

# **Main Program Help File**

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# Introduction

This help file covers the features and functionality of the Main Program of the **Strategic War** series of games. All menus and dialogs associated with the Main Program are covered in this help file. For further information on the game system and editors, you should review the following help files:

- **Strategic War Users Manual**
- **Scenario Editor Help File**

## File Menu

The **File Menu** is used to start new battles, save battles, and open existing battle files.

File	Selecting <b>New</b> will display a File Open dialog so that a new battle can be started from a Scenario file. Note that Scenario files have the extension <code>scn</code> by default.
New...	
Open...	Selecting <b>Open</b> will display a File Open dialog so that an existing battle can be opened. Note that Battle files have the extension <code>bt1</code> by default.
Save	Selecting <b>Save</b> will cause the current battle to be saved to a Battle file. If the current battle does not already have a filename, you will be prompted with the File Save dialog to specify one.
Save As...	Note that the use of the <b>Auto Save</b> option from the <a href="#">Settings Menu</a> greatly reduces the need to use this function.
Selection...	
Snapshot...	
Replay...	
Exit	

Selecting **Save As** will display a File Save dialog so that a new filename can be specified for the current battle. Use this function if you want to avoid overwriting an existing Battle file.

Selecting **File Selection** will display the [File Selection Dialog](#).

Selecting **Shapshot** allows you to save a copy of the current battle screen to a Windows™ **BMP** graphics file. You will be prompted for the name of the file.

Selecting **Replay** will display a File Open dialog so that a Replay file can be read and replayed. Replay files are created using the **Record Battle** option of the [Mode Menu](#). By default Replay files have the extension `btr`.

Selecting **Exit** will close the main program. If the current battle is unsaved, you will be prompted to save it.

## Turn Menu

The **Turn Menu** is used to advance the current battle to the next turn.

Turn	Selecting <b>Next</b> will advance the current battle to the next Turn. If the <b>Auto Save</b> option of the <a href="#">Settings Menu</a> is set, then the battle will be saved before advancing the turn. If no filename has been specified for the current battle, this will also cause a File Save dialog to be displayed so that this filename can be entered. Note that since the Auto Save option saves the battle before advancing the turn, it is possible to <i>back-up</i> to the previous turn by using <b>Open</b> from the <a href="#">File Menu</a> and opening the Battle file after declining to save the current battle.
Next	

When the Turn is advanced, the [Command Dialog](#) is displayed indicating information about the battle to the current player.

If you have any reinforcements that have arrived, but have not been placed, then advancing the turn will cause you to be prompted to place these reinforcements.

When playing Multi-Player Network play, only the Commander of each side can advance the turn. When any other player of that side selects Next, it will indicate that the player is ready to finish the turn by displaying the player name in red in the [Multi-Player Dialog](#).

## Command Menu

The **Command Menu** is used to perform certain functions on units such as changing entrain and embark status.

Command	Selecting <b>To Top of Stack</b> will move the currently selected units in the current Hot Spot to the top of the stack.
To Top of Stack	Selecting <b>To Bottom of Stack</b> will move the currently selected units in the current Hot Spot to the bottom of the stack.
To Bottom of Stack	Selecting <b>Entrain/Detrain</b> will toggle the entrain status of the selected units..
Entrain/Detrain	Selecting <b>Embark/Disembark</b> will toggle the embark status of the selected units.
Embark/Disembark	Select <b>Combine/Breakdown</b> to combine the selected components into a single unit or to split a unit with multiple components into those components.
Combine/Breakdown	
Remove from Map	
Air Support...	
Undo Last Movement	

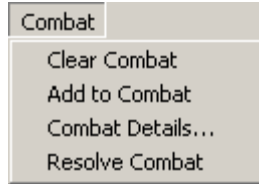
Selecting **Remove From Map** will remove the selected units from the map. This can only be done from a boundary hex on the map. This function is most often used in conjunction with Exit Objectives.

Selecting **Air Support** will display the Air Support dialog so that air missions can be invoked.

Selecting **Undo Last Movement** will undo the last move made and return the units that were moved to their starting location. Note to avoid *information leaks*, this function is not available when Fog of War is in effect.

## Combat Menu

The **Combat Menu** is used to perform functions relative to combat attacks against enemy hexes.



Selecting **Clear Combat** will reset any attack which has been initiated but not yet resolved. Use this function when you change your mind about an attack and want to try something else.

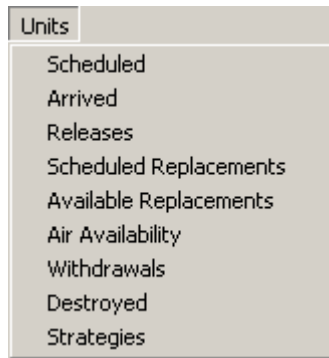
Selecting **Add to Combat** will add the currently selected units to the current attack. Alternatively, you can add units to an attack using *drag-and-drop* by dragging the mouse from the hex containing the selected units to the target hex and releasing it.

Selecting **Combat Details** will display the internal values used in the current combat calculation so that you can better understand how the final combat odds are determined.

Selecting **Resolve Combat** will resolve the current attack and display the results.

## Units Menu

The **Units Menu** is used to view and place reinforcements and to view other data associated with the current scenario.



Selecting **Scheduled** displays the [Scheduled Dialog](#) which shows the reinforcements scheduled for the current battle.

Selecting **Arrived** displays the [Arrived Dialog](#) so that units that have arrived as reinforcements can be placed on the map.

Selecting **Releases** displays the [Release Dialog](#) so that Releases of Fixed units can be viewed.

Selecting **Scheduled Replacements** displays the View Replacements Dialog so that future replacements can be viewed.

Selecting **Available Replacements** displays the [Available Replacements Dialog](#) so that replacements can be assigned to units.

Selecting **Air Availability** displays the [Air Availability Dialog](#) which shows changes in air availability associated with the current scenario.

Selecting **Withdrawals** displays the [Withdrawal Dialog](#) so that the Withdrawals for the current scenario can be viewed.

Selecting **Destroyed** displays a list of all of the units destroyed (reduced to strength 0) in the current scenario.

Selecting **Strategies** displays the [Strategy Dialog](#) so that any Reinforcement Strategies defined for the current scenario can be viewed.

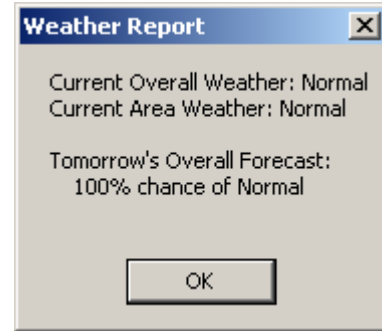
## Info Menu

The **Info Menu** is used to display summary information about the current scenario such as the strength of on-map units and the ownership of map objectives.

Info	
Strength...	Select <b>Strength</b> to display the <a href="#">Strength Dialog</a> . This will show the total strength of all on-map units in the current scenario.
Cities...	Select <b>Cities</b> to display the City Dialog so that a list of cities on the map can be displayed.
Locations...	Select <b>Locations</b> to display the <a href="#">Location Dialog</a> showing a list of all on-map locations.
Objectives...	Select <b>Objectives</b> to display the <a href="#">Objectives Dialog</a> to see a complete list of all of the Objectives associated with the current scenario.

Select **Supply Sources** to display the [Supply Sources Dialog](#) to see a complete list of all of the Supply Sources associated with the current scenario. Selecting **Victory** displays the [Victory Dialog](#) showing the current Victory conditions.

Selecting **Weather** will display a report showing the current weather conditions and forecast.



Selecting **Transportation** will display the Transportation Dialog showing the current transportation usage.

## View Menu

The **View Menu** is used to establish display settings such as the map display resolution and the display of various scenario on-map data such as objectives.

