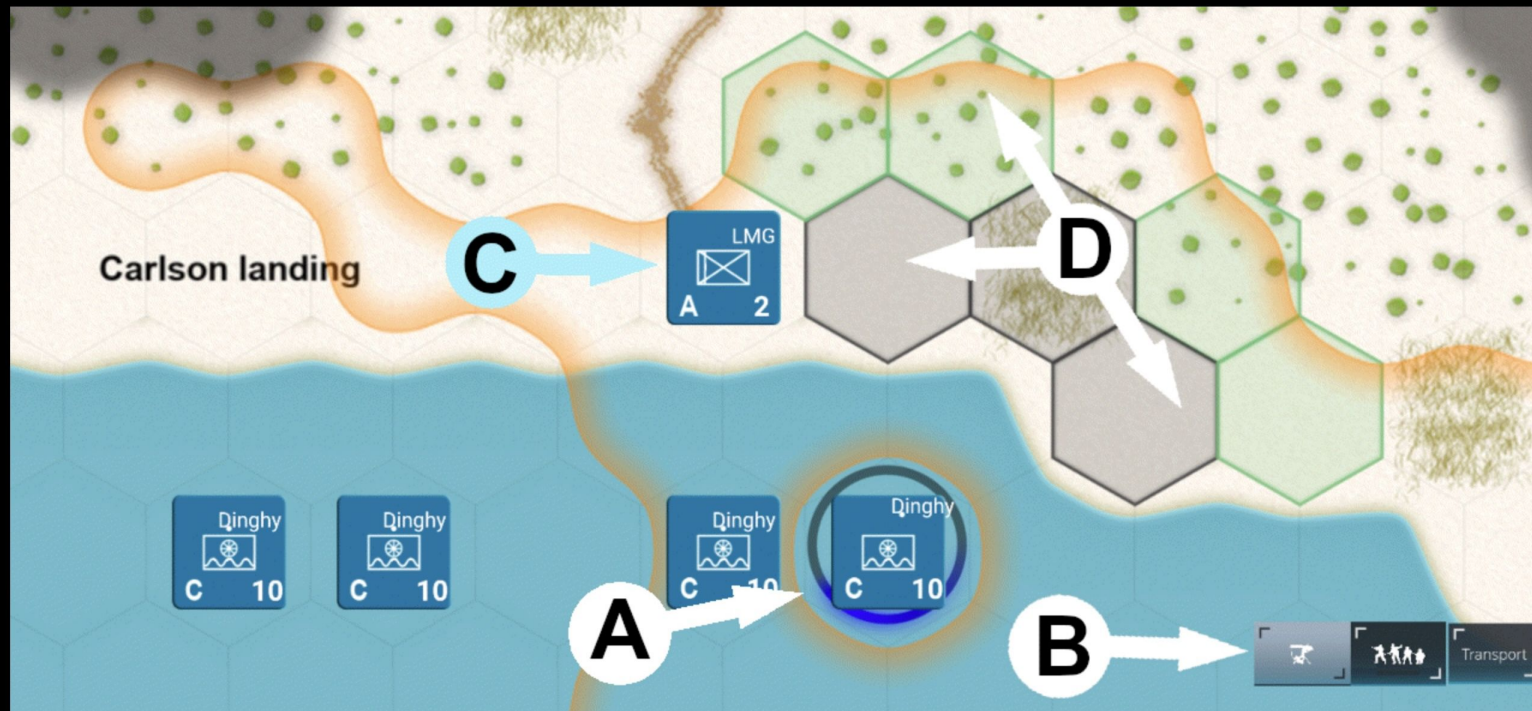
The control point owner is marked as [A]llies or [G]erman. Holding a control point may win a battle, prevent defeat or trigger more units.

