COMMANDER™
Europe at War

GAME MANUAL

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EPILEPSY WARNING

PLEASE READ THIS NOTICE BEFORE PLAYING THIS GAME OR BEFORE ALLOWING YOUR CHILDREN TO PLAY.

Certain individuals may experience epileptic seizures or loss of consciousness when subjected to strong, flashing lights for long periods of time. Such individuals may therefore experience a seizure while operating computer or video games. This can also affect individuals who have no prior medical record of epilepsy or have never previously experienced a seizure.

If you or any family member has ever experienced epilepsy symptoms (seizures or loss of consciousness) after exposure to flashing lights, please consult your doctor before playing this game.

Parental guidance is always suggested when children are using a computer and video games. Should you or your child experience dizziness, poor eyesight, eye or muscle twitching, loss of consciousness, feelings of disorientation or any type of involuntary movements or cramps while playing this game, turn it off immediately and consult your doctor before playing again.

PRECAUTIONS DURING USE:
- Do not sit too close to the monitor. Sit as far as comfortably possible.
- Use as small a monitor as possible.
- Do not play when tired or short on sleep.
- Take care that there is sufficient lighting in the room.
- Be sure to take a break of 10-15 minutes every hour.

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CONTENTS

COMMANDER: EUROPE AT WAR

Thank you for purchasing Commander: Europe at War!

SYSTEM REQUIREMENTS

To play Commander: Europe at War, your computer system must meet these requirements:

Mac OS X 10.4 or higher
1.4 GHz CPU or higher
512 MB RAM
300 MB of free space on hard drive

For maximum performance, your computer system must meet these requirements:

1.6 GHz CPU or higher
1 GB RAM

TECHNICAL SUPPORT

Should you have a technical problem with the game, the best way to get help is to post a note in the Commander : Europe at War forum at http://www.freeverse.com. You'll then hear back from our personnel, or from one of the many helpful players of the game.

2.0 INTRODUCTION

Commander: Europe at War is a grand scale turn based wargame set during World War II. It puts you, the player, in command of either Axis or Allied forces of the European Theatre for the duration of the war. As well as controlling the armed forces of these mighty alliances, you'll be making decisions on recruitment, research, and diplomacy.

The game has been carefully designed to be easy to play yet hard to master. The challenging AI opponent will give even the most experienced players a good game. The user interface is laid out in a clear and easy-to-use manner, meaning you'll be spending your time fighting the enemy and not the game's interface. All in all, Commander: Europe at War is the game strategy gamers have been waiting for and will not disappoint!

3.0 CONVENTIONS

Throughout the manual we use a number of terms and we list their meaning here for those who may be unfamiliar with the jargon.

- • Click: Place your mouse pointer over an area or button and click the left mouse button.
- • Right Click: Place your mouse pointer over an area or button and click the right mouse button.
- • Drag: Hold down the left mouse button down while moving the mouse pointer across the screen
- • Select: Click on an item or press the keyboard key.
- • Tool Tip: Useful instant guidance found by resting you mouse pointer over buttons, units, etc.
- • UI: User Interface is a generic term that we use to describe the "in game controls" that will be used by you to manage the game.

3.1 KEYBOARD AND MOUSE CONTROLS

- <Enter> - Chat / Send Chat Message
- <Page Up> - Scroll through ready units
- <Page Down> - Scroll through ready units
- +/- Keys – Zoom In/Out
- Mouse Wheel – Zoom In/Out
- Arrow Keys - Scrolls the map

4.0 THE MAIN MENU

From the Main Menu, you have a number of options:

- New Game: Takes you to the game setup screen for a new single player game.
- Load Game: Loads a saved single player game.
- New Multiplayer Game: Takes you to the game set up screen for a new Hotseat, PBEM or TCP/IP multiplayer game.
- Load Multiplayer Game: Loads a Hotseat, PBEM (Play By E-Mail) or TCP/IP multiplayer game.
- Tutorial: Starts a single player game, by passing game setup to get you straight in to the action. Throughout the tutorial you'll be prompted with useful information on how to play the game. We recommend all new players start with the Tutorial.
- Credits: The credits list.
- Exit: For when you finally decide its time to go to bed!

5.0 GAME SETUP

Before you can start your new game, you must select settings for it. The same options are available in Single Player and Multiplayer games. There are a number of Basic and Advanced options, as follows:

5.1 BASIC OPTIONS

Side. You can play as either the Axis or Allies. To select one or the other, click on the large button associated with

that side. In a Single Player game, the AI will control the other side, while in Multiplayer, it will be controlled by your opponent.

Scenario. The large number between the Axis and Allies buttons is the Starting Date of your campaign. Click on this button to change the Start Date. Each Start Date is associated with a different scenario, so the 1941 scenario is called Operation Barbarossa, while the 1944 scenario is called D-Day.

Handicap/Difficulty Levels. The round grey and green buttons are used to set the Handicap Level. You can give a side a small, medium, or large advantage, or keep it even for both. This will affect the resources available, the income collected, and a number of other factors that all add up to making it easier for that side. This can be used to play Multiplayer games between novice and experienced players, or for experienced players to get a more challenging game against an AI opponent.

5.2 ADVANCED OPTIONS

By default, the Advanced Options are hidden, but you can display them by clicking the 'Show Options' button. Advanced Options are as follows:

Fog of War. This toggles the Fog of War feature on and off. With Fog of War off, you will be able to see all enemy units and the enemy's production at any time, with the exception of enemy submarines (these are always hidden until they attack). With Fog of War on, the map will be shrouded in a black fog that hides anything your troops are not aware of. This makes for a much tougher game!

1945 End. This option toggles the compulsory end date of 1945 on and off. With this option off, you can continue to play as long as you like.

Random Research. This option toggles on the randomized research. With this option on there is a much higher random factor to research meaning the game will be less predictable and players have to adapt their strategies as events unfold.

Oil Consumption. This toggles the Oil Consumption feature on and off. With Oil Consumption off, you can move your units as often as you like with no penalty. With Oil Consumption on, every time you move a mechanised, air, or naval unit you will use up some of your oil supplies. You will have to carefully manage your movement, making good use of Rail Redeployment and possibly even targeting oil-rich areas like Iran or the Caucasus to feed your war machine. This adds a whole new layer of complexity to the game and affects Germany much more than any other nation.

5.3 MULTIPLAYER OPTIONS

In addition to the above options, there is an extra option available for TCP/IP multiplayer games:

Timers. In TCP/IP multiplayer games you can limit the amount of time available to your opponent to do his or her turn. It works very much like a chess clock. At the top right of the screen is a timer that

counts down. When this timer runs out you cannot issue any more orders and your turn ends, but don't worry you don't lose the game! Any unused time accumulates for future turns.

Once you're happy with your settings, click the check button to start your game.

When playing against someone in TCP/IP or PBEM, both players must have the same version of the game including patches.

For best results you should have the Hattenschweiler and Franklin Medium Gothic fonts installed on your PC. If you do not have these fonts, the game will find a substitute font.