View	
Units Off	Select <b>Units Off</b> to hide the units that are currently on the map. This is used when you need to see map details that are hidden by the units.
✓ Objectives	Select <b>Objectives</b> to toggle the display of Objectives on the main map and the <a href="#">Jump Dialog</a> .
✓ Strategic Targets	Select <b>Strategic Targets</b> to toggle the display of Strategic Targets on the main map and the Jump Dialog.
✓ Partisans	Select <b>Partisans</b> (or <b>Insurgents</b> ) to toggle the display of Partisans and Insurgents on the map.
Ownership	Select <b>Ownership</b> to toggle the display of City Ownership on the map.
✓ Supply Sources	Select <b>Supply Sources</b> to toggle the display of Supply Sources on the map.
Search for Unit...	Select <b>Search for Unit</b> to display the Find Unit Dialog.
Jump Map...	Using this dialog, you can find any unit by name that is currently on the map.
Specials on Top	Select <b>Jump Map</b> to display the <a href="#">Jump Dialog</a> which enables you to quickly go to any location on the map.
✓ Interdiction	Select <b>Specials on Top</b> to toggle the display of special markers such as fortifications on top of the unit stack instead of underneath.
Organizational Colors	
Hex By Coordinate...	
Counter Value ▶	
Highlight ▶	
Shade ▶	
Clear Highlight/Shade	
Zoom Out	
✓ Normal View	

Select **Organizational Colors** to toggle the display of colors on the units that have broken down to indicate which division they belong to.

Select **Hex By Coordinate** to enter the hex coordinates of a location which the program will then scroll to.

Select **Counter Value** to display the **Counter Value Submenu** described below.

Select **Highlight** to display the **Highlight Submenu** described below.

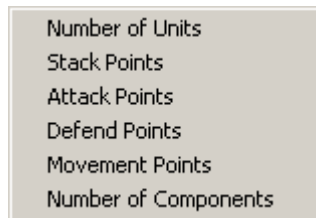
Select **Shade** to display the **Shade Submenu** described below.

Select **Clear Highlight/Shade** to clear all highlighting and shading in effect.

Select **Zoom-Out View** (Hot Key 1) to display the map in reduced size graphics mode.

Select **Normal View** (Hot Key 2) to display the map in normal size graphics mode.

The **Counter Value Submenu** is used to display various values on top of the counters on the map.



Select **Number of Units** to toggle the display of the number of units in each hex.

Select **Stack Points** to toggle the display of the total number of strength points in each hex.

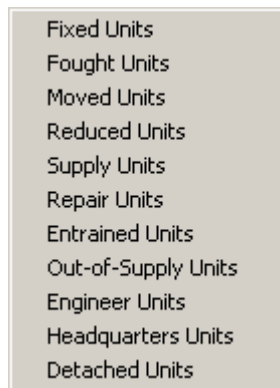
Select **Attack Points** to toggle the display of the total attack points in each hex.

Select **Defend Points** to toggle the display of the total defend points in each hex.

Select **Movement Points** to toggle the display of the minimum movement points for the units in each hex.

Select **Number of Components** to toggle the display of the total number of components of the units in each hex.

The **Highlight Submenu** displays a list of unit types and status values that may be selected to Highlight certain units on the map. Selecting any of these modes turns off any other highlighting mode that has been set. Selecting a mode that has already been set turns that mode off.



Select **Fixed Units** to highlight units on the map which are currently Fixed.

Select **Fought Units** to highlight units on the map that have participated in combat in the current turn.

Select **Moved Units** to highlight units on the map that have moved in the current turn.

Select **Reduced Units** to highlight units on the map which are reduced to 50% strength or less.

Select **Supply Units** to highlight units on the map which are mobile supply units.

Select **Repair Units** to highlight units on the map which are rail repair units.

Select **Entrained Units** to highlight units on the map which are currently

entrained.

Select **Out-of-Supply Units** to highlight units on the map that are currently out-of-supply.

Select **Engineer Units** to highlight all engineer units on the map.

The **Shade Submenu** is used to shade certain hexes on the map and thus display a certain range or capability.

Major Supply Distance	Select <b>Major Supply Distance</b> to display the range of Major Supply currently available.
Minor Supply Distance	Select <b>Minor Supply Distance</b> to display the range of Minor Supply currently available.
Amphib Supply Distance	Select <b>Amphib Supply Distance</b> to display the range of Amphibious Supply.
Reachable Hexes	Select <b>Reachable Hexes</b> to display the hexes the currently selected units can move to.
Command Range	Select <b>Command Range</b> to display the hexes that are command range of the currently selected headquarters unit.

Amphibious Supply.

Select **Reachable Hexes** to display the hexes the currently selected units can move to.

Select **Command Range** to display the hexes that are command range of the currently selected headquarters unit.

## A/I Menu

The **A/I Menu** is used to control the Artificial Intelligence settings of the current battle.

A/I	Each side can be set to one of four possible A/I settings. Select <b>Manual</b> to turn off all A/I for a side. This mode is used if you want to perform all of the movement and combat for the side. Select <b>Automatic</b> to turn on the A/I for a side. In this mode, the computer will perform all movement and combat for that side. Select <b>Automatic with Fog-Of-War</b> to establish Automatic A/I with Fog-Of-War for a side. Under this selection, certain information about the enemy will not be displayed.
<input checked="" type="checkbox"/> Allied (Manual)	
Allied (Automatic)	
Allied (Automatic with Fog-of-War)	
<input checked="" type="checkbox"/> Axis (Manual)	
Axis (Automatic)	
Axis (Automatic with Fog-of-War)	
Activate A/I	

information about the enemy will not be displayed.

Select **Activate A/I** to resume the A/I after it has been stopped. This is also used to resume A/I processing after a battle that was in the middle of an A/I controlled turn has been reopened. Note that attempting to advance the turning an A/I controlled turn will also cause the A/I to resume.

## Mode Menu

Modes	The <b>Mode Menu</b> is used to select special modes such as Network Play and Play-By-E-Mail (PBEM).  Select <b>Direct-Play Host</b> to initiate Network Play as the Host player. Select <b>Direct-Play Caller</b> to initiate Network Play as the Client player. See the section on
Direct-Play Host	
Direct-Play Caller	
Play by E-mail	
Two-Player Hot-Seat	
Record Battle	
New Encryption Key	
Resync	
Restart Replay	
Communication Dialog	
Set Multi-Player Timer	
Multi-Player Dialog...	
<input checked="" type="checkbox"/> Scroll to View Enemy Action	

Network Play in the User Manual for more information on this feature.

Select **Play by E-Mail** to place the main program in a mode for Play-By-E-Mail (PBEM). See the section on Play-By-E-Mail in the User Manual for more information on this feature.

Select **Two-Player Hot Seat** to place the main program in a mode where two people can play a game on the same computer with each playing under Fog of War. In this mode, the main program will prompt before changing sides so that the appropriate person can take their place at the computer while the other looks away.

Select **Record Battle** to begin recording the turns of the current battle. You will be prompted with a File Save dialog to specify the filename of the recording. By default recorded battles are stored in files with the extension `btr`. After you are through recording a battle or portion of a battle, you can terminate the recording by reselecting the Record Battle option. Once you have recorded a battle, you can replay it by using the **Replay** feature of the [File Menu](#). Note that when you replay a battle, the perspective of the replay is that of the opposing side. That is, if you replay a battle that has been played using Automatic A/I with Fog-Of-War, you will see the battle from the perspective of the computer player. A battle replay can be paused by pressing the **Escape** key and can be resumed by using the Restart Replay feature described below.

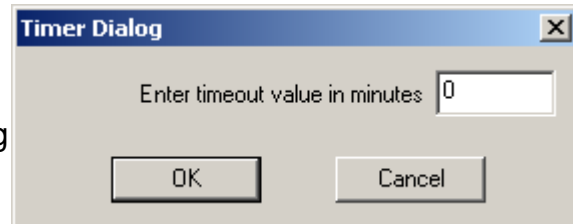
Select **New Encryption Key** if you are the Caller in Network Play and you want to specify a new encryption key to be used for the current battle.

Select **Resync** if you are using Network Play and you suspect that the two computers have become out of sync with respect to the current battle. The player that chooses this option will cause their copy of the battle to be copied to the other computer. Note: since the current implementation of Network Play uses Microsoft's Direct Play technology, this feature should rarely be necessary.

Select **Restart Replay** to restart a battle replay that has been paused through the use of the **Escape** key.