Recce Drones



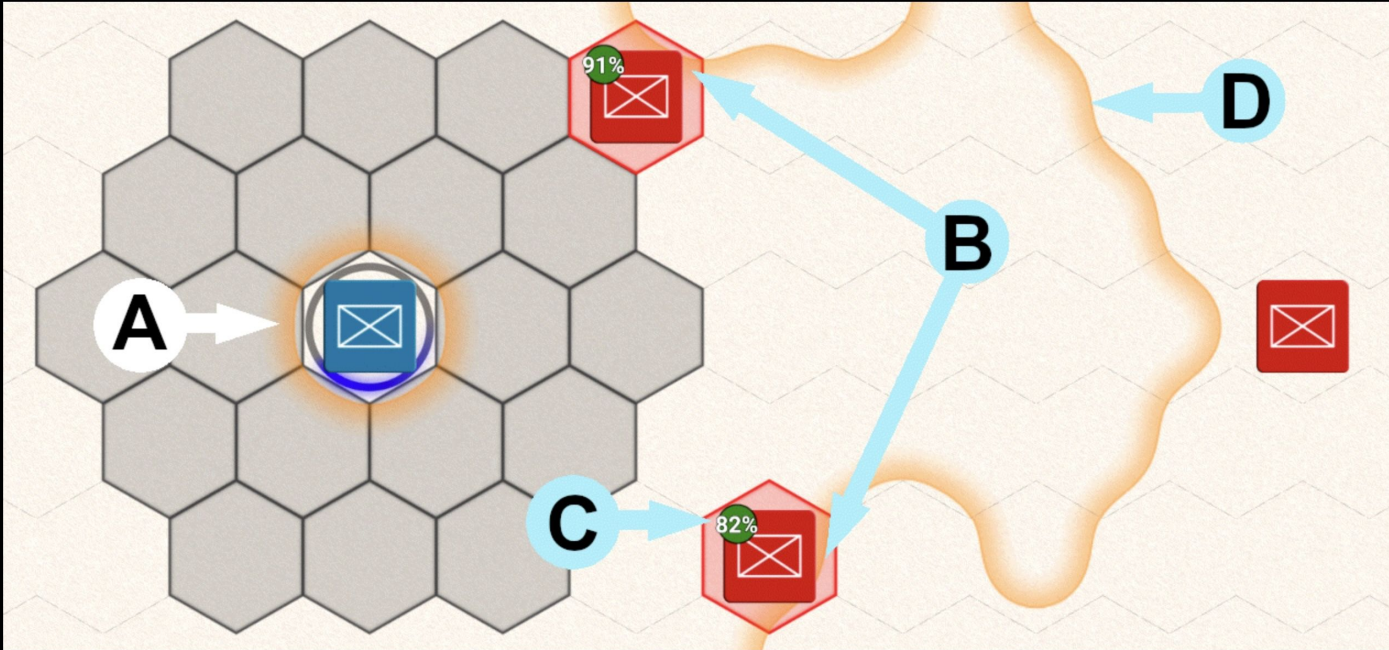
A drone can either already be on the map when you start a game or it can be launched from a unit. Image 1: If a unit [A] is able to launch a drone, a button [B] will appear at the top of the screen when you select that unit. Image 2: When you click the drone button the hexes around the unit will have a blue highlight [C]. Image 3: Select one of the highlighted hexes and your drone will appear [D]. Image 4: A recce drone cannot attack other units but it can open up areas which are out of your line of sight. In this case there was a hill obstructing the line of sight of the Americans so they launched a drone and sent it over the hills allowing them to see what is on the other side.

Landing Craft



Landing Craft are used to transport units from sea to land. In this instance it is a dinghy [A] transporting Marines to a raid on an island. When your landing craft is next to the beach you can select it and buttons will appear [B] of all the units contained within the landing craft. You can select a unit by pressing the corresponding button and you will see highlighted hexes [D] where you can deploy the unit to. A unit [C] has already been deployed. Once a unit is deployed on the beach you need to re select the landing craft to select and move the next unit. You can keep re selecting the craft until all contained units have disembarked.

