



SEQUENCE OF PLAY

Sector Intelligence Phase

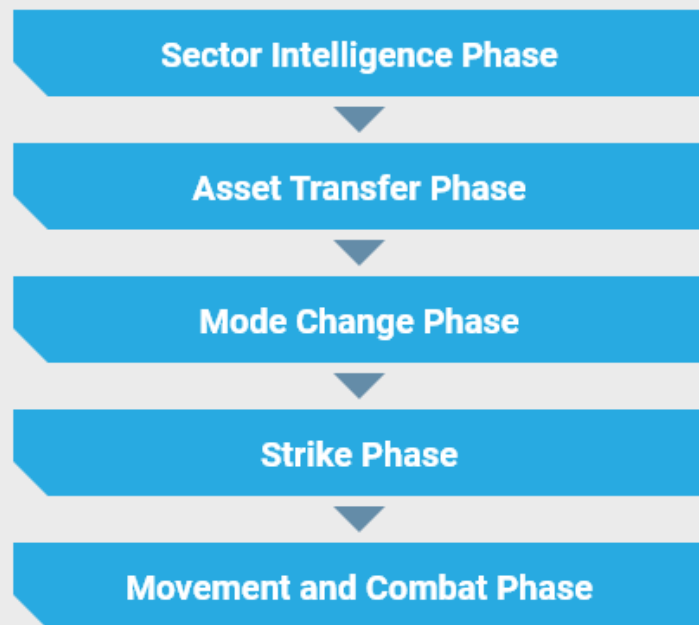
Players can allocate air and signal CSP's for operational intelligence. This increases the probability of identifying enemy units in any sectors searched. The remaining CSPs determine how many sectors can be searched. For example, if a HQ unit has 4 air CSPs, they can allocate 2 air CSPs to increase their operational intelligence which increases the likelihood of getting a favourable result. The other 2 air CSPs convert to how many sectors they can cover, in this case 2.

Asset Transfer Phase

The Phasing Player may transfer assets from one HQ assignment to another HQ of the same division.

The assets which can be transferred are:

- CSP's (Combat Support Points),
- Combat units
- Subordinate commander
- Ammunition points



SEQUENCE OF PLAY

Mode Change Phase

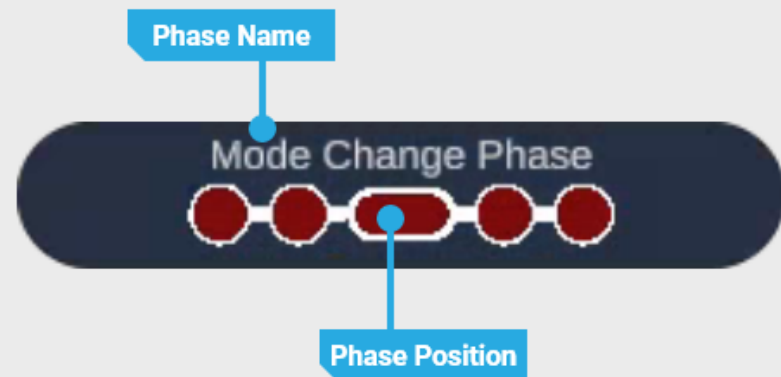
Players may attempt to change the mode of any of the units they control. Mode change alters a unit's values and can help adapt them to certain situations or strategies. Mode change is dependant on the amount of staff points you have available and will affect the fatigue level of any unit which attempts it.

Strike Phase

Players can conduct counter-battery fire against revealed units and any interdiction strikes

Movement and Combat Phase

The Player can move their units and conduct combat. Only units with a Movement Allowance greater than zero may move. Units take action individually and all actions of one unit must be completed before proceeding to the next.



GAME COMPONENTS

HUD

The HUD at the top left corner will show general information for the player about the game. It shows:

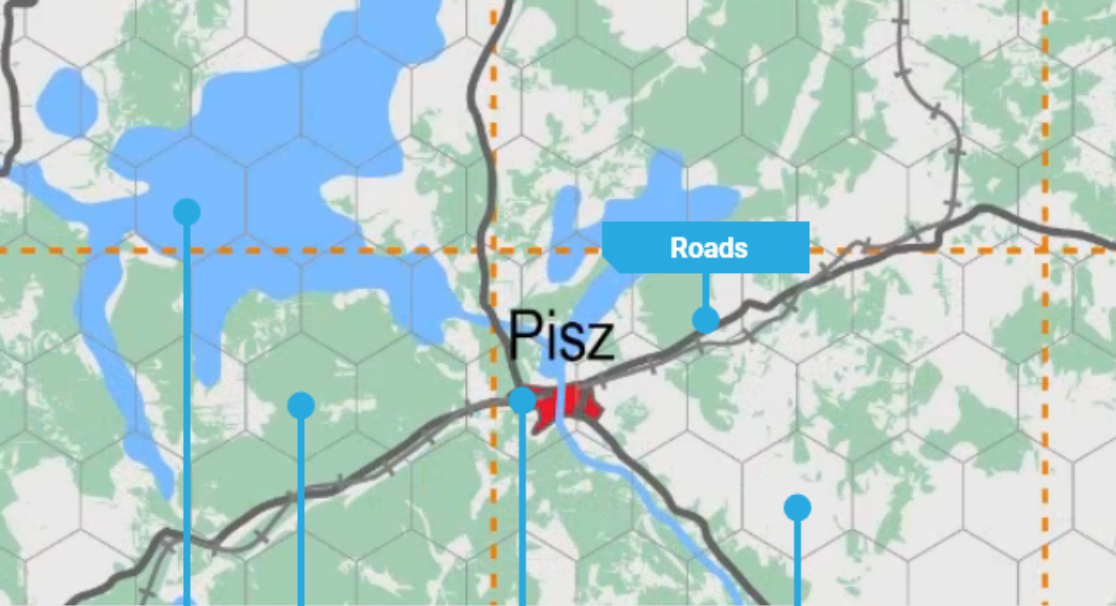
- Your team (Either Russia or NATO)
- The current turn