Select **Communication Dialog** to redisplay the Comm Dialog if it has been closed.

If you are the Modem Host, then select **Set Multi-Player Timer** to display the Timer Dialog. This allows you to establish a timeout value during Network Play to ensure that everyone completes the phase in the specified number of minutes. After the specified number of minutes, the phase will automatically be advanced. To disable this feature, set the timeout value to 0. While the timer is running, the timeout status will be displayed in the [Status Bar](#). When the indicator is green ● there is still at least a minute left in the current phase. When the indicator turns yellow ● there is less than 1 minute left. The indicator will turn red ● when



control passes to the other side. When the indicator turns orange ● there is less than 1 minute left in the opposing side's phase.

Select **Multi-Player Dialog...** to display the [Multi-Player Dialog](#). This is used to see who is participating in the current Network Play game and to see and change their current assignments.

Select **Scroll to View Enemy Action** to toggle the setting that causes the window to scroll whenever an enemy unit moves, fires, or melees. This feature is on by default, but automatically turned off whenever there is more than one enemy player in Network Play.

## Settings Menu

The **Settings Menu** is used to select certain settings that are saved when the main program is exited and restored the next time the main program is run. These options are stored in the Windows Registry.

Settings	
<input checked="" type="checkbox"/> Introduction	Selecting the <b>Introduction</b> causes the main program to play the introduction including introduction video, and game cover art.
<input checked="" type="checkbox"/> Prompt for Scenario	Selecting the <b>Prompt for Scenario</b> option causes the main program to prompt you for a new scenario using the <a href="#">File Selection Dialog</a> when the main program is run.
<input checked="" type="checkbox"/> Beep on Error	Selecting the <b>Beep on Error</b> option causes the main program to generate a beeping sound whenever you perform an invalid operation.
<input checked="" type="checkbox"/> Blink Hot Spot	Selecting the <b>Blink Hot Spot</b> option causes the red outline in the Hot Spot hex to blink whenever the map is in a 2D graphics.
<input checked="" type="checkbox"/> Auto Scroll	Selecting the <b>Auto Scroll</b> option puts the map in a mode where moving the mouse cursor to any edge of the screen will automatically scroll the map in that direction.
Smooth Scroll	When this option is turned off, normal Windows scroll bars are displayed when the map is larger than the screen area.
<input checked="" type="checkbox"/> Sound Effects	Selecting the <b>Smooth Scroll</b> option causes the map to scroll smoothly from one part of the map to another whenever the Hot Spot is relocated. With this option turned off, the map display will immediately relocate resulting in faster operation.
<input checked="" type="checkbox"/> Background Sound	Selecting the <b>Sound Effects</b> option causes the main program to play sound effects during combat.
Ask Before Advancing	Selecting the <b>Background Sound</b> option causes the main program to play background sounds during each player's turn.
<input checked="" type="checkbox"/> Auto Save	Selecting the <b>Ask Before Advancing</b> option causes the main program to prompt you before advancing the current turn or phase. Use this option if you find yourself inadvertently advancing the turn or phase by accident.
PBEM Encryption	Selecting the <b>Auto Save</b> option causes the main program to automatically save the current battle when the phase is advanced, except when the phase is
<input checked="" type="checkbox"/> Hex Outlines	
Boundaries ▶	
Hex Info Area ▶	
Optional Rules...	

When this option is turned off, normal Windows scroll bars are displayed when the map is larger than the screen area.

Selecting the **Smooth Scroll** option causes the map to scroll smoothly from one part of the map to another whenever the Hot Spot is relocated. With this option turned off, the map display will immediately relocate resulting in faster operation.

Selecting the **Sound Effects** option causes the main program to play sound effects during combat.

Selecting the **Background Sound** option causes the main program to play background sounds during each player's turn.


Selecting the **Ask Before Advancing** option causes the main program to prompt you before advancing the current turn or phase. Use this option if you find yourself inadvertently advancing the turn or phase by accident.

Selecting the **Auto Save** option causes the main program to automatically save the current battle when the phase is advanced, except when the phase is

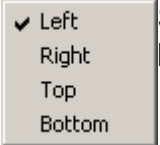
under the control of Automatic A/I. Note that the battle is saved just prior to advancing the phase, so it is possible to reopen the battle file and restore the battle to the previous phase when the phase is inadvertently advanced. Selecting **PBEM Encryption** will cause PBEM battle files to be saved in an encrypted state using user-supplied passwords. Selecting the **Hex Outlines** option causes outlines to be drawn around the hexes in both 2D and 3D graphics mode. Select **Boundaries** to display the Boundaries Submenu described below. Selecting **Hex Info Area** displays the **Hex Info Area Submenu** described below.

Selecting **Optional Rules** causes the [Optional Rules Dialog](#) to be displayed so that Optional Rules for the current battle can be reviewed.

The **Boundaries Submenu** is used to determine which boundaries are displayed on the map.

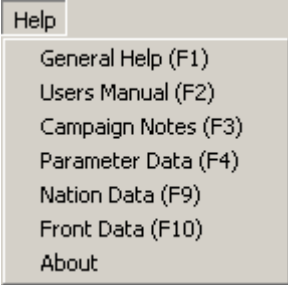
	Select <b>Country</b> to toggle the display of country boundaries on the map.
	Select <b>Front</b> to toggle the display of air front boundaries on the map.
	Select <b>Area</b> to toggle the display of area boundaries on the map.
	Select <b>Sea</b> to toggle the display of sea boundaries on the map.

The **Hex Info Area Submenu** is used to determine the location of the [Hex Info Area](#) on the screen.

	Selecting <b>Left</b> , <b>Right</b> , <b>Top</b> , or <b>Bottom</b> causes the Hex Info Area to be displayed in the corresponding location on the screen.
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## Help Menu

The **Help Menu** is used to display various help and other information about the main program including this help file and copyright information.

	Select <b>General Help</b> to display the Table of Contents of this help file.
	Select <b>Users Manual</b> to display the Users Manual help file.
	Select <b>Campaign Notes</b> to display the notes on the campaign.
	Select <b>Parameter Data</b> to display the <a href="#">Parameter Data Dialog</a> which shows game values specific to the current

scenario.

Select **Nation Data** to display the [Nation Data Dialog](#) which lists information about the nations.

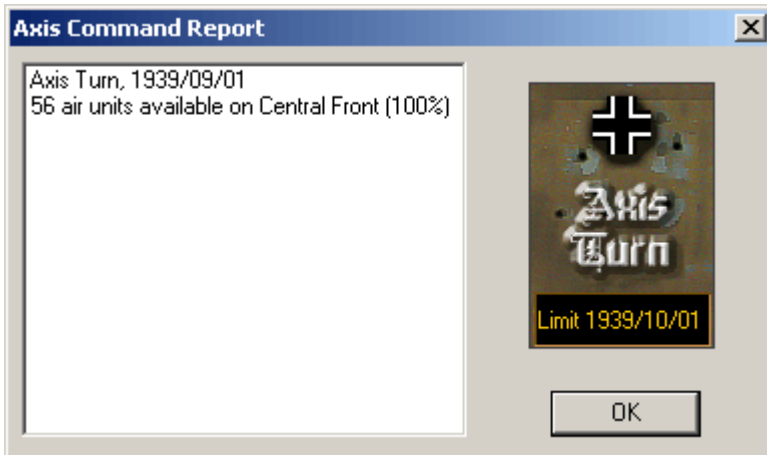
Select **Front Data** to display the [Front Data Dialog](#) that shows air availability based on air front and the weather.

Select **About** to display various information about the Main Program such as version and copyright.



## Command Dialog

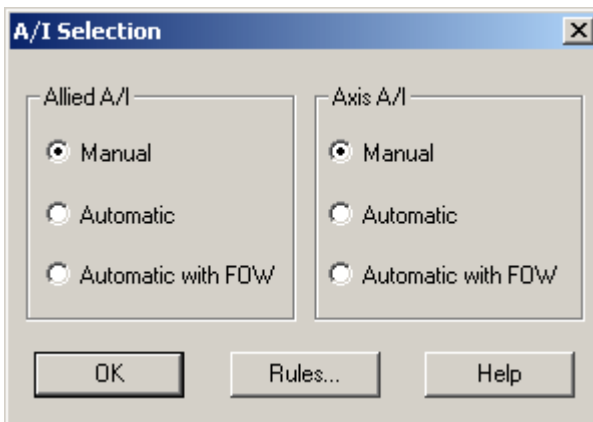
The **Command Dialog** appears at the beginning of a player turn and reports information about the battle.