Attacking



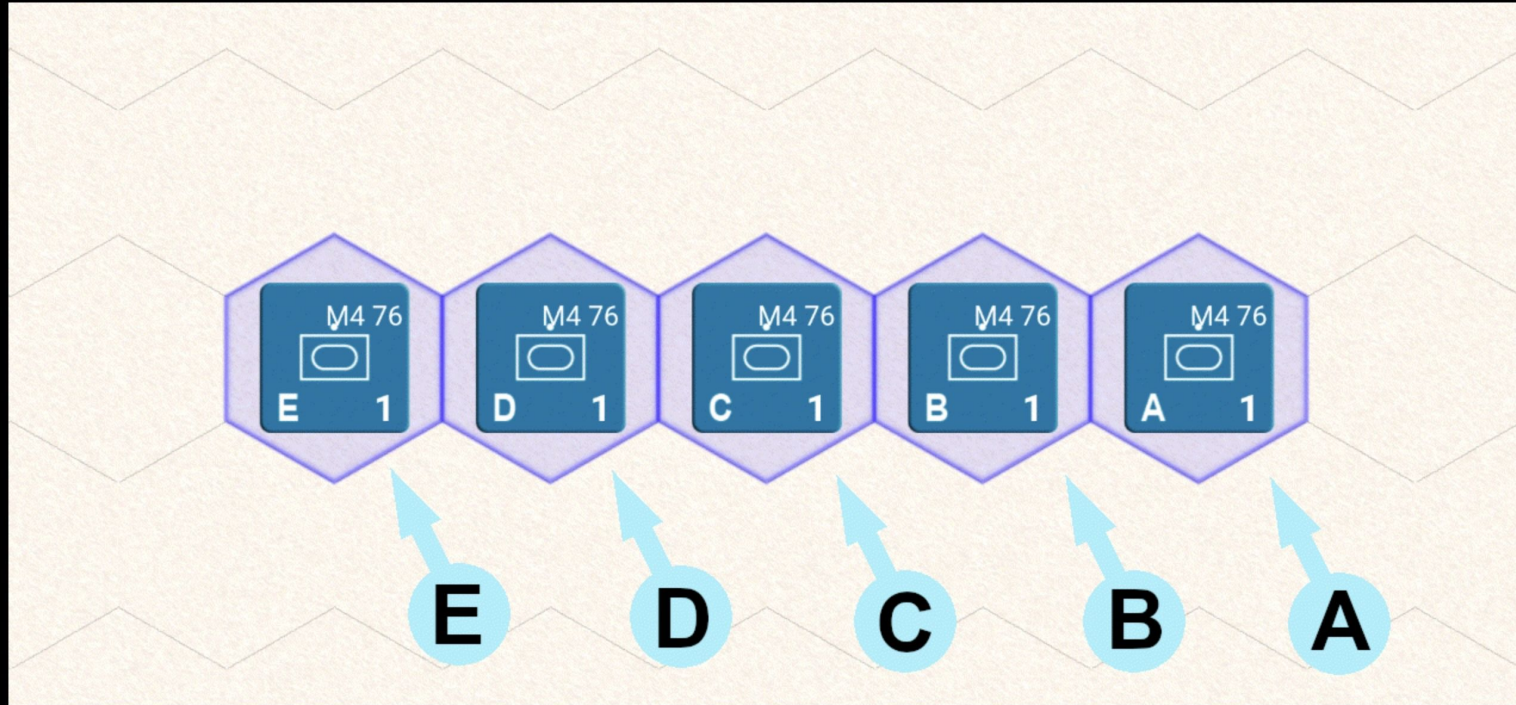
Click the unit you wish to attack with [A]. A unit which can be targeted has a red hex [B] it will also have a small green circle with the percentage chance to hit that target [C]. The orange line [D] is the max range of your unit anything outside that range cannot be attacked.