6.0 LOADING AND SAVING GAMES

When you click the Load Game button, a window will pop up with a list of saved games available for loading. If you have not saved any games, no games will be available to load.

If you are loading a multiplayer game, please note that you cannot change game mode, so if you started the game in Hotseat, you cannot later load it in single player, PBEM, or TCP/IP mode.

You can save the game at any point in your turn from the Options menu. The game will also autosave your progress every turn as a backup in case any problems arise.

7.0 THE WAR MAP

The War Map is 150 by 72 hexes, spanning from the USA in the west to the USSR in the east and from Scandinavia in the north to northern Africa in the south. Each hex has a terrain type such as open ground, forest, city, and more. Hexes can also contain a Resource or City.

7.1 SIDES, FACTIONS, AND COUNTRIES

There are two Sides in the game – Axis and Allies.

However, the Allies are split into two Factions, the USSR and the Western Allies. The Axis is comprised of only one Faction. Each Faction has a Faction Leader, and for the Axis it is Germany, for the USSR it is the USSR, and for the Western Allies it is the United Kingdom. These Factions are further subdivided in to Countries.

The Western Allies at the start of the war include the following countries: United Kingdom, France, and Poland.

Every Country is either a Major or Minor. Major Countries have their own Manpower Levels, collect their own Production, and do their own Research. Minor Countries are controlled by their Faction Leader.

- Countries in the same faction will share their Oil Pool and Railroad Capacity.
- Manpower and Production Points are NOT faction-based and are counted on a per-country basis.
- Faction Leaders fund any Minor Countries that join that Faction and receive any Production generated by that Minor Country. So, at the start of the war, Poland is a Minor Country. The Western Allies Faction is led by the United Kingdom, so any repairs made to Polish troops are funded through the United Kingdom. Any Polish production is also collected by the United Kingdom.

Every country owns land and units and its allegiance can be:

- Axis – This nation is at war and under the control of the Axis Side.
- Allied – This nation is at war and under the control of the Allied Side.
- Neutral – This nation is Neutral and has no allegiance to either the Axis or Allied Sides. Both Axis and Allied Sides may declare war on Neutral Countries.
- Pro-Axis – This nation has allegiance to the Axis Side. It may join the war later in the game and become a fully Axis Country. The Axis Side may not declare war on Pro-Axis Countries.
- Pro-Allied - This nation has allegiance to the Allied side. It may join the war later in the game and become a fully Allied nation. The Allied Side may not declare war on Pro-Allied Countries.

Any hexes belonging to a Faction will be tinted to show who controls it. Axis-owned hexes will tint hexes blue, Western Allies-owned green, and USSR-owned red.

7.2 OWNERSHIP AND NATIONALITY OF HEXES

Every land hex has a Nationality, which is based on the national boundaries in 1939; these are the nations 'Core' hexes. Each hex also has an owner, which is the Side that currently controls that hex. If German troops conquer Poland, the hexes in Poland will have their Nationality displayed as Polish, but the owner as Axis.

Conquered Cities and Resources do not generate as much Production as Cities and Resources on Core hexes.

7.3 TERRAIN

Every hex has a Terrain Type. Terrain affects Movement, can give defensive bonuses, reduces the Effectiveness of Armoured units, and determines the maximum Entrenchment Level.

Type	Move Cost`	Vehicle Penalty	Attack Penalty	Armour Penalty	Max Entrenchment
Sea/Ocean	1	-	0	-	-
Clear	1	0	0	0	1
Desert	2	0	0	0	1
Dune	4	0	0	0	1
Forest	1	0	10	15	2
Rough	2	0	15	25	2
Swamp	2	1	20	45	0
Mountain	2	2	50	50	3
River	+1	0	30	0	-
City	-	0	20	35	5/8*
Resource	-	0	10	0	2
Fortress	-	0	50	40	4
Entrenchment	-	-	15	0	-
Port	-	-	30	0	-

* 5 for City and 8 for Capital.

The River effect is applied if a unit crosses a hexside that contains a River. Ground Units attacking across a River get an Attack Penalty.

> Cities and Resources override the terrain in a hex for combat effects, so if a city is in a mountain hex, the terrain type is counted as City for combat, not Mountain, but the movement cost for mountain.

Entrenchments are created automatically by units that do not move. Each turn that a unit does not move, the Entrenchment Level of the hex it is in will increase by one up to the maximum Entrenchment Level possible for the Terrain Type it occupies. Each attack on a hex reduces the Entrenchment Level by 1, regardless of outcome.

> Ports are located on sea tiles and cannot be directly owned. Instead, each Port is attached to an adjacent Resource hex or Fortress hex and is owned by the owner of that Resource or Fortress.

8.0 CONTROL PANEL

At the bottom of the screen, you will see the Control Panel.

8.1 PRODUCTION OVERVIEW

The Production Overview, on the left side of the Control Panel, displays a list of Counties in the game and gives useful information about them, as follows:

- Production Stored. This is the number of Production Points available to spend.
- Manpower Trained. This is the amount of free Manpower available.
- Oil Reserves. This is the number of Oil Points stored.
- Railroad Capacity. This is the number of unused Rail Points.
- War Effort %. This is the War Effort %, which affects Production and Oil collection.

If you have Fog of War turned on, you will only be able to see information about countries you control; enemy information will be hidden.

8.2 MINI-MAP

In the middle of the panel is the Mini-Map. This gives an overview of the entire European Theatre of Operations. The current date is shown at the top right and a number of control buttons are at the top left. From left to right these buttons are:

Unit tab. This tab shows units on the Mini-Map. Axis forces are shown as blue dots and Allied forces as red dots. Neutral Country forces are not shown on the map. Convoys are shown as black dots.

City & Resource tab. This tab shows Cities and Resources on the Mini-Map. Anything controlled by Axis is blue, by the Allies is red, and by Neutral Countries is green.

Politics tab. This tab shows the political view. Axis Countries are light blue, while Pro-Axis countries are dark blue. Allied Countries are red and Pro-Allied Countries are dark red. Neutral Countries are beige.

Toggle units on/off. This buttons shows and hides all units on the Main Map view.

Toggle names on/off. This button shows and hides all city and Resource names on the Main Map view.

Cycle zoom level. This button cycles through the three zoom levels available in the Main View. You can also zoom with the + and – buttons on your keyboard or with the mouse wheel.

8.3 CONTROL PANEL BUTTONS

The Control Panel at bottom right displays several large buttons that you'll need to access throughout the game. From left to right these buttons are:

Repair. This toggles Repair Mode on or off; **see Repairing for more details**.

Upgrade. This toggles Upgrade Mode on or off; **see Upgrading for more details**.

Force Pool. This opens the Force Pool Deployment Window.

Declare War. This toggles the Political Mode, where you can declare war on other Countries.

Options. See in game options for more details.

War Map. This takes you to the war map if you were viewing another screen.

Produce Units. This takes you to the unit production screen.

Research. This takes you to the unit research screen.

Statistics. This takes you to the statistics screen.