The Command Dialog will display a report for the current side indicating changes that have occurred at the beginning of the turn.

## A/I Selection Dialog

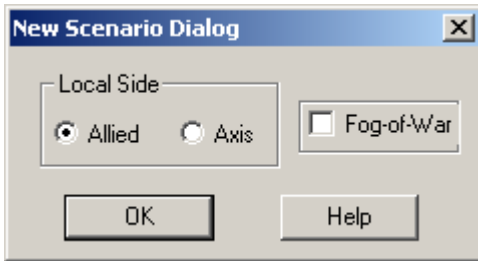
The **A/I Selection Dialog** is used to select the A/I settings for each side in a new battle and other values.



The A/I settings for the two sides correspond to the A/I settings described in the [A/I Menu](#). Select **Rules** to display the [Optional Rules Dialog](#) so that the Optional Rules for the new battle can be established. Click on **OK** to begin the battle.

## New Scenario Dialog

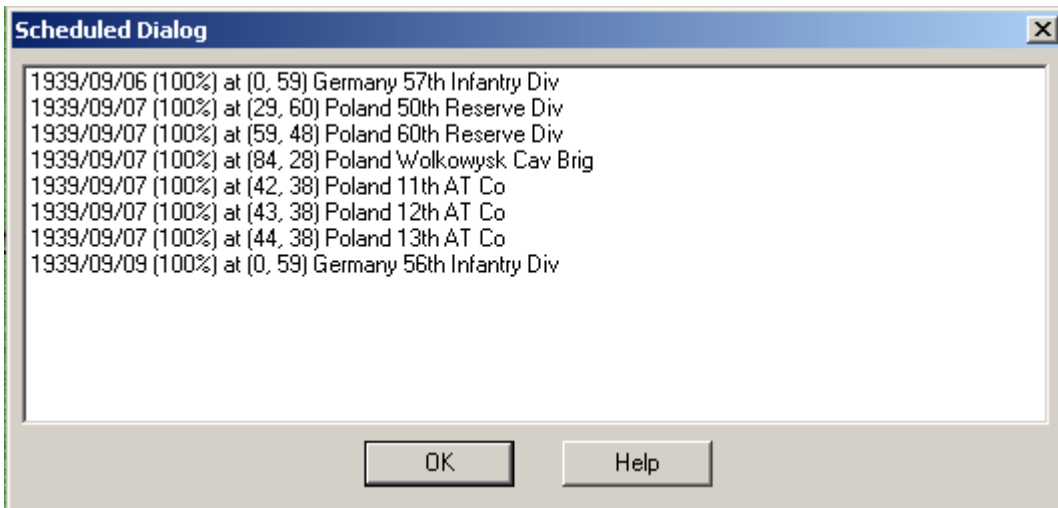
The **New Scenario Dialog** is used to establish starting conditions for two-player games such as Network Play and PBEM.



Select either side for the **Local Side**. The other player will be the other side in the battle. If desired, select the Fog of War option. The **Rules** button will display the [Optional Rules Dialog](#). Click on **OK** to begin the battle.

## Scheduled Dialog

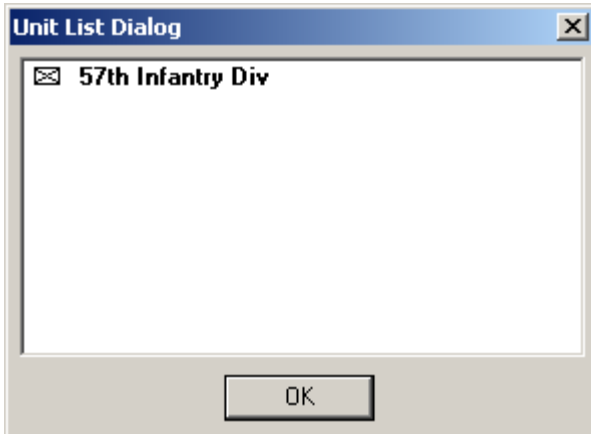
The **Scheduled Dialog** can be used to view the reinforcements defined for the current scenario.



The Scheduled Dialog displays a list of reinforcements scheduled to arrive in the current scenario. Each reinforcement entry has an arrival date, an arrival probability, and an arrival hex. Note if Fog of War is in effect, then the reinforcements of the opposing side are not shown. Further, the arrival probabilities of friendly reinforcements are not revealed. If the arrival probability is not 100%, then there is a chance the reinforcement will not arrive at the exact arrival time. At the arrival time, and on each subsequent turn if necessary, the arrival probability will be applied to the reinforcement until it is determined that the reinforcement has arrived. Clicking on a reinforcement scrolls the map to the arrival hex.

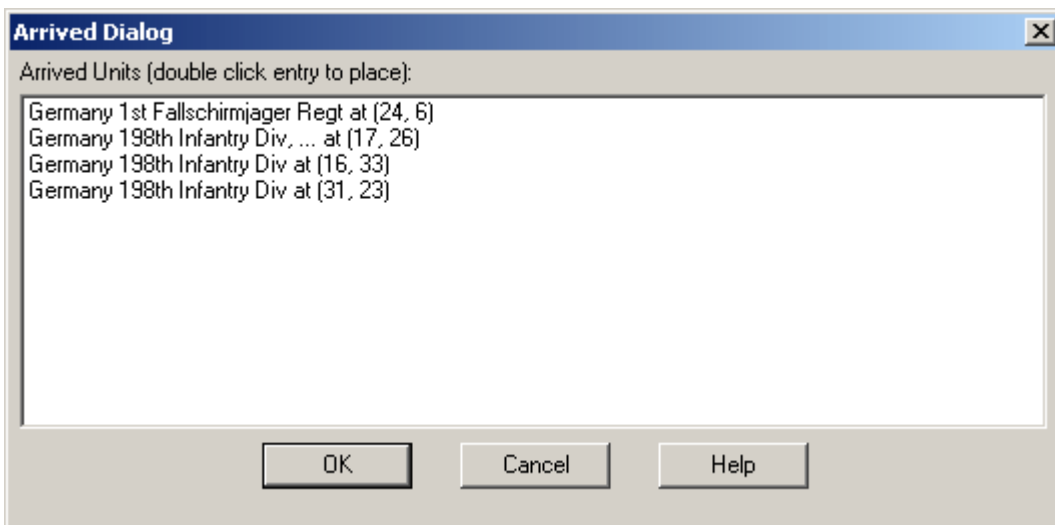
When the arrival probability is followed by a second number as in (prob%/-attrit%), then that second number is the maximum attrition applied to the reinforcement when it arrives.

Each reinforcement in general consists of several units. Double clicking on a reinforcement entry displays a list of the individual units in that reinforcement.



## Arrived Dialog

The **Arrived Dialog** is used to display units that have arrived as reinforcements and to place these units on the map.

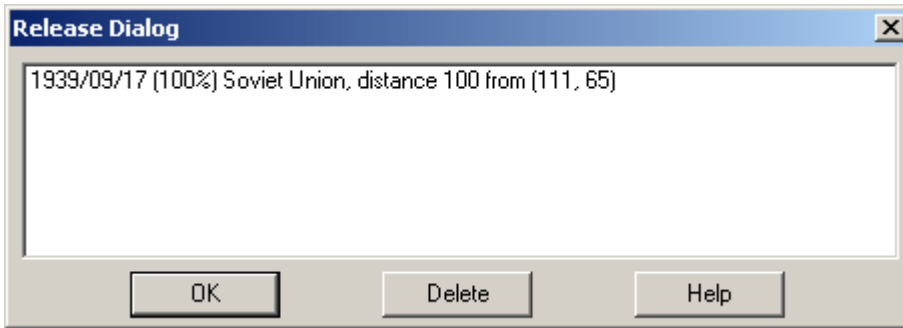


Selecting an entry in the list of arrived units and clicking **OK** will place the units on the map and close the dialog. Alternatively, double clicking on an entry will place the units on the map and keep the dialog open if there are more units to place.