Protection



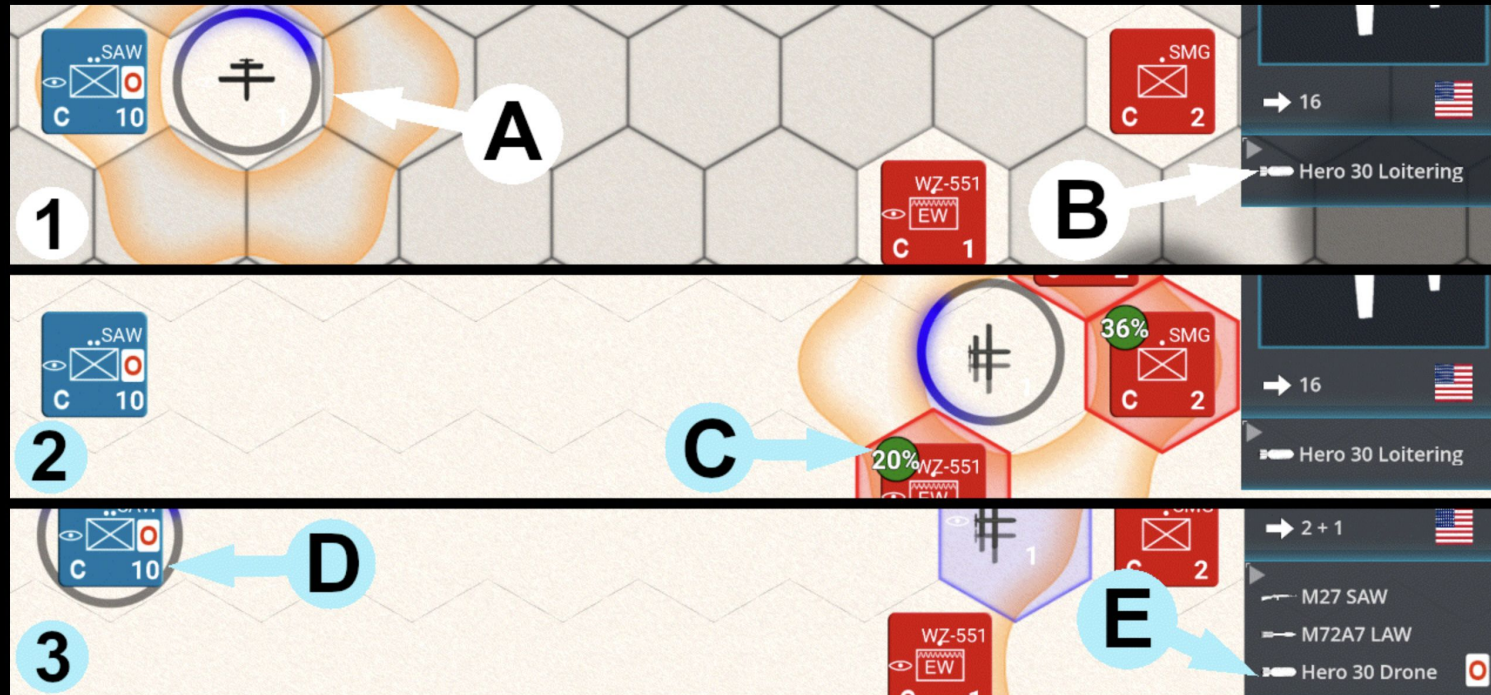
Units behind cover [A], in a pill box [D], building or in woods [C] are more difficult to hit. You can see this in the percentage chance to hit an enemy unit. The unit at 92% is in the open.

Troop Quality



Units can be [E] Green, [D] Trained, [C] Experienced, [B] Veteran or [A] Elite. 'Green' units hit the enemy when shooting less often and 'Elite' units more often.

Hunter Killer Drones



Some drones have the ability to attack enemy units. For information on how to launch a drone please read the 'recce drones page'. Image 1: A unit has launched a hunter killer drone [A] you can tell when a drone is able to attack the opposing side as it will have a weapon attached to its help image [B] Image 2: The drone can fly anywhere on the map. When you position it next to enemy units it will be able to target and attack them. If the enemy has an Electronic Warfare unit [C] on the map it will impact the drones hit chance. Image 3: Units which can launch drones [D] can do so at the start of every turn until they run out of drones. When a unit has run out of drones the help image top right of the screen will have a 0 next to the drone name [E]. Anti aircraft units on the map have a chance to shoot down any drones on the map within range.