End Turn. This ends your current turn and passes control over the your opponent or the AI.

8.4 DYNAMIC UNIT PANEL

When you put the mouse over one of your units, the Production Overview Panel is replaced by the Unit Panel. This also happens when you select a unit; this display remains in place until you deselect that unit. The unit panel contains a lot of information, as follows:

Unit Type. This can be Armour, Submarine, Mechanised Corps etc.

Unit Graphic. This is a large image of the selected unit. As you develop new technologies, this graphic will update.

Commander Image. If there is a commander with the unit, his image appears, along with a small 'x' button, which is used to dismiss the leader and send him back to the Force Pool.

Experience. The Experience Level is shown by stacking Nationality icons next to the unit. Each icon means one Experience Level.

Unit & Terrain Buttons. These icons are used to switch between Terrain info and Unit info.

The right-hand box shows information about the unit's Nationality, Strength, Effectiveness, Supply Level, Movement, and Entrenchment Level.

The bottom of this panel shows detailed information about the unit's combat abilities, **which will be covered later in the Units section.**

If you use the Terrain button, the Unit Panel will change to show a picture of the Terrain you are occupying and details about its effects, such as Movement Cost, Vehicle Penalty, Attack Penalty, Armor Penalty, Air Defense Bonus, and Survivability Bonus (all explained in more detail later).

9.0 RESOURCES

There are three resources in the game:

Production Points. Production points are generated by cities and resources and are a measure of the industrial capacity of the nation.

Manpower. Manpower is a measure of the number of men the country can call on for military service.

Oil. Oil is a measure of the amount of fuel you have available to allocate to your armed force for military operations. Oil is an advanced option and defaults to off.

9.1 PRODUCTION POINTS

Every Major Country collects Production Points (PP) from the cities and resources they control each

turn; these can be used or stored for later use. Each Country also has a Base Value it gets from the land it controls and this Base Value never changes.

PP are used for many different actions in the game, including purchasing new units, buying laboratories for research, repairing damaged units, upgrading old units, loading troops on transport ships, and overusing your rail capacity.

Every City and Resource on the map has a number next to it indicating the PP produced by that hex each turn. The number of PP received by a nation is a combination of this value, multiplied by the nation's War Effort % (**see War Effort, below**).

The number of stored PP is shown on the right of the top bar, with a factory icon. If more than one country belongs to the faction you are controlling, the order of the flags on the left of the bar show which PP number applies to which country.

9.2 MANPOWER

Every country also collects Manpower Points. Whenever a unit is purchased or reinforced, Manpower is used up. Manpower does not
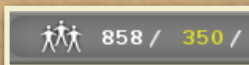
run out, but the more you recruit the worse those new recruits will get. Manpower is shown in the middle of the top bar with a man icon.

Every country has a maximum manpower rating. This is maximum amount of manpower the country can store. As a country recruits reduces the % of free manpower. The colour of the number shows which penalty bracket you are in. As the % of free manpower reduces the recruitment penalties start to increase:

> White: 75-100% = No Penalty
> Yellow: 50-74% = -1 Quality for all new recruits
> Orange: 25-49% = -1 Survivability for all new recruits
> Red: 0-24% = -2 Quality & -1 Survivability for all new recruits
> Red: <0% = -2 Quality & -2 Survivability for all new recruits

Every turn, manpower increases by a fraction of the maximum manpower level. In game, the free manpower is shown a ToolTip shows what % this is of total manpower.

9.3 OIL

Oil is collected by Factions rather than Countries. This means that German and Italian oil is all fed in to the Axis Oil Pool and then used up by any Axis units that require it. The oil stored by a Faction is shown next to the Rail Capacity on the left of the top bar.

Each country has a base Oil Production Value and then adds on three Oil Points for every Production Point generated at an Oil Field. Oil Fields are very rare and the Axis side will need to defend its reserves in Romania and look for opportunities to take oil from the Middle East or the Caucasus. A country's Industrial Capacity modifies this Oil Production up or down, so new industrial technologies can offer a vital few extra points of oil per turn.

Each unit type has its own Oil Consumption Level. Infantry Corps and Garrisons use no oil, but all other units use oil every time they move and then again every time they attack. If you have no oil remaining your Motorized units will not be able to move or attack!

Units may still use Rail Redeployment even if their owning Faction is out of oil.

9.4 WAR EFFORT

The War Effort % varies from country to country and generally rises as the war progresses. For example, the USA starts with 0% War Effort, meaning that they have no resources allocated until their War Effort % increases. Industrial Technologies can also be researched which increase the War Effort % of a nation.

The War Effort % affects PP and Oil Production but not Manpower. The War Effort % increases every quarter from September 1939 onward and there is also a one-time boost to output when a country enters the war.

9.5 COUNTRY DEFICITS

A country can only recruit new units and buy Research Labs if sufficient PP are available. However, repairing, railroad moves, and loading transport ships can still be utilized if the country has more than 0 PP, even if one of these new actions takes their total into a production deficit.

9.6 CITIES, FORTRESSES, AND RESOURCES

Scattered around the map you will find many Cities, Capitals, Fortresses, Mines, Ports, and Oil Fields. They have terrain effects explained above, but many of them also produce Resources for the controlling Major Country. The amount they produce is shown by a number next to the name.

Every Resource or City has a strength from 0-10. As combat rages in these hexes or strategic bombing raids are carried out, this strength is reduced. The color of the number and name will also change as strength drops to show at a glance which areas have been damaged. Black means it is strong, yellow means it has suffered some damage, orange means it is heavily damaged, and red means it is almost completely destroyed. Each turn the City or Resource will attempt to repair itself, slowly recovering up to full strength.

9.7 CONVOYS

During World War II, convoys were a lifeline for both the United Kingdom and the USSR, supplying huge amounts of material to both. In Commander: Europe at War, these convoys actually appear on the War Map and can be attacked by Axis forces. Therefore, it is in the Allies' best interests to escort and defend these convoys as closely as possible.

A convoy is a naval unit that contains Production Points. The number displayed underneath the convoy is the number of Production Points it contains, so at a glance you can easily see which convoys are most important.

Convoys can be attacked and destroyed like any other unit. Convoys are automated and move to their destination ports before each Allied turn. When they arrive at their destination, they automatically unload their Production Points, adding them to the major Country's (the United Kingdom's or USSR's) pool. United Kingdom convoys must reach the mainland United Kingdom (England/Scotland), while USSR convoys have to reach the Murmansk convoy route hex.

Convoys are automatically generated and will have varying amounts of Production Points aboard. This number depends on the United Kingdom and USA War Effort % and will grow as these nations gear up for war.

10.0 POLITICS AND WAR

At the start of the 1939 scenario, only a few Countries are actually involved in the war. Other Countries may enter the war by joining one Side or the other, or they may be dragged into the war if someone declares war on them.

As mentioned above, you may only declare war on Countries that are not friendly to your Side. If a Side declares war on a Country, that Country automatically joins the other Side.