The Arrived Dialog is automatically displayed whenever there are units that have arrived that have not been placed and the phase has been advanced. Clicking **Cancel** will close the dialog and advance the phase.

## Release Dialog

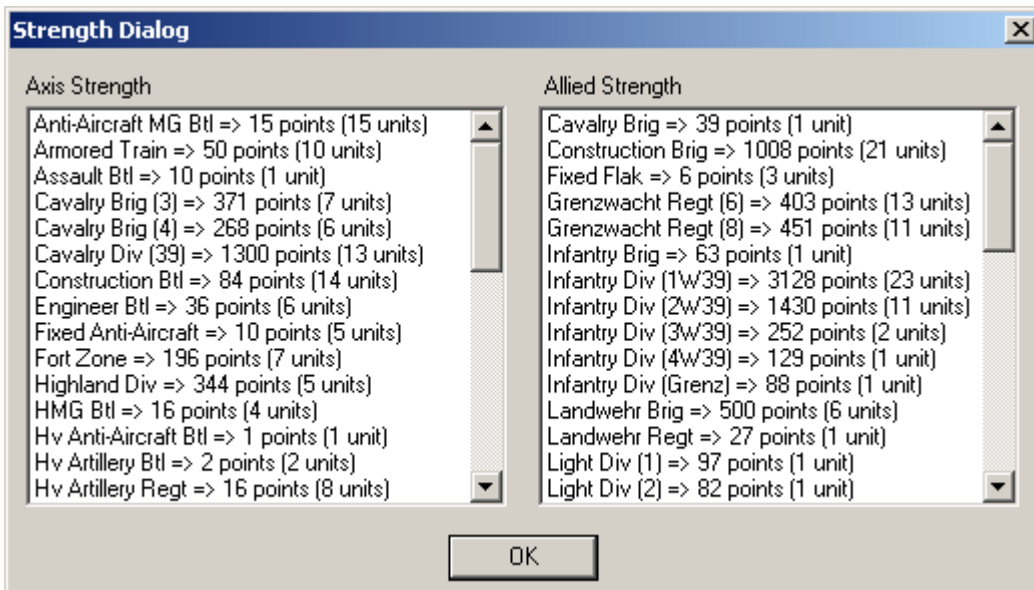
The **Release Dialog** is used to view Releases defined for Fixed units.



The **Release Dialog** displays a list of the Fixed unit releases in the current scenario. Each release shows a date, probability that the release will occur on that date, a distance, and a nation that the release applies to. When the probability is followed by the letter **T**, it indicates that the release can also be triggered whenever an enemy unit moves within the distance of the location. When an asterisk (\*) precedes the release, it indicates that the release did not occur on the date specified.

## Strength Dialog

The **Strength Dialog** is used to display the total strength of all units.

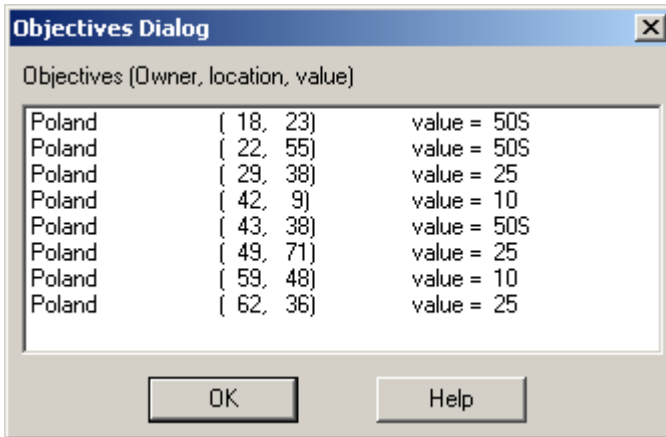


The strengths of all units of each side are displayed by unit types. In addition, the total number of units of each type is shown.

When a particular side has Fog-of-War set, then no values associated with that side are displayed.

## Objectives Dialog

The **Objectives Dialog** is used to display the current ownership and value of Objective Hexes.

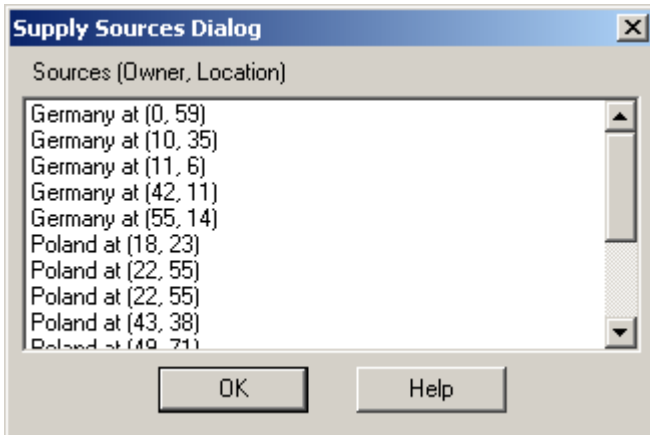


Each Objective is listed together with its current owner, location, and value. Selecting an Objective will scroll the map to the Objective location. Double-clicking on a selection will also close the dialog. Following an objective may be a coded indicator as follows.

- Exit Objectives are shown with an **X** following their value. When Fog of War is in effect, the value of enemy Exit Objectives is displayed as **??**.
- Surrender Objectives are shown with an **S** following their value. These are used to determine when a country will surrender.

## Supply Sources Dialog

The **Supply Sources Dialog** is used to display a complete list of all of the Supply Sources associated with the current scenario and their owner.



Each Supply Source on the map is listed with the owner, location, and value. Selecting a Supply Source will scroll the map to the Supply Source location. Double-clicking on a selection will also close the dialog.

## Victory Dialog

The **Victory Dialog** is used to view the current victory conditions.

The screenshot shows the 'Victory Dialog' window with the following fields and values:

Unit Losses	
Axis Losses	0
Allied Losses	0
Total Point Loss	0
Total Point Loss	0

First Side:

Objective Points:  Strategic Points:

Victory Values	
Major Defeat	300
Minor Defeat	375
Minor Victory	475
Major Victory	600

Total Points:  Outcome:

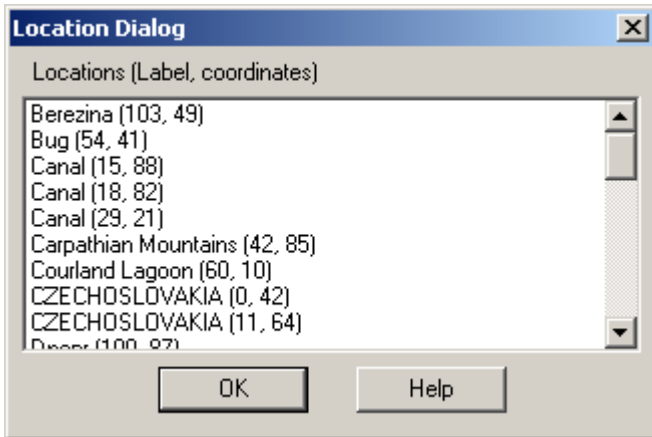
Buttons: OK, Help

Victory conditions are always calculated relative to the first side. The victory level for the other side is the opposite result. For example, if the first side gets a Major Victory, then the other side suffers a Major Defeat, and so forth.

The total number of **Objective Points** and **Strategic Points** are displayed. For each side, the **Losses** of each side are listed together with the **Point Loss** corresponding that. The point range associated with each victory level is displayed in the **Victory Values** field. The total points awarded to the first side are based on the Objective Points plus the Strategic Points, minus the Point Losses for the first side, plus the Point Losses for the other side. This calculation results in the **Total Points** value. This value is compared to the Victory Values to determine the victory level. If the Total Points is less than the **Major Defeat** value, then the first side suffers a Major Defeat. If the Total Points is greater than the Major Defeat value but less than the **Minor Defeat** value, then the first side suffers a Minor Defeat. If the Total Points is greater than the Minor Defeat value but less than the **Minor Victory** level, then the battle has resulted in a Draw for both sides. If the Total Points is greater than the Minor Victory value, but less than the **Major Victory** level, then the first side has won a Minor Victory. Finally, if the Total Points is greater than the Major Victory value, then the first side has won a Major Victory.