Phase Bar

There are 5 phases in this game:

- Sector Intelligence Phase
- Asset Transfer Phase
- Mode Change Phase
- Strike Phase
- Movement and Combat Phase

The phase bar at the top of the screen shows you what phase you are in and where, in the turn, that phase is located.



GAME COMPONENTS

Terrain

Each hex has a movement value. Clicking on it shows how many move points it uses:

- Clear = 1
- Woods = 2
- Lake = Impassable
- City = 1

Hexes with roads in allow units to move while expending 0.5 move point. This mean units can use roads to traverse woods and impassable hexes like lakes efficiently.

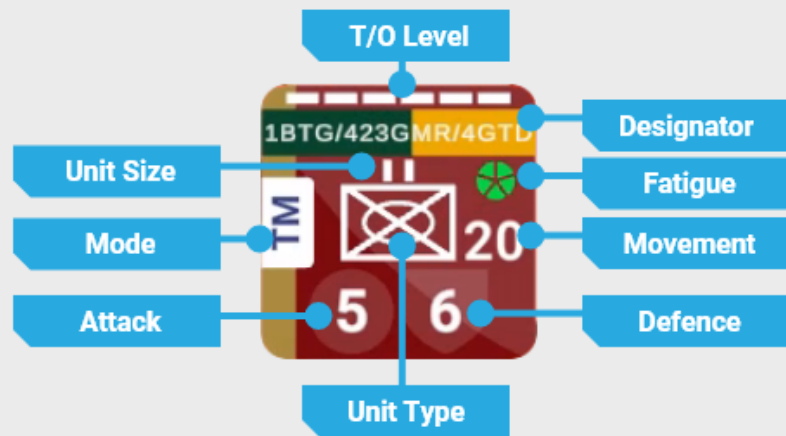
Any combat effectors are also shows on the Terrain UI.



[TERRAIN]

Woods

2 CD -2



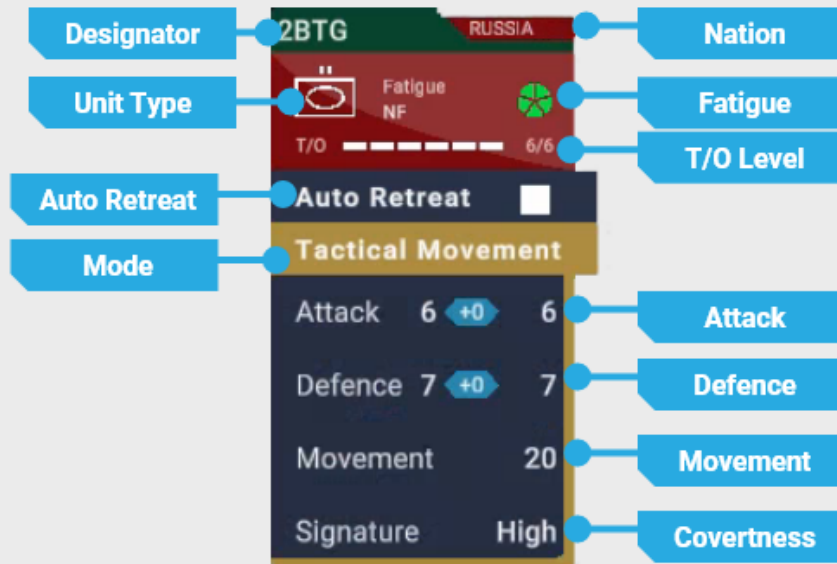
GAME COMPONENTS

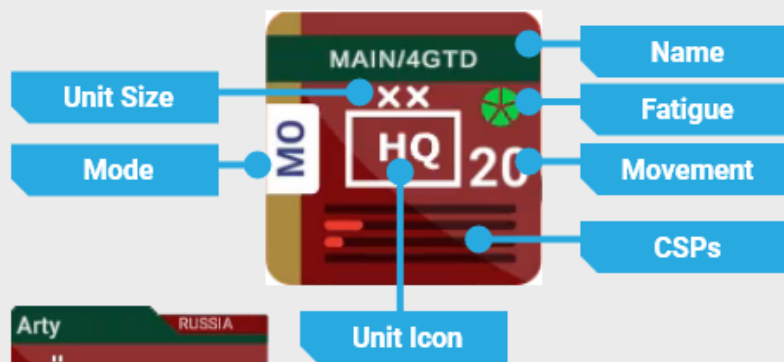
Units

A unit will have some of its properties visible to the player. Opposing player unit properties will not be visible until the enemy unit has been revealed. These properties are also available to view on the unit panel which appears when a unit is selected.