Although the USA and USSR are Major Countries, initially they are not in the war. Major Countries that are not in the war still collect Production Points and can spend them, but cannot move any troops until they join the war.

10.1 THE POLITICAL MAP

To get an overview of the political situation, click the Declare War button. This zooms out the display for a wide view of every country colored to show its allegiance. Each country's flag is displayed over its capital. The color-coding is the same as the Mini-Map, so Axis Countries are light blue, Pro-Axis Countries are dark blue, and so on.

Your units may only enter the territory of Countries in your Faction or those you are at war with. You may only attack units you are at war with.

To declare war on a Country, click on its flag. A confirmation window will display, which is your chance to change your mind. If you want to declare war, click the checkmark button. If you change your mind, click the 'X' button.

Once you have declared war, the Country will join the opposing Side. Its units and production will now be controlled by that Side. You will now see its units on the Mini-Map and will be able to not only invade the country but attack those units as well.

10.2 CONQUERING AND SURRENDER

Most Countries have one capital, but the United Kingdom and the USSR each have two. When a Country loses all its Capitals, they surrender to the Country that occupied their capital(s). The country is then out of the game and all of its Production Points are lost and units disbanded. Any core hexes owned by the Country are captured by the conquering Country. Any hexes controlled by the surrendering Country that are not in core hexes, but are in supply, will be passed over to the Faction Leader unless the Faction Leader has already surrendered; in this case the hexes go to the conqueror.

For example, Italy has conquered Greece and Germany has conquered Yugoslavia. The USA then captures Rome, forcing Italy to surrender. As Germany is the Faction Leader and has a supply route to Greece, Greece is in supply and so all Greek hexes become German-controlled.

10.3 VICHY FRANCE

When France surrenders a special event occurs. Mainland France is divided into occupied France (in the north) and Vichy France (in the south). Syria becomes controlled by the United Kingdom, and Algeria becomes an independent Neutral Country. Any Axis units that are in Algeria or Syria when Paris falls will get free passage home to join the Axis Force Pool.

10.4 VICTORY CONDITIONS

Victory in Commander: Europe at War is determined by the number of Capitals you hold when the war finishes in Summer 1945. However, if at any point a Side has no Capitals left under its control it immediately loses the game and their opponent gets a Major Victory.

The score is the number of enemy Major Country Capitals held (Berlin, Rome, London, Paris, Washington, and Moscow).

Example 1:
If France and the United Kingdom surrender in 1940, this leaves the Allied player with no capitals as the USSR and USA are still not at war. This would result in Axis victory.

Example 2:
In Summer 1945, the Axis side holds Berlin, Rome, and Paris, while the Allies hold London, Washington, and Moscow. The Axis gets one point for holding Paris, but the Allies will get no points as they only hold friendly Capitals. This gives a score of Axis 1, Allies 0, and results in an Axis victory.

11.0 UNITS

There are a wide variety of units available in Commander: Europe at War and each has its own strengths and weaknesses. Units can either be deployed on the Map at the start of a Scenario or be deployed later from the Force Pool.

Each turn your units may take an action **(see Unit Actions for more details)**. Once that action is made the unit cannot be controlled until the next turn. The actions available to a unit are:

- Move
- Attack
- Move and attack
- Repair
- Upgrade
- Load on Transport & Move
- Unload from Transport
- Rail Redeployment

11.1 UNIT TYPES

Units are divided into types and this determines how they move, which attack value is used against them, and how combats are resolved. These types are:

Infantry – can move and occupy hexes. Use ground attack value against this unit.

Armor – can move and occupy hexes. Use ground attack value against this unit. Also apply the anti tank bonus when attacking this unit.

Air – air units can only move to hexes already controlled by their side. They can launch attacks on units a number of hexes away, and return to their hex after the attack. Use air attack values against this unit.

Naval – naval units can only go in sea hexes or ports. Use naval attack values against these units.

Subs – sub units can only go in sea hexes or ports. Use sub attack values against this unit.

11.2 UNITS LIST

Garrison. Garrisons are Infantry units. They are slow and lightly armed, weaker than regular Infantry Corps, and best used to defend entrenched positions.

Infantry Corps. Infantry Corps are Infantry units. They represent around 50,000 men and make up the bulk of most armies. It is a very cost-effective unit, but uses up a lot of Manpower and lacks the punch of some of the more expensive units.

Motorized Corps. Motorized Corps are Infantry units. They represent an Infantry Corps with an intrinsic transport capacity. They have similar combat stats, but can move farther and have higher Shock Attack values.

Armor. This is the fastest and most powerful ground unit, but suffers combat penalties in difficult terrain, including Cities.

Fighter. Fighters are Air units. They are used to establish and hold air superiority. They have limited ability to hit Ground and Naval units, but this is not their core purpose.

Tactical Bomber. Tactical bombers are Air units. They are the most effective at Ground and Naval Attack. They are weak in dogfights, so Fighter support would be wise.

Strategic Bomber. Strategic bombers are Air units. They have great range and are specialists in destroying enemy Resources and Cities. The Strategic Bomber is the only unit that will attack a Resource or City rather than the unit occupying it.

Submarine. Subs are hard to detect and only appear when launching an attack, or if an enemy ship accidentally discovers them by attempting to move through them.

Destroyer. Destroyers are Naval units. These are best unit at battling Submarines, but are weaker against other surface naval units.

Battleship. Battleships are Naval units. These are powerful units that dominate the seas and can provide bombardment in support of Naval landings, but are vulnerable to Submarine attack.

Carrier. A naval unit with Air capability. Carriers can dogfight against enemy Air and can strike Ground units from distance and are strong in Naval battles.

Convoys and Transports. These are non-combat Naval units. They carry either Production Points (Convoys) or ground units (Transports).

11.3 UNIT ATTRIBUTES

Every unit is rated in a number of areas that determine its fighting ability. These are:

Ground Attack. How good the unit is at offensive maneuvers.

Ground Defense. This is used when defending against a ground unit.
Shock. This relates to aerial bombardment, artillery, and speed of attack. It reduces the defender's Effectiveness prior to the Fire Phase.

Anti-Tank Bonus. This is used against Armored units. It reduces their Survivability.

Air Attack. This is used against Air units.

Naval Attack. This is used against surface Naval units.

Sub Attack. This is used against Subs.

Strategic Attack. Used against Production and Resources

Movement. This is the number of Movement Points this unit receive each turn when fully supplied.

Attack Range. This is the number of hexes away the unit may strike an enemy unit. This applies to Air units only.

Land Spotting. How many hexes the unit can see on land to spot enemy units.

Naval Spotting. How many hexes the unit can spot at sea.

Quality. This determines how much Effectiveness the unit loses due to combat, how quickly it regains it afterwards, and its maximum Effectiveness.

Survivability. The higher this value, the less casualties a unit takes from combat.

Production Cost. The number of PP required to build the unit.

Manpower Cost. The amount of Manpower used up building the unit.

Oil Consumption. How many oil points are used for moving and attacking with this unit.

Build Time. How many turns it takes to construct this unit.