## Location Dialog

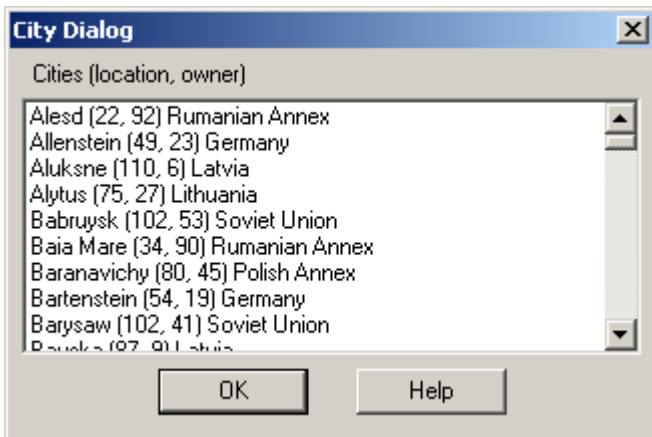
The Location Dialog is used to display a list of all the map locations and to allow going directly to any of these locations.



Each map location is listed with its label description and hex coordinates. Selecting a location causes the map to scroll to the location's hex coordinate. Double clicking on a location also causes the dialog to be closed.

## City Dialog

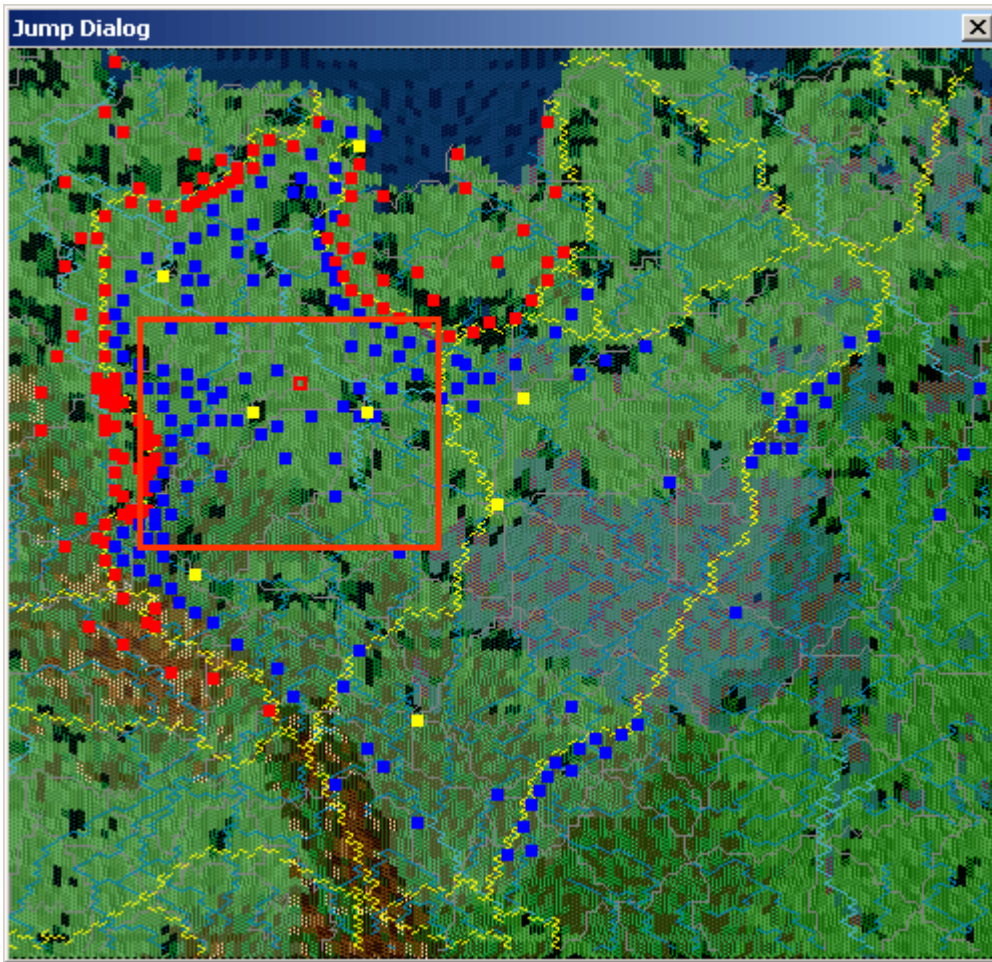
The **City Dialog** displays a list of the cities on the current map.



Each city is listed with its map location and owner. Selecting an entry scrolls the map to that location. Double clicking on an entry also causes the dialog to be closed.

## Jump Dialog

The **Jump Dialog** displays a reduced version of the entire map and allows the user to jump directly to any part of the map.



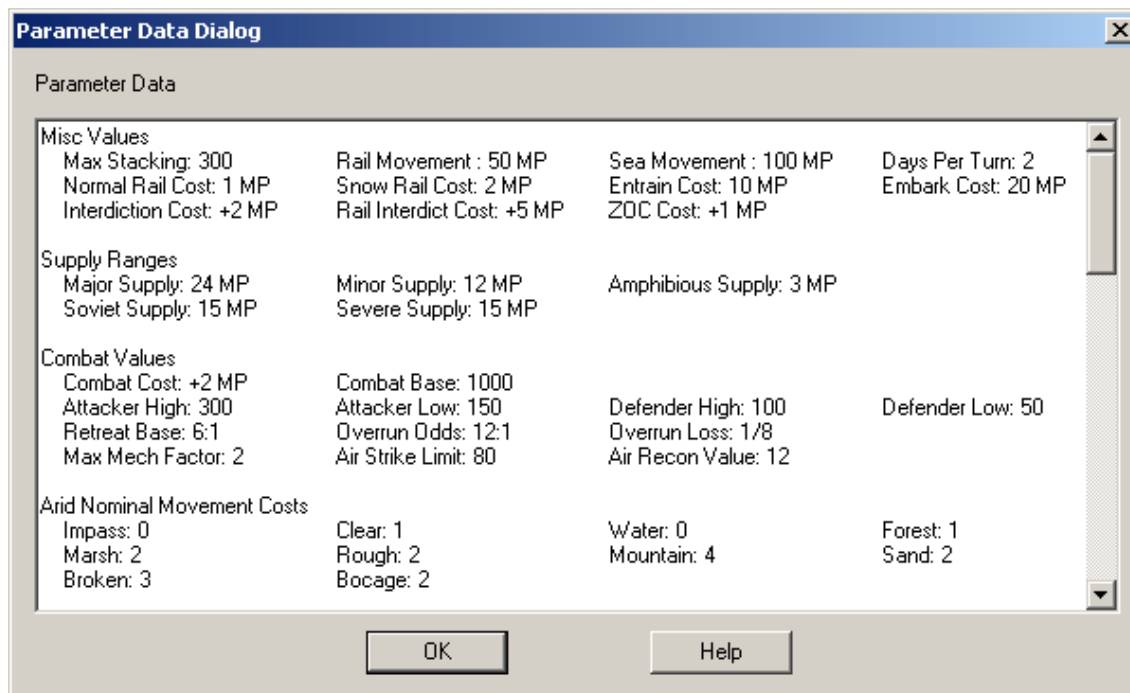
The visible on-map units are displayed on the reduced map using blue squares for one side and red squares for the other side. The visible portion of the map is shown using a red rectangle. The current Hot Spot hex is shown as a red outline square.

When the Objectives option of the [View Menu](#) is set, then Objectives are shown as yellow squares. When the Strategic Targets option of the View Menu is set, then Strategic Targets are shown as magenta squares.

Clicking on the reduced map area causes the dialog to be closed and the regular map to scroll to the selected location.

## Parameter Data Dialog

The **Parameter Data Dialog** displays the Parameter Data associated with the current scenario.



The **Parameter Data Dialog** consists of a text listing of the scenario values. The values are read from the **PDT** file corresponding to the current scenario.