The properties displayed on a unit are:

- T/O value represents how much damage a unit can receive.
- Unit Designator is the name of the unit
- Unit type is the symbol represents what kind of unit it is
- Unit Size shows the size of the unit
- Attack and Defence values are used during combat
- Fatigue level affect movement allowances. The more fatigued a unit, the more adverse the affect
- Movement is how far the unit can move. Move points are also used for Attacks
- The mode shows the current mode the unit is in
- Auto retreat is taking the option to retreat if available



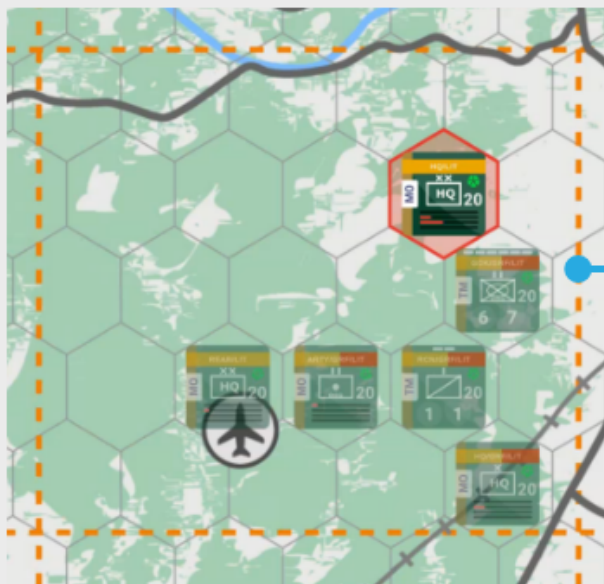


GAME COMPONENTS

HQ Units

HQ units have some additional values:

- CSPs which can be used for sector intelligence and transferred to other units
- Operation intel which is the strength of the sector coverage
- Staff points which is required for mode change



Sector



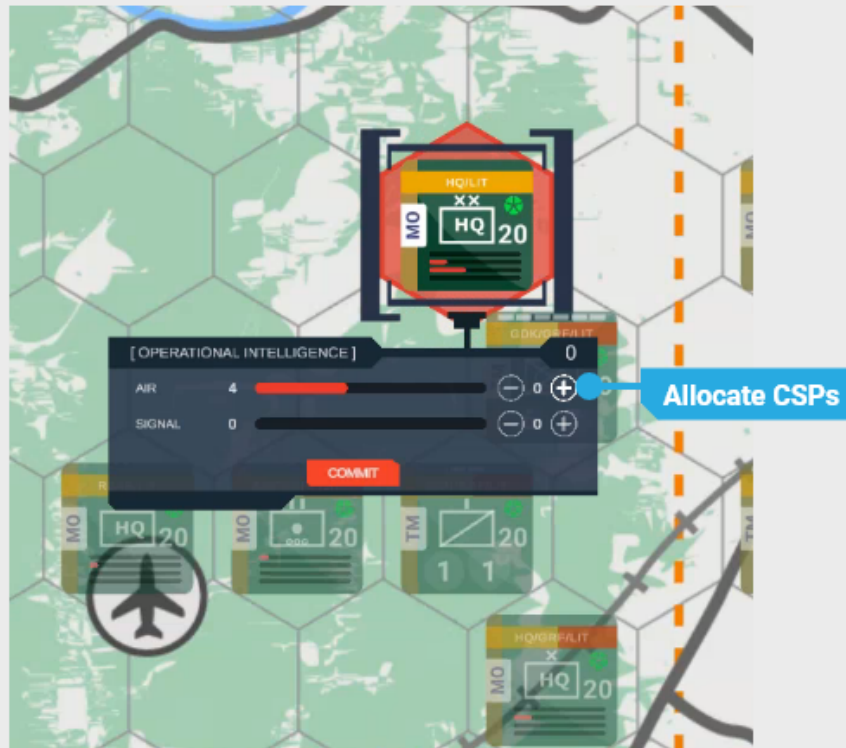
HOW TO PLAY

What is Sector Intelligence Phase

Players can allocate air and signal CSP's for operational intelligence. This increases the probability of identifying enemy units in any sectors searched. The remaining CSPs determine how many sectors can be searched. For example, if a HQ unit has 4 air CSPs, they can allocate 2 air CSPs to increase their operational intelligence which increases the likelihood of getting a favourable result. The other 2 air CSPs convert to how many sectors they can cover, in this case 2.

How to perform Sector Intelligence

Units which can perform Sector Intelligence are highlighted on the map during the Sector Intelligence Phase. All other units faded out.