11.4 COMMANDERS

Commanders are a special type of unit. They must always be with a Ground unit and they can never move around the map on their own. Commanders are deployed to a unit and can be reassigned back to the Force Pool and on to another unit, but this takes time and costs PP.

Each Commander has a Leadership Rating, which increases the maximum Effectiveness of all units within his Leadership Range.
In addition, some Commanders also have bonuses that will apply to the unit they are attached to. Commanders may give a +1 bonus to Ground Attack or Ground Defense values.

If a unit with a Commander is destroyed, the Commander will get injured. If a unit is destroyed, there is a chance the Commander will be injured. The length of time he is injured varies and he will be placed in the Production Queue and be available for reassignment after he has recovered.

12.0 UNIT ACTIONS

12.1 MOVEMENT

Units that are available to move will have their national icon flash. Once moved the icon stops flashing and fades out. To select a unit that has not moved, click on it. To deselect the unit, right click. Once selected, it will show all the possible destination hexes that the unit can move to, and all the possible hexes it can attack.

12.1.1 ZONE OF CONTROL

Land Units have a Zone of Control (ZOC) on adjacent land hexes. ZOCs can reduce enemy movement. Naval units are not affected by Land units ZOCs.

12.1.2 MOVEMENT COSTS

When moving a unit the hexes highlighted are calculated from the starting location and take in to account the unit's Movement Points, subtracting the movement cost of each hex and any additional penalties like ZOCs or vehicle penalties.

A ZOC hex increases movement cost by two. A hex is ZOC'ed if either:

- The destination hex is in the ZOC of at least 2 enemy land units
- Both the hex the unit is leaving and the hex it is entering are in a ZOC.

There is an exception to the Movement Cost rules above that allows units that have low Movement rates to move even through difficult terrain. A unit that has Movement Points and start its turn outside of enemy ZOC can always move at least one hex.

12.2 ATTACKING

Units may attack anything within their Attack Range. Most units have an Attack Range of one, meaning they can only attack enemy units they are adjacent to, but air units have higher ranges, allowing them to attack enemy units from a distance.

Ground units may not attack Naval units unless the Naval unit is in a Port. Naval units, except submarines, can attack ground units. Air and Naval units may also attack Cities or Resources.

Ground and Naval units can attack, or move then attack. Air units may either attack or move, but may not do both.

12.2.1 AUTOMATIC ATTACKS

Interceptions. Fighter and Carrier units can intercept enemy air attacks, if the attack is made within their Attack Range. Interceptions occur before any air attacks are made.

Escorts. Fighter and Carrier units may escort Strategic and Tactical Bombers if they have not already moved or attacked this turn. If the enemy attempts to intercept, Fighter and Carrier units will automatically engage the interceptors, protecting the bombers.

Interceptors and Escorts are randomly selected from among the candidates within Attack Range of the attacked hex. To be able to intercept or escort, the unit must have at least half its maximum strength left and must not have already fought or moved this turn (including Escorting or Intercepting). Interception and Escort battles are fought without any terrain effects hence no defense bonuses.

12.2.2 STRATEGIC ATTACKS

If an air unit attacks an empty City or Resource it becomes a Strategic Attack. The defender uses the strength of the City/Resource and adds in any air defense bonus from the hex.

Strategic Bombers have a special ability that allows them to directly attack the City or Resource even if it is occupied by an enemy unit.

In a Strategic Attack, the attacker fires first using the Strategic Attack value, reducing the target's strength; the target then returns fire.

Casualties lower the strength of the Resource and this reduces its production values. Each turn Cities and Resources regain some strength up to their maximum value.

12.3 REINFORCING UNITS

During combat, units become damaged. You may repair them up to their maximum strength of 10. To reinforce units, click the Repair button in the Control Panel (the button with the wrench on it) to enter Repair mode. To leave Repair mode, right click. While in Repair mode, any damaged units that have not yet moved will be highlighted to show they can be repaired.

The number of Strength Points you can repair is linked to the Supply Level. The higher the Supply Level, the more you can supply, up to a maximum of five. If a unit is out of supply, it cannot be repaired. Naval units can only repair when in a Port hex.

When you put the mouse over a highlighted unit, the cost of repairing that unit in Production Points and Manpower is shown. The cost of reinforcing is a percentage of the build cost, depending on unit type:

    Ground Units 70%
    Air Units 60%
    Naval Units 80%

12.4 UPGRADING UNITS

As new technologies are discovered they are automatically included in any new units, but those already built must be upgraded. To upgrade units, click the Upgrade button (the button with the star on it) in the Control Panel. You can only go into Upgrade mode once you have researched a technology and have units available for upgrading. You can leave Upgrade mode by right clicking.

While in Upgrade mode every unit is shown with X/Y numbers over it. The number shows your current upgrade level out of its maximum level. This number combines all available upgrades, so if you have discovered two infantry techs, you may find your infantry says 0/2 showing you have equipped this unit with none out of a maximum of two upgrades.

Units may only upgrade if they have not already performed an action and if they are not in an enemy ZOC. Units must be in supply to upgrade. Naval units must be in Port to upgrade.

Upgrading cost a percentage of build cost and temporarily reduces the unit's Effectiveness, so it is important to take this into consideration before upgrading.

12.5 RAILROAD MOVES

Rail movement allows you to strategically redeploy units around the map. To use rail movement, the unit must not be adjacent to an enemy unit, must have medium supply level, or higher and its destination must be a city, or fortress with an unbroken connection of friendly hexes. There is also a maximum distance you can rail move per turn, but it is quite high and only starts to affect you when transporting units across the USSR.

You may only rail move to hexes controlled by your Faction so the USSR may not rail move to any hexes controlled by the Western Allies.

Each Faction has Railroad Points, displayed in the top bar. Each rail move uses up one Railroad Point. You may continue to use rail moves once your capacity is at 0, but this starts to cost you industrial output.

12.6 TRANSPORTATION LOOPS

Transportation Loops are connections between two points of the map that cannot be moved through normally. There are two loops – the Suez Canal, linking the Red and Mediterranean Seas, and the other is around Africa linking the Atlantic with the Red Sea. Only the owner of Port Said in Egypt can use Transportation Loops.

Units that enter a Loop will instantly disappear and are added to a queue. You will be told how many turns it will take for them to arrive at their destination. When arriving, the unit will automatically be deployed as close to the other end of the loop as possible.

12.7 NAVAL TRANSPORT

Ground units may load on to transports at a friendly port. If they start the turn adjacent to the port, they may load onto a ship. When loaded they may then make a naval move. Loading on to ship costs Production Points.

To unload from a transport you must start your turn next to an unoccupied and non-neutral land hex. Click the Unload button and then select which hex to offload to. Landing units from transports heavily reduces their Effectiveness.

13.0 COMBAT

Whenever an attack is launched, combat results. Combat is split in to two phases, the Shock Phase and Fire Phase.