### Basic Values

**Max Stacking** – the maximum number of strength points that can be in any one hex.

**Rail Movement** – the movement allowance of entrained units.

**Sea Movement** – the movement allowance of embarked units.

**Days Per Turn** – the number of days in each game turn.

**Normal Rail Cost** – the movement cost of an entrained unit.

**Snow Rail Cost** – the movement cost of entrained units under snow conditions.

**Entrain Cost** – the movement cost to entrain.

**Embark Cost** – the movement cost to embark.

**Interdiction Cost** – the additional movement cost for normal units to enter an interdicted hex.

**Rail Interdict Cost** – the additional movement cost for entrained units to enter an interdicted hex.

**ZOC Cost** – the additional movement cost to enter the Zone-of-Control of an enemy unit.

### Supply Values

**Major Supply** – the movement allowance used to determine the extent of Major Supply.

**Minor Supply** – the movement allowance used to determine the extent of Minor Supply.

**Amphibious Supply** – the movement allowance used to determine the extent of Amphibious Supply.

**Separate Supply** – the movement allowance used to determine the extent of Separate Major Supply.

**Severe Supply** – the movement allowance used to determine the extent of Major Supply in Severe areas under certain conditions.

**Isolation Dist** – the number of hexes a unit can be from a friendly unit in supply and not be Isolated.

**Port Suppression** – the number of days a port will be suppressed after being occupied by units from the opposing side.

### **Combat Values**

**Combat Cost** – the movement cost to initiate combat.

**Combat Base** – the base value used to resolve combat.

**Attacker High, Attacker Low** – the values used to resolve losses for attacking units.

**Defender High, Defender Low** – the values used to resolve losses for defending units.

**Retreat Base** – the odds used to determine retreats after combat.

**Overrun Odds** – the odds used to determine overruns.

**Overrun Loss** – the nominal losses applied to overrunning units.

**Max Mech Factor** – the maximum factor used to determine mechanized effects in combat resolution.

**Air Strike Limit** – the maximum number of air strength points that can attack any one hex in one turn.

**Air Recon Value** – the value that is used to determine air recon results.

### **Nominal Movement Costs**

By Area, these are the movement costs for non-mechanized units.

### **Mechanized Movement Costs**

By Area, these are the movement costs for mechanized units.

### **Concealment Values**

By Area, these are the modifiers units in the specified terrain receive for detection by air recon.

### **Defense Values**

By Area, these are the modifiers units in the specified terrain receive for defense.

## **Front Data Dialog**

The **Front Data Dialog** displays the changes to air availability based on air front and weather.

Name of Front	Normal	Soft	Mud	Snow	Frozen
North Front	100%	100%	75%	75%	50%
Northwest Front	100%	100%	75%	75%	50%
West Front	100%	100%	75%	75%	50%
Southwest Front	100%	100%	75%	75%	50%
South Front	100%	100%	75%	75%	50%
South Central Front	100%	100%	75%	75%	50%
Arctic Front	75%	75%	25%	25%	25%
Northeast Front	100%	100%	50%	50%	25%
East Front	100%	100%	50%	50%	25%
Central Front	100%	100%	50%	50%	25%
Southeast Front	100%	100%	50%	50%	25%
Med Front	100%	100%	75%	75%	50%
NW Africa Front	100%	100%	100%	75%	75%
NC Africa Front	100%	100%	100%	75%	75%
NE Africa Front	100%	100%	100%	75%	75%
Near East Front	100%	100%	75%	75%	50%
Ural Front	100%	100%	50%	50%	25%

For each air front and each weather condition, the number of air units that are available for that combination is displayed. When the availability is less than 100%, then not all of the air units on that front will be available each turn, based on a random determination using that probability.

## Nation Data Dialog

The **Nation Data Dialog** displays information about the various nations having units in the game.

Nation	Side	Uses RR	Rail Capacity	Air Limit	Morale '39-'45	Attributes	Commanded By
Germany	Axis	Germany	3000	0	AAAABCD	C	Germany, German SS
German SS	Axis	Germany	0	0	AAAAABC		German SS, Germany
Soviet Union	Allied	Soviet Union	2000	0	EDDCBBA	CSRTU	Soviet Union
Britain	Allied	Britain	1000	0	CCBBABB	C	Britain, Canada
United States	Allied	United States	1000	0	DDDCBAA		United States
France	Allied	France	500	0	DDCCBBA	C	France
Italy	Axis	Germany	0	0	DDCCDEF	C	Italy
Rumania	Axis	Germany	0	10	CCCCDDE	C	Rumania
Finland	Axis	Finland	0	0	CCCCCCC	CS	Finland
Ukraine	Neutral	Ukraine	0	0	CCCCCCC	C	Ukraine
Bulgaria	Axis	Germany	0	10	DDDDEEF	C	Bulgaria
Hungary	Axis	Germany	0	10	DDDDEEF	C	Hungary
Vichy	Axis	Vichy	0	10	CCCCCCC		Vichy
Free France	Allied	United States	0	10	CCCCBBA		Free France, Britain, United States
Eire	Neutral	Eire	0	0	CCCCCCC	C	Eire
Allied Italy	Allied	Allied Italy	0	0	CCCCCCC		Allied Italy

For each nation, information about that nation is listed:

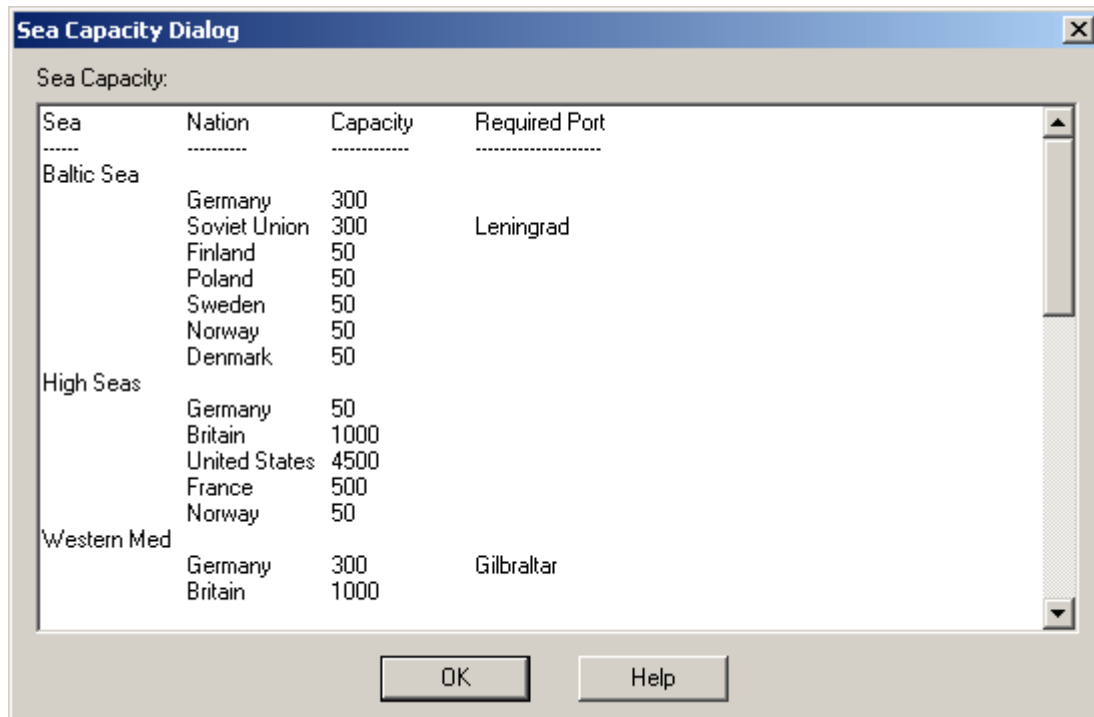
- **Side** identifies the side the nation is assigned to.
- **Uses RR** identifies the nation that railroad usage is counted against when units from that nation are entrained.
- **Rail Capacity** specifies the total number of strength points that can be entrained by this nation in any one turn.
- **Air Limit**, when nonzero, indicates how far from the country borders can air strikes be conducted using air units of that nation.
- **Morale** lists the Morale values of the nation in the specified range with each value 'A' through 'F' representing the morale for a year.
- **Attribute** lists the attribute values of the nation as described below.
- **Commanded By** lists all nations whose headquarters units can be used to provide command to units of that nation.