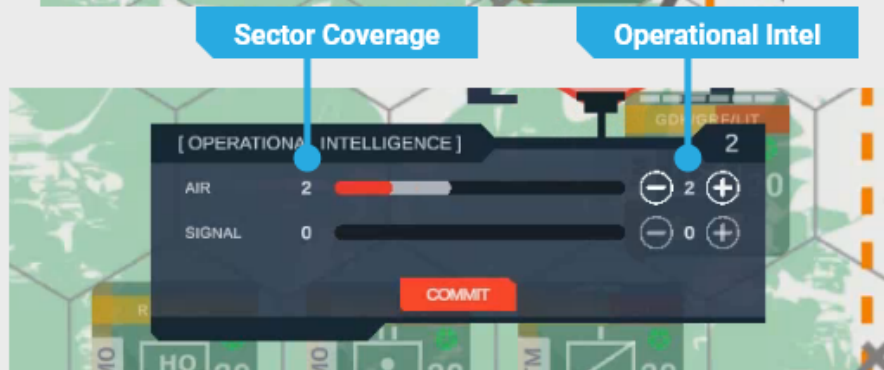
HOW TO PLAY

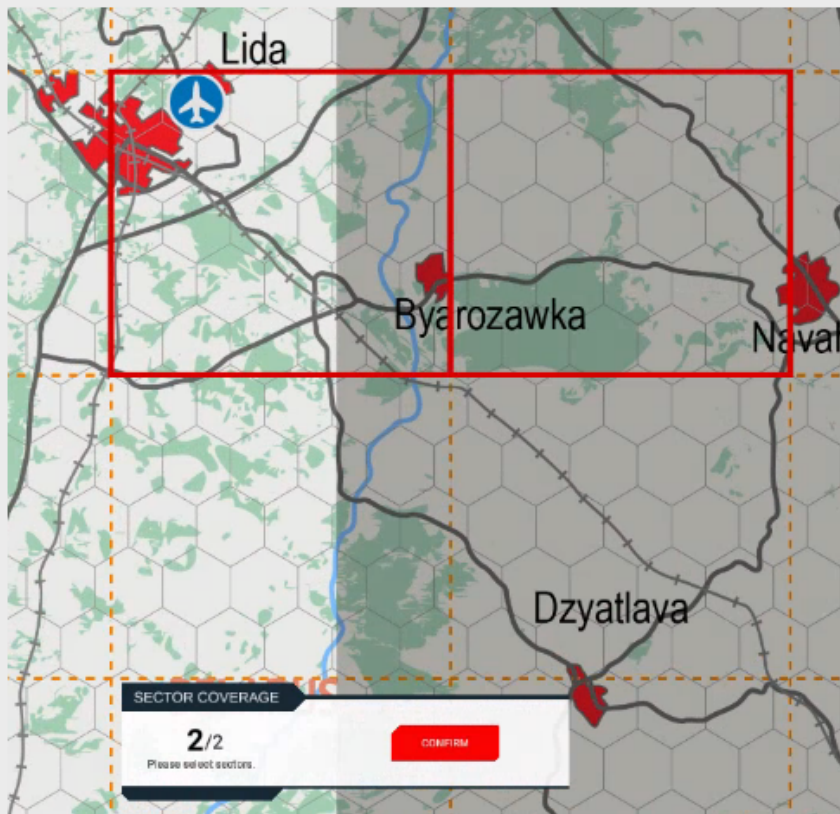
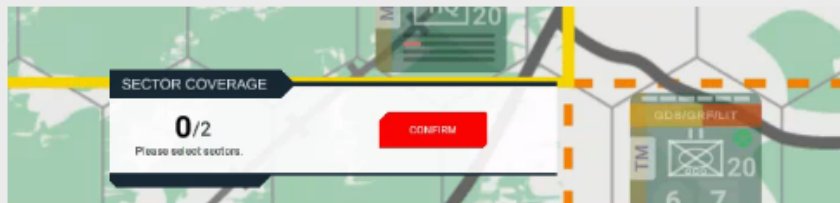
How to perform Sector Intelligence

Selecting the unit will bring up the Operational Intelligence UI. Here you can see the eligible CSPs which can be allocated during this phase. For this example, there are 4 Air CSPs and 0 Signal CSPs available.

Clicking the + or - buttons will allow the player to increase or decrease their allocation. Remember that the you will need to leave some CSPs to for sector coverage. How much you allocate will determine the strength of your operation Intel and the remaining CSPs will determine how many sectors you can cover.