Every combat has modifiers that can dramatically affect the result. The Combat Modifier for a combat is the unit's effectiveness, modified by any terrain penalties for attacking or for armored units. The Combat Modifier is then divided by the opponent's Survivability. If the target is an armored unit and the firing unit has Anti-Tank capabilities, this reduces the armored unit's Survivability.

13.1 SHOCK PHASE

All attacks, except Strategic and Air, have a Shock Phase. This occurs before the Fire Phase. During the Shock Phase the attacker uses their Shock value to make a Shock Attack, disrupting the defender before they can fire back.

The Shock value of the attacker is multiplied by its Combat Modifier to produce a Shock Attack Chance. This value is a percent chance for each Strength Point to achieve a hit; each hit reduces the defender's Effectiveness.

13.2 FIRE PHASE

After the Shock Phase is the Fire Phase. The defender fires first in the Fire Phase, using the appropriate combat attribute as specified in the Unit Attributes above. This is multiplied by the Combat Modifier to get a percent chance of each Strength Point in the unit hitting and killing an enemy Strength Point and reducing the unit's Effectiveness. Once the defender has fired, the attacker gets a chance to attack back with any remaining Strength Points.

13.3 AIR TO AIR COMBAT

In Air to Air combat, both attacker and defender fire simultaneously; there is no Shock Phase.

13.4 NAVAL COMBAT

In Naval versus Naval combats, the attacker fires first and then the defender fires back after removing its casualties.

13.5 EFFECTIVENESS

The Effectiveness of a unit takes in to account many factors. It is the major determinant when calculating the results of a combat and also affects the chance of units retreating from combat.

The maximum Effectiveness of a unit depends on Supply, Quality, Organization and Leadership. If a unit loses Effectiveness, it will regain a percentage of it each until it reaches its maximum Effectiveness.

There are a number of ways to lose effectiveness, as follows:

- Being out of supply
- Unloading from transport ship
- Moving
- Railroad redeployment
- Upgrading
- Combat

13.6 DEFENSE BONUSES

Defense bonuses reduce the attacker's combat value. If the terrain has Attack Penalty of 75, it means a unit attacking into that terrain will attack at 75% of its normal Strength.

Hexes with Cities or Resources do not use terrain effects, but instead use the effects of the City or Resource.

Defense bonuses do not affect air to air combat.

13.7 EXPERIENCE

Every time a unit fights, it gains some Experience Points. Over time these build up and the unit will gain an Experience Level, shown by the nationality icons on the Control Panel. Each experience level gives the unit a bonus to its Quality or Survivability.

As replacements are recruited, the Experience Level of the unit may be reduced, which will cause bonuses to be lost.

13.8 COMBAT ODDS

When you have a unit selected and it is possible to attack an enemy, the attack icon will appear over the available targets. If you put the mouse over one of these targets, the Control Panel will display the combat odds in the center between the currently selected friendly unit on the left and the target unit on the right.

Odds are expressed in ratio format (1:1, 4:2, etc.). In Commander: Europe at War, this ratio is the number of potential casualties your unit will inflict (the number to the left) compared to the number of potential casualties the enemy unit will inflict (the number to the right). So, for example, if the odds are 2:1, the attacker is, on average, going to inflict 2 casualties to the defender's 1. These values are averages and the actual results will vary due to random factors.

One factor to note is that the odds to do not take in to account the attack sequence. This means Naval odds of 6:6 heavily favor the attacker as the attacker strikes first, while ground odds of 6:6 heavily favor the defender as they attack first. It also does not take in to account the effects of the Shock Attack, so use them only as a guide!

13.9 RETREATS

If a ground unit attacks any non-naval unit, there is a chance the defender will be forced to retreat. The defender must take at least one Casualty Point and their Effectiveness must be below the Retreat Threshold to have a chance of retreating. The retreat chance increases as the unit's Effectiveness drops and the amount of Effectiveness lost during the attack increases. Units can never retreat from Cities or Fortresses.

If a unit is forced to retreat it automatically picks an adjacent empty friendly hex to retreat to. If no such hex is available, the unit will instead hold ground and fight to the last man. Retreats will attempt to go to hexes that are not adjacent to the attacker, and also if possible, not adjacent to any other enemy units.

Retreats are more common from clear terrain than difficult terrain like forests and mountains.

13.10 EXPLOITATION MOVEMENT

A ground unit that attacked and either destroyed or forced the defender to retreat from its hex has the option to make an Exploitation Move in to the vacated hex. Exploitation moves do not consume Oil.

13.11 AIR DEFENSE

If the defender has an Air Combat value of 0, then it cannot fire back on an attacking air unit. Submarines have no Air Defense value so they cannot return fire on Air units or Carriers.

13.12 SUBMARINE SURPRISE ATTACKS

If a unit is trying to enter a hex containing a hidden sub, the submarine surfaces and attacks the moving unit. The sub will then be visible to the enemy until it moves away.

14.0 SUPPLY

Supply is a very important part of Commander; Europe at War. It represents vital supplies needed to keep armies functioning, such as food, ammunition, and medical supplies, as well as intangible things such as administrative components that keep things running. Well-supplied troops fight better, while those out of supply will soon fall apart.

To be in supply you must be connected to a Supply Source. Two hexes are considered connected if they have an unbroken land route between them where all the tiles are controlled by their side. You cannot trace supply through neutral countries or across water hexes.

14.1 SUPPLY SOURCES

There are a number of Supply Sources:

Capital. This is the best supply source and allows a maximum level of full supply.

City. These allow a maximum level of medium supply.

Port. These allow a maximum level of medium supply.

Fortresses. These allow a maximum level of medium supply to any units occupying them. If the hex also has a production value, they can also supply any units connected to them.

Surface Naval Unit. These allow a maximum level of low supply.

A unit uses the best supply source it is connected to. If a unit is connected to its Capital, this is always the best supply source. If it is cut off from its Capital it will attempt to take supply from a friendly City or Port. If neither of these is available it will attempt to take supply from surface Naval units on the coast. If none of these is available, the unit is out of supply.

If using Capital supply, the distance from the Capital affects the level of supply. Once you are more than 50 hexes from your Capital your supply level will be reduced to Medium.

14.2 SUPPLY EFFECTS

Full: No Penalties
Half: Movement Points -1
Low: (Movement Point/4) +1
None: Movement =1, Effectiveness drops each turn.

14.3 SUPPLY EXCEPTIONS

Naval units are always in full supply.

Air units are able to fly in the basics to supply themselves so always have a minimum of low supply. This allows Air units to operate from small isolated islands which were strategically important.

15.0 VISIBILITY AND FOG OF WAR

In the game set up screen it is possible to turn the Fog of War (FoW) option on. With FoW, areas of the map which you cannot see will be covered in a dark shroud. Enemy units in the shroud will not be displayed and you will see no information on enemy Resources and Manpower.

Every unit has a Spotting Range for land and sea, which is the number of hexes it can 'see.' As you move your units around the shroud will be revealed. Naval units will only reveal the shroud at the start and end of their moves; when patrolling, and do not patrol while on route.

If a unit in the shroud joins a combat (for example, Intercepting or Escorting Fighters), the unit is immediately revealed.