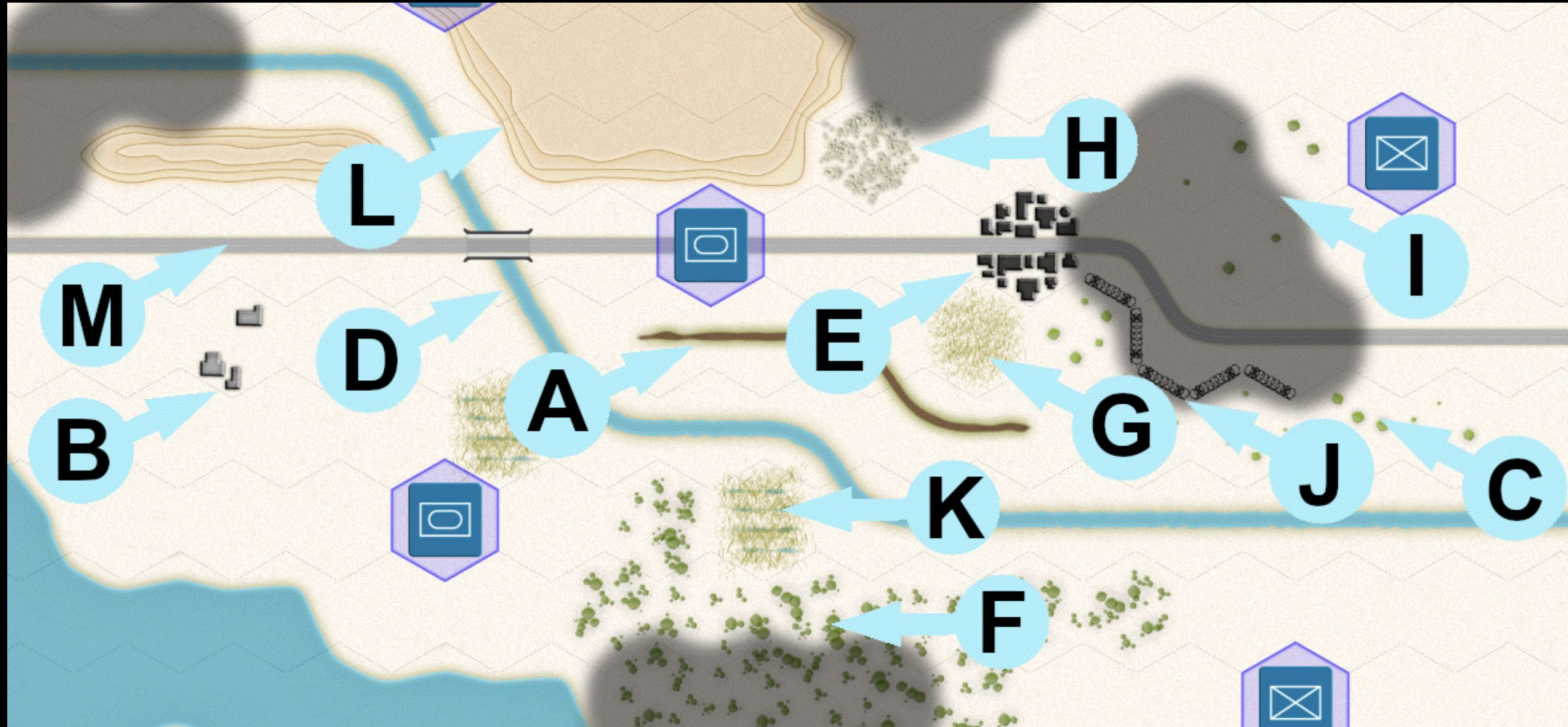
Victory



After winning or losing a game the score for both sides will be displayed

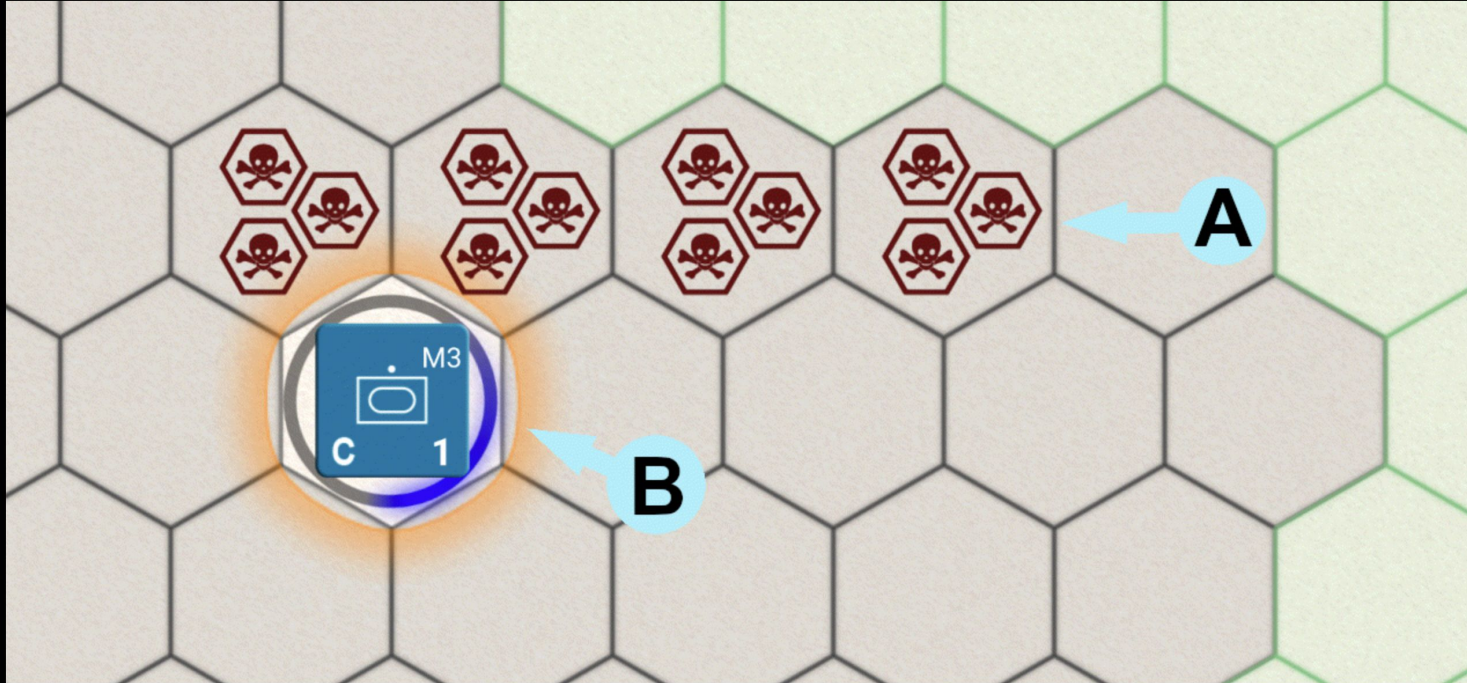
[A]