In the example, it shows 2 allocated Air CSPs which leaves 2 for sector coverage





HOW TO PLAY

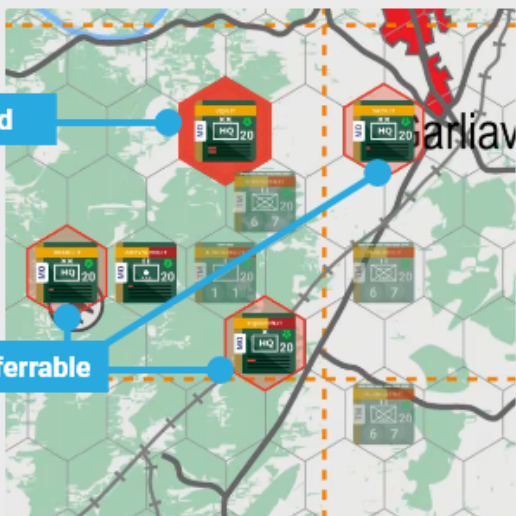
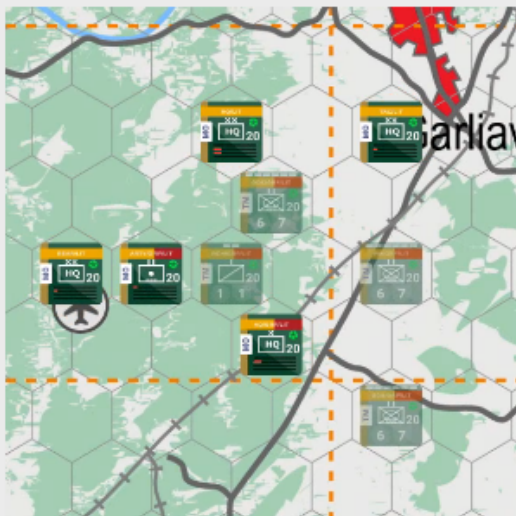
How to perform Sector Intelligence

Once committed, the player will be able to select and search sectors. The UI at the bottom shows how many have currently been selected and the maximum amount they can select.

In the example, the player can select 2 sectors as that was the remaining amount of CSPs from the previous screen.

Selected sectors will be highlighted like this. To deselect, click on the selected sector.

Once the player is happy with the selection, they can click Confirm to carry out sector coverage.



Selected

Transferrable

HOW TO PLAY

What is Asset Transfer Phase

The Asset Transfer Phase allows the player to transfer assets from one HQ assignment to another HQ of the same division.

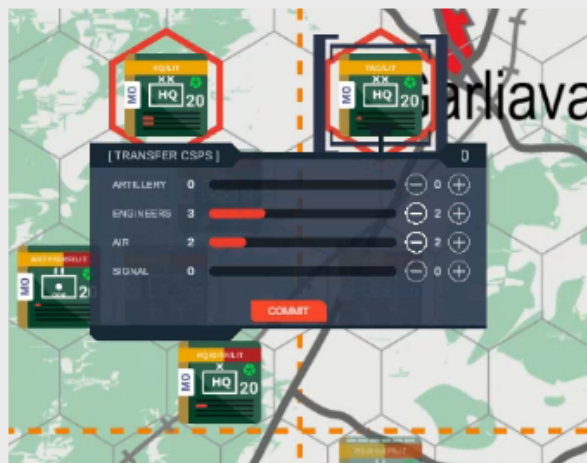
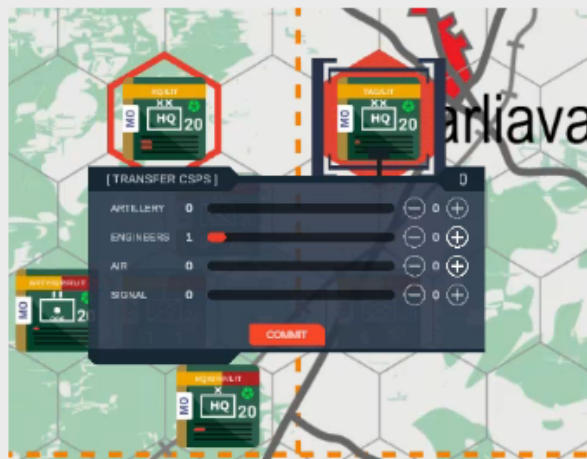
The assets which can be transferred are:

- CSP's (Combat Support Points),
- Combat units
- Subordinate commander
- Ammunition points

How to conduct Asset Transfer

Units which can transfer assets will be highlighted during the Asset Transfer Phase.

Assets can only be transferred to other particular units in the chain of command. Clicking on an eligible unit will highlight any units which they can transfer assets to.