At the end of each turn the shroud is recalculated, hiding hexes that you can no longer see.

Submarines are special and are always hidden, even if the hex they are in is not in the shroud. This means with FoW turned off, submarines are still invisible. Submarines only become visible if they attack an enemy unit, or if an enemy unit accidentally attempts to move into the hex they're in. Once revealed, a submarine stays visible until it has moved.

16.0 PURCHASING UNITS

You can purchase new units and recruit Commanders from the Production Screen. Each Major Country recruits their own unique troops and commanders. Minor Countries may only Repair existing units. The flag icon at the top left of the screen shows which Major Country you are currently controlling; the arrows allow you to cycle to other countries on that Side. Select the unit type you wish to recruit and click the Purchase button.

When a unit is purchased it is placed in the Production Queue across the top of the screen. Purchasing units cost both Production Points and Manpower.

16.1 UNIT STATISTICS

Detailed information about each unit is shown on the left side of the screen when a unit is selected from the right side of the screen. Numbers in white are the default values. If a number has been increased, through Research, it is shown in green. If a number has been reduced, due to Manpower shortages, it is shown in red.

16.2 PRODUCTION QUEUE AND FORCE POOL

Some units are ready immediately, while others take a number of turns to be produced. When construction is complete the units are marked as "Ready" and added to the Force Pool.

The Force Pool button is in the bottom right control panel (the button with four arrows). When clicked, this takes you to the map and shows a list of units available for deployment. Hexes will be highlighted to show where you can deploy them. The leftmost unit displayed in the Force Pool window (on the left side of the screen) will be the first unit deployed, so just click the hex you want it to appear in.

Troops may only be deployed in national core hexes (hexes that start under your control in 1939) and must be in or adjacent to a City, or for Naval units, a Port. US troops may not deploy in the United Kingdom and vice versa. The hex must also be connected to the Country's Capital by an unbroken chain of friendly hexes.

You may deploy one unit per City or Port per turn. You may deploy as many units as you can fit next to your Capital.

Commanders can only be deployed to units owned by that nation. Allocating a commander uses up the unit's turn, so only units that have not already moved can have a Commander allocated to them. If you have a Commander ready to deploy, any units that are available for him to be allocated to will be highlighted.

17.0 RESEARCH

Major Countries can improve their economy and units by conducting Research.

At the top left of the screen is a flag icon showing which Major Country's Research you are conducting. You can cycle through countries using the arrow buttons in the same way you control the Production Screen.

Below this is a list of Research areas – Infantry, Armor, Air, Naval, and General. Each Research area has a number next to it showing how many Research Labs you have in that category and arrows to increase and decrease this number.

To the right of the flag icon is the cost of each Lab, the maximum number of Labs you can deploy, the total number of Labs you currently have, and how many Focus Points you have remaining.

Below this is a progress chart for each Research area and buttons to focus Research in specific areas.

17.1 RESEARCH LABS

Major Countries can build Research Labs up to their Maximum Lab level. This level is dependant on the War Effort %, so it increases as your War Effort % increases. Labs can also be sold, but only at a percentage of their cost. The cost of buying a Lab increases each time you buy a Lab. The cost of Research in general declines over time, so later in the war Labs will be cheaper than at the start, meaning Research is always worthwhile.

Every Lab produces 1, 8, or 15 Research Points per turn. Low values are much more likely and you'll receive a "Major Breakthrough" message if you get the full 15 points in a turn.

You cannot move Research Labs from one area to another (e.g. from Armor to Air); instead, you must sell a Lab from the area you want to remove it from, then buy one in the area you want..

17.2 TECHNOLOGIES

There are 15 Technologies in the game, split among the 5 research areas. They are as follows:

17.2.1 INFANTRY

Infantry Weapons – Increases the Ground Attack and Shock Attack values of Infantry.
Fixed Defenses – Increases Ground Defense and Survivability values of Infantry.
Anti Tank Guns – Increases the Anti-Tank bonus of Infantry.

17.2.2 ARMOUR

Blitzkrieg – Increases the Ground Attack and Shock Attack values of Armor units.
Armor – Increases Ground Defense and Survivability values of Armor units.
Tank Destroyers – Increases the Anti-Tank bonus of Armor units.

17.2.3 AIR

Dog Fight – Increases the Air Combat and Survivability values of Air units.
Close Air Support – Increases the Ground Attack and Naval Attack values of Air units.
Strategic Operations – Increases the Movement, Range, Spotting, and Strategic Attack values of Air units.

17.2.4 NAVAL

Surface Ships – Increases the Naval Combat and Survivability values of Naval units
ASW – Increases the Sub Combat values of Naval units
Submarines – Increases the Naval Combat and Survivability values of Submarines.

17.2.5 GENERAL

Industry – Increases by a percentage the Oil and Production Points received per turn
Organization – Increases Effectiveness values
Radar – Increase Survivability values, Production Resources and Air Combat values of some units, and Resources.

17.3 TECHNOLOGY PROGRESS

Each technology update affects specific units. You can see which units are affected in the Research Detail window. A unit can be updated by certain levels, while other units may not get as many Infantry

Attack updates (e.g. a Garrison unit may not get as many increases as, say, a Corps or a Motorized Corps).

Click on one of the five Research Area icons (Infantry, Armor, Air, Navy, or General) you wish to investigate in detail on the left side of the window. This changes the view in the window to the right, which displays the Levels that are possible to gain through Research.

Note at the top right above this window are three buttons. In this case, they are Surface Ships, ASW, and Submarines. Each Research Area is subdivided into three areas, which can be viewed through each of these buttons. This will change the display to indicate the area that you want to view.

Once you've selected a Research Area and then selected one of the three sub-areas, the display will show each level that can be gained through Research. In the example above, we're looking at Surface Ships and can see six Levels (one through six) displayed within their own smaller window.

At the top of these smaller windows, the exact technology you're researching is displayed (in this case, Surface Ships). Below this title are unit icons showing which units will be affected by gaining this Level of technology. Right now you can see "Lvl 4," or Level 4, and that Destroyers and Battleships are affected by a gain here.

Under "Lvl 4" is a progress percentage bar that details at a glance any progress your Research has made in that particular Level. Of course, you start at Level 1 and progress upwards from there, regardless of Research Area. So, before you can research Surface Ships Level 4, you have to gain Levels 1 through 3 first.

Underneath the unit icons, the actual benefit for gaining this particular Level is displayed. In this case, we can see that Destroyers and Battleships gain a +1 to their Survivability values when Surface Ships Level 4 technology is achieved.

17.4 TECHNOLOGY LEVELS AND UPGRADING

Each Major Country has a Technology Level in each of the 15 Technologies. Minor Countries do not conduct Research themselves, but instead are 'given' older technologies researched by their Faction Leaders. New technologies allow you to upgrade existing troops and mean any new recruits will have these improvements.