Terrain Movement



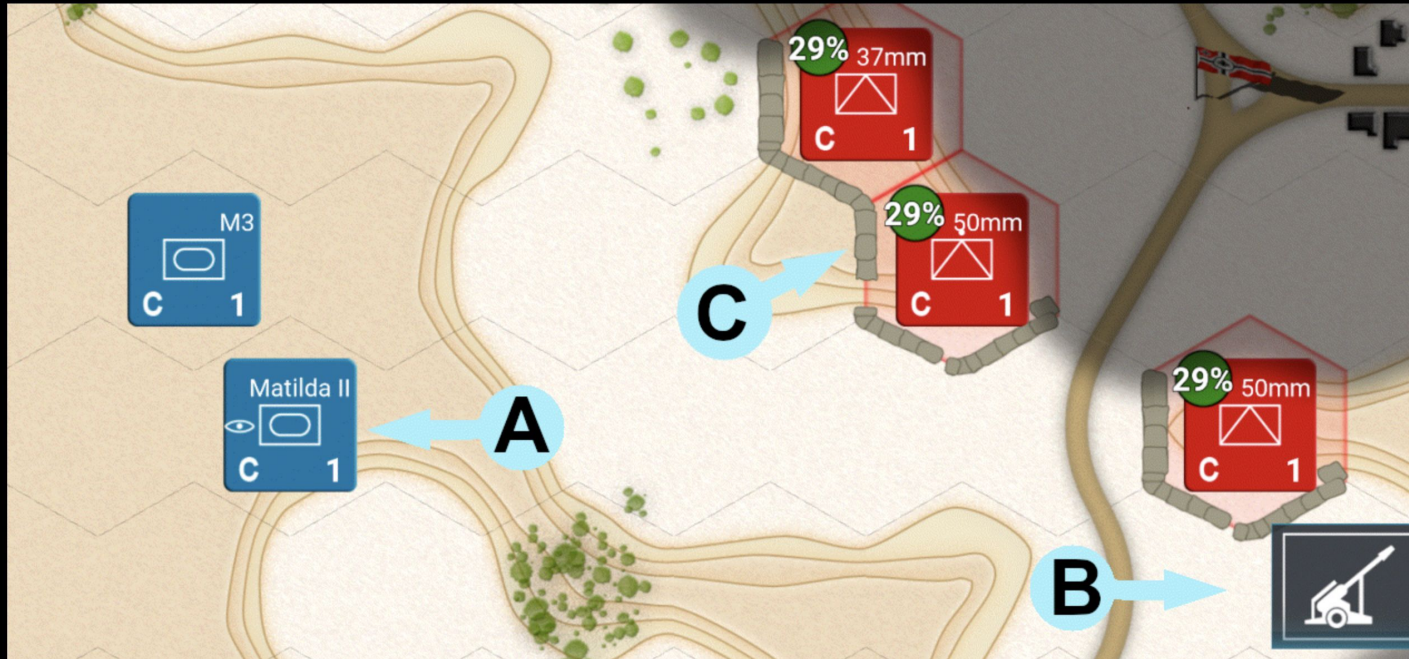
Units end there movement on entering woods [F], marsh [K], rocks [H], scrub [G], ditch [A], Stream [D]. Some areas can only be entered by infantry like buildings [B] and barbed wire fences [J]. Buildings with roads through them can be entered by vehicles [E]. There are three types of woods, Dense woods [F], Medium woods [C] and Light woods [I]. While on Roads [M] vehicles will travel further. Hills [L] obstruct line of sight.