HOW TO PLAY

How to conduct Asset Transfer

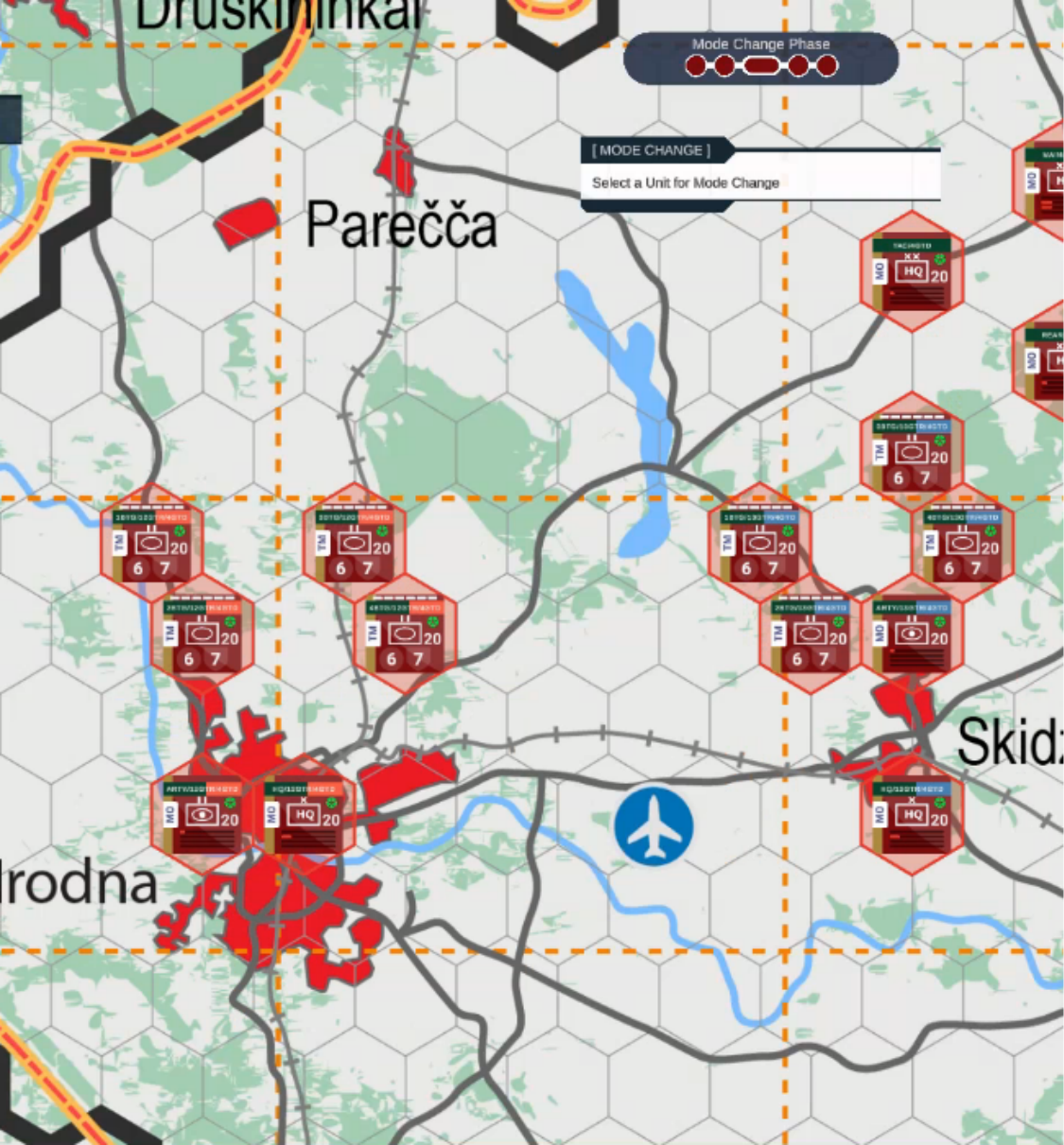
Select a unit you want to transfer units from and then select an eligible unit you want to transfer the assets to.

The asset transfer UI will pop up over the unit you are transferring to and have their current level of CSPs displayed. Any CSPs categories which can be transferred have the + button highlighted.

In the example, 2 Engineers and 2 Air CSPs have been transferred.

It is important to remember that during the current turn, CSPs which are transferred have their value halved. So if 2 Engineers are being transferred, they unit will only gain 1 Engineer for the rest of the turn. This will be back to 2 at the start of the next turn.

Once you are happy with the transfer, click commit and the transfer will happen immediately. You can make as many transfer back and forth between any eligible units during this phase



HOW TO PLAY

What is Mode Change Phase

Players may attempt to change the mode of any of the units they control. Mode change alters a unit's values and can help adapt them to certain situations or strategies. Mode change is dependant on the amount of staff points you have available and will affect the fatigue level of any unit which attempts it.

How to Mode Change

Mode change can be conducted on any unit which the player controls. However it needs to be done in specific groups. During the mode change phase, click on any eligible unit to begin mode change.



HOW TO PLAY

How to Mode Change

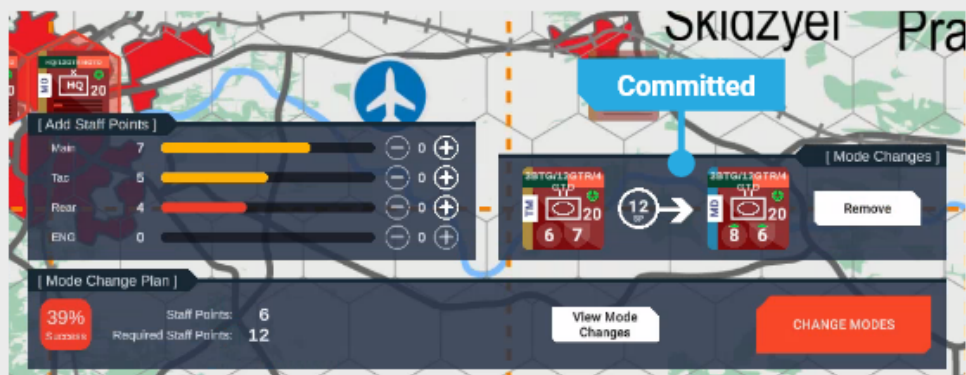
Selecting a unit will bring up the Mode change UI. The current mode they are in is highlighted. The player can click on the other different modes and view the changes it makes on the unit.