Minor Countries may upgrade to a Technology Level equal to that of their Faction Leader's Tech Level minus 2. So if Germany has a Tech Level of 3 in Surface Ships, any Minor Axis Country may upgrade to Tech Level 1.

17.5 RESEARCH FOCUS

Unless otherwise directed, Research is split between the three technologies in each Research Area randomly. By using Focus Points, you can concentrate on specific technologies at the expense of other technologies in that Area.

By clicking on the small round focus buttons on Research Summary Screen you can tell your scientists to focus on this specific technology. If you later decide to return to a more balanced policy, then click the Balance button (with the scales on it).

Laboratories	
Lab Price	20
Max labs	12
Total Labs	0
Focus Points	1

Artillery
Fixed Defences
Anti Tank Guns

Each time you click on a Focus button it uses one Focus Point. The number of remaining Focus Points is shown at the top of the screen.

With a balanced focus, every Technology within the Tech Area gets a 33% chance of progressing. With focus set to a certain Technology, that technology will get a 50% chance of progressing, while the others two techs will only have a 25% chance.

Focus Points accumulate twice a year, in January and July up to a maximum level, which is equal to half your maximum Lab level.

17.6 RESEARCH PROGRESS

The progress through each technology is shown on the Summary page. If you discover a new technology you will be notified during the End Turn phase. The number of Research Points required for the next level varies from technology to technology, with some being much harder to research than others.

If a Technology has reached its Max Tech Level, any Research Points allocated to that technology will be wasted.

18.0 TURN SUMMARY

When you end your turn, the enemy side will make their moves. Once they have completed their turn and it is time for you to start yours again, the Turn Summary window will display.

This window lists every Major Country you control, the Production Points each received this turn, and their War Effort %. It also lists any important technology-related events.

19.0 SPECIAL EVENTS

19.1 USSR WINTER EVENT

Every winter, units occupying USSR core hexes will suffer a winter penalty causing a sudden drop in Effectiveness. The winter may start at any time between October to February. The first year causes the greatest penalty as this was the most severe winter of the war and neither side was totally prepared for it. The Axis suffers a greater penalty as they were less prepared than the USSR.

19.2 PARTISANS

Each turn there is a chance partisans will appear in occupied hexes. They are more likely to appear in remote areas away from cities.

20.0 STATISTICS

The Statistics screen lets you review the current situation. You can see the casualty counts on each side, the number of units each nation controls, industrial output, and more.

21.0 IN-GAME OPTIONS

The in-game options allow you to save your game, end the game and return to the Main Menu, quit to desktop, and change a number of visual and audio settings.

You can play in a window, turn the hex grid on or off, turn ToolTips on or off, use darker tinting for sides to make it clearer who owns what, and turn counters on or off. (Counters are alternative unit icons, displayed like NATO unit symbols.)

22.0 MODDING SCRIPTS

Most of the data files in Commander: Europe at War are set up to be easily modded.

If this is something you are into, feel free to play around, but make sure you back up your game first!

The scripts are located in the data folder of Commander: Europe At War. When playing multiplayer games, you must ensure that all machines are using the same modified scripts or the game will become corrupt and go out of synch.

For the English version, the scripts are

unit_eng.txt – Unit script
leader_eng.txt – Commander script
technology_eng.txt – Technology script
terrain_eng.txt – Terrain modifiers script
general.txt – Script that affects all aspects of the game

23.0 INDEX

24.0 CREDITS

SLITHERINE

Firepower Entertainment
Johan Persson – Programming & Design

Art
DoubleThink Studios

Slitherine Software
Iain McNeil – Development Director
JD McNeil – Business Development Manager
Marco Minoli – Marketing Manager

Music
Michael Rubino

Scenario Design & Scripting
Kurt Eichert

Beta Testers
Chris Joiner, Miguel Guasch Aparicio, jon_j_rambo, Michael Campbell, Markus, Giovannini Pascal, Sean Sanders, Pyros Lambert, Nicolai Thorning, Tom H, Brock Beaubien, Simon Kaminski, Alain Thépaut, Tony John Greenwood, Detlef Maresch, Brian Turner, Jim Andrews, Mathew Williams, Sven Zimmermann, Andrew Key, Xavier Labregere, Thomas Koch, CHATERJAY, Chris Hanley, William Sanders, Andreas Naujok, David Scime , David Brake, Karsten Vetters, Ken Trace, Noe Rozas Pulido, Frank Smets, Marius S., Jammes, Simon Johnson, George Rozes, Gareth Smart, Dirk Wienkotte, Garry Wait, Peter Meadows, Ian Coyle, Jan Janssen, Bernd Bluemel, jnsgardner, Mr J Champion, John DiPonion, David Fröhlich, Jim Lears, David Jessurun, Laurent Gouviez, Guillaume Naujac, Leslie Baines, Doug McLean, Marcus Thornton, Martin Pömmer, GEYER Jean-Daniel, Milan Milicevic, Don L. Payton, Kei Kasai, Flipo Thomas, Batuhan Ilkgul, Giuseppe Travasoni, Olivier neveu, Valery Roy-Gosselin, Gordon Blizzard, Paul Elton, Frank Postberg, Daniel Reyes, Rick Kesler, Hans Müller, Joseph Galego, Rickie Roberson, R. Geurten, Trevor G. Cook, Mark France, Simon Hutchinson, Siegfried Markus Skudnigg, Scott Clarke, Soloviov Antony, Paul Travis, Rodolfo Molina Meléndez, Dave, Dave Scheel, David Ebner, Øyvind Thunes, Ken Stith, Timothy Konczyk, Arpad Husveti, Steve Komor, Peter Szymonik, Capurso Alessandro, Michael Kiel, Sydney Lengagne, Michael Brinkman, James Pyle, Erwin Caffé, Rainer Kreidel, Brandon Wade Fraser, Vedran Puljcan, Olle Årman. Roeland Awick, Thomas Koch, Panagiotis Kouroumidis, and Andreas Lundgren.

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FREEVERSE

Ian Smith
Colin Smith
Louis Marti
Dennis Piatkowski
Steve Tze

Public Relations & Marketing
Sean Drummy, Brant Guillory

Production Assistant
Gregory Wilcox

Administration
Liz Stoltz

Distributor Sales Manager
Ross Jepson

Business Development Manager
Karlis Rutins, Lance Stoltz

Customer Support Staff
Mike Vahan, Daniel Heath, Alex Fiedler

Forum Administration
Paul Vebber, Marc Schwanebeck, Erik Rutins, David Heath

Web-Database Design & Development
Alex Fiedler

Network and System Administrator
Mike Vahan

Network & PC Support
Ron Duquesnel

Very Special Thanks
Ron Tedesco, Debra Pugh, Renee Schoenfelder, Marti Nagy, Bob Lippman, Thomas Heath, Yvonne Heath, Kelly Eckenfels.

Matrix NexGen
Alexander Rutins, David Vebber, Megan Vebber, Andrew Heath, Nicholas Heath, Shane Heath, Austin Stoltz, Noah Stoltz, Cameron Eckenfels, Hannah Eckenfels, and Erik Conkling.

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