Minefields



On entering a minefield [A] there is a chance of losing a strength point [B]. Units end their move upon entering a minefield [A].

Spotter



To use off map support, which can consist of artillery or air support you will need to have a spotter [A] You will see a small eye on the unit. This spotter must have line of site to enemy units [C] in order for you to attack using the off map support button [B]

Smoke Ammunition

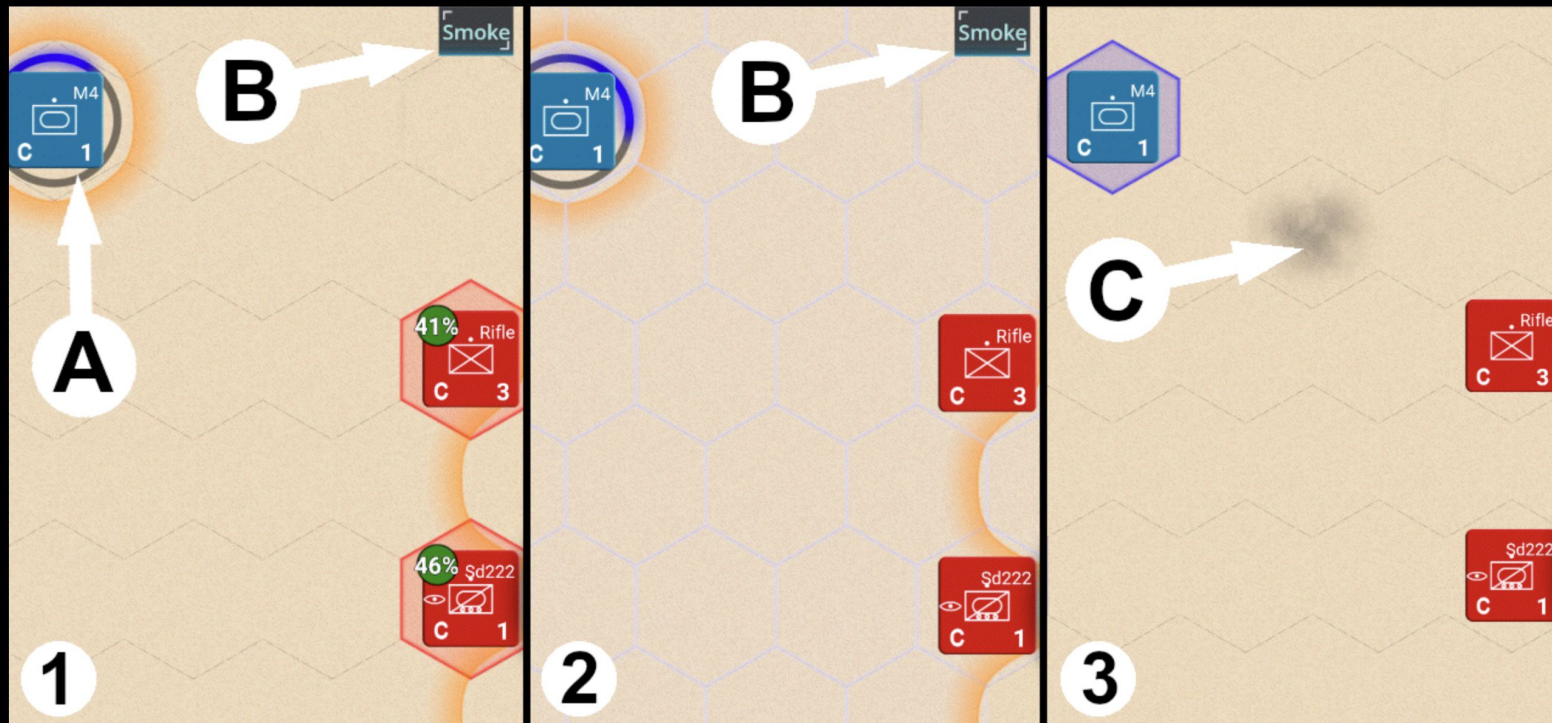
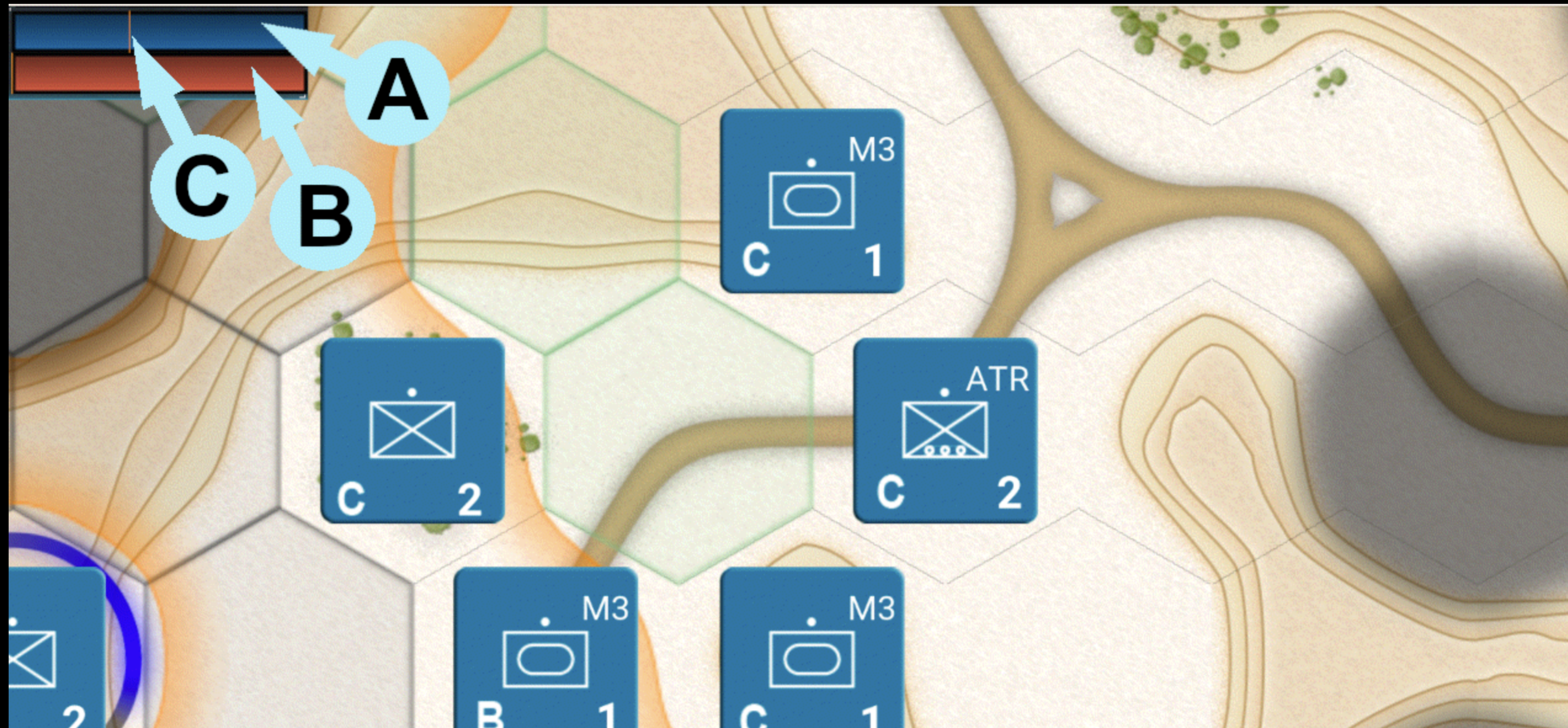


Image 1: If a unit [A] has access to smoke ammunition a button [B] will appear at the top of the screen when you select the unit. Image 2: After clicking the button, the game hexes will have a white outline. You can then select a hex and fire at it. Image 3: The hex you chose will now have smoke in it [C] which will obstruct enemy line of sight.

Auto-defeat!



If you lose too many of your units your strength bar will pass the orange defeat threshold indicator [C]. Your current strength is [A] and the enemy's is [B].