Each mode change comes with a cost and a success percentage. The success percentage is based on the amount of staff points you have available and the cost of the mode change. The higher the cost and the lower the staff points, the lower the chance of success.

In the example, changing the unit from TACTICAL MOVEMENT to MOBILE DEFENSE has a cost of 12.

If the player want to go ahead with the mode change, they can click commit.





HOW TO PLAY

How to Mode Change

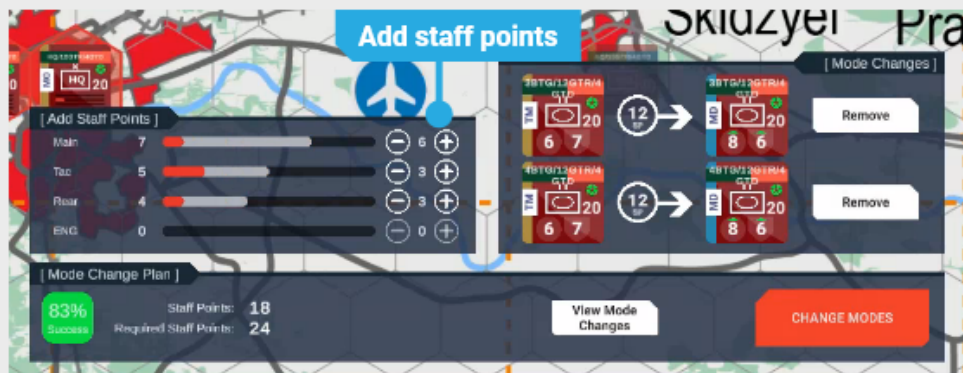
Any committed mode changes will appear at the bottom. You can perform multiple mode changes as long as they are part of the same group.

All units which are eligible will be highlighted. With each mode change request, the chance of success will decrease.

The number of staff points you need and the number you have is also displayed



Success



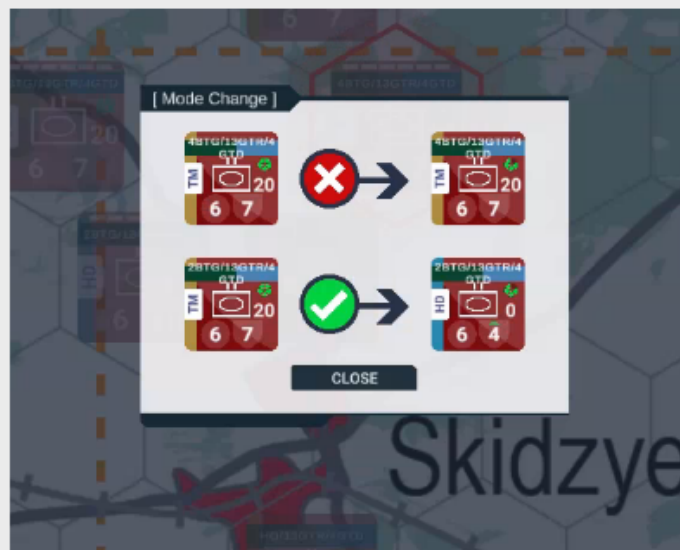
HOW TO PLAY

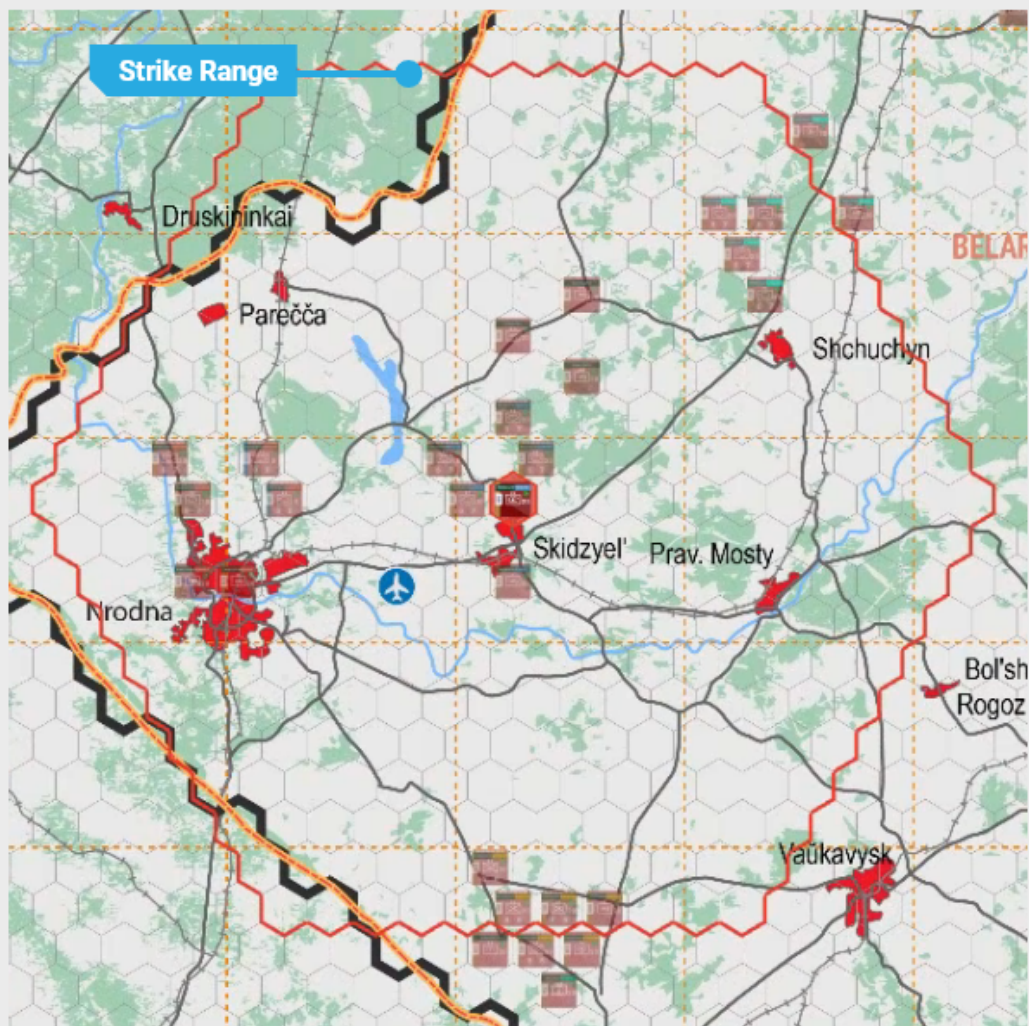
How to Mode Change

You can add staff points from other units by pressing the + buttons on the Staff Points categories. This will increase the number of staff points you have for this mode change and increase its chances of success.

Once you are happy, click the Change mode button to carry out the mode changes.

The game will display any modes which were successfully changed and which modes were unable to change.





HOW TO PLAY

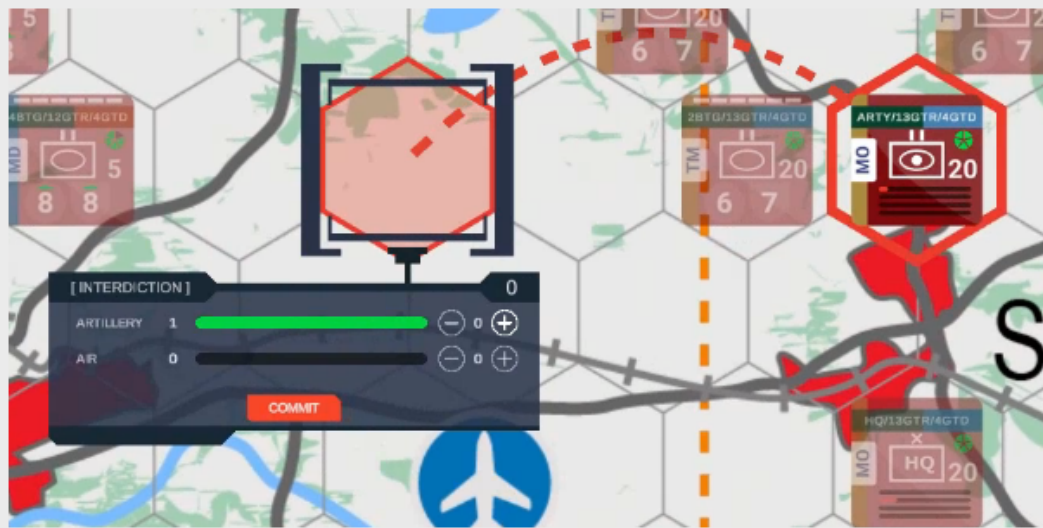
What is Strike Phase

Players can conduct counter-battery fire against revealed units and any interdiction strikes

How to Strike

Select an eligible unit which can conduct counter-battery or interdiction strikes, They will be highlighted during this phase.

Selecting them will bring up the range that they can strike.

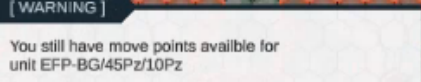


HOW TO PLAY

What is Strike Phase

Selecting a hex or unit within the strike range will bring up the strike UI. Here you can assign strike options to attack the hex or unit.





What is Movement and Combat Phase

Combat can only be conducted with enemy units in adjacent hexes

Selecting a unit in this phase shows the range that the unit can move. This is represented by pulsing black hexes. When you are ready to move, click on an eligible hex and click and hold it to move.

The ranges outlined in red show the furthest the unit can move and is still able to carry out an attack