The nation attributes are:

- **C** – The nation is represented by a country on the overall map. Otherwise, the nation represents a specialized force or off-map nation.
- **S** – The nation has special movement characteristics in Severe and Moderate Areas in mud and snow conditions as described in the Users Manual on Weather.
- **R** – The nation's rail is specific to that nation and of a different rail gauge. This makes repair of the line by other nations harder.
- **T** – The nation has separate stacking restrictions and cannot stack or attack with other nations.
- **U** – The nation uses the separate supply value as described in the Parameter Data.

## Sea Capacity Dialog

The **Sea Capacity Dialog** lists the capacity of specified nations to transport units through sea areas.



For each sea, this dialog lists each nation which an ability to transport units via sea movement through the sea and the total number of strength points that can be embarked in any one turn. In some cases, before a nation can use the specified sea capacity value, there is a port that must be in friendly hands.

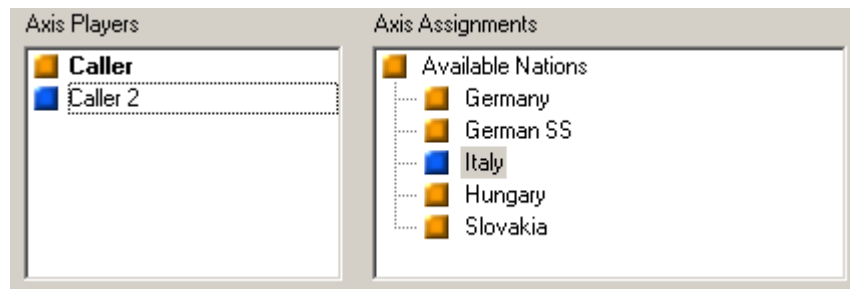
## Multi-Player Dialog

The **Multi-Player Dialog** is used to display the players that are currently participating in a Network Play game and their assignments.



The dialog shows a list of players on each side of the current battle. Next to each list is a display of that side's nations. At the bottom of the dialog are four buttons used to manipulate the player lists and the assignments (Note: only the Modem host will have all four buttons enabled). The top player on each side is the **Commander** of that side. The Commander is responsible for making nation assignments for the other players on their side and for advancing the turn. By default,

the Commander is in control of all units on that side. The Commander can assign other players specific organizations by selecting the



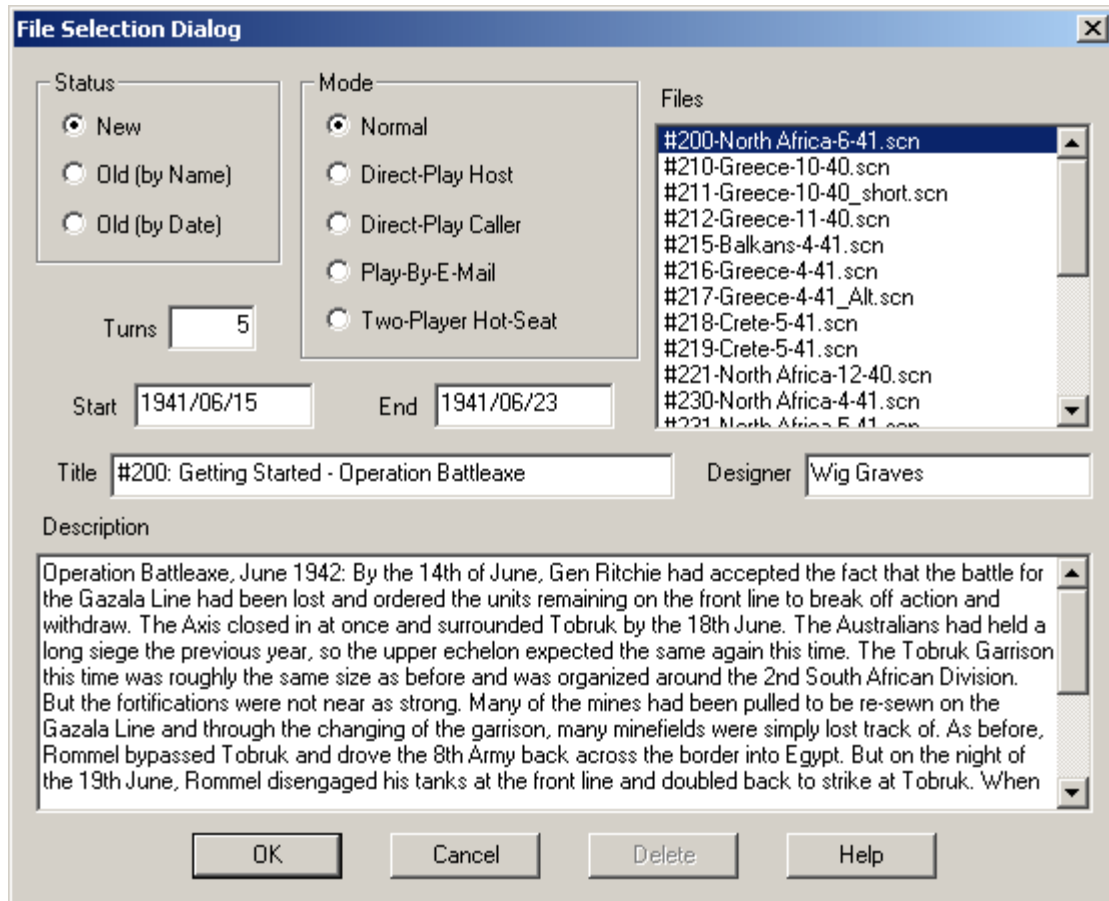
player from the list, selecting the nation from the nation display, and clicking the **Assign** button. The player's color will appear next to the selected nation. This indicates that the player has control of every unit in that nation. The Commander can remove an assignment by selecting the organization and clicking the **Deassign** button.

The Modem Host can promote a player from either side to be Commander by selecting the player and clicking the **Promote** button. The Modem Host can also switch the side of any player by selecting the player and clicking the **Switch** button.

Only the Commander can advance the turn and place reinforcements. When any other player from a side selects Next Turn, it causes their name to be displayed in red in the player list indicating they are ready to advance the turn.

# File Selection Dialog

The **File Selection Dialog** is displayed when the main program is run if the Prompt for Scenario Option has been selected (see the [Settings Menu](#) ).



The **File Selection Dialog** allows you to select the mode of play and associated game file.

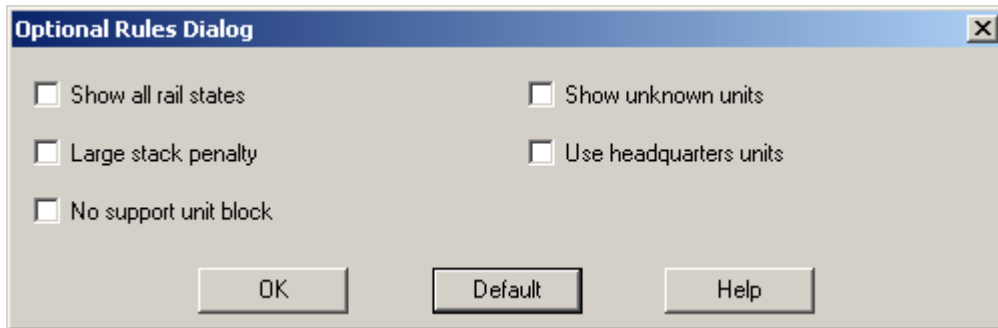
- Select **New** to show the list of all scenarios.
- Select **Old (by Name)** to show a list of previous battles sorted by filename.
- Select **Old (by Date)** to show a list of previous battles sorted by date with the most recent files listed first.

Select one of the given play modes such as **Normal** for play against the computer. Finally, select one of the displayed files either by double clicking on the filename, or selecting the filename and clicking on OK. Note: when Direct Play Caller is selected, no files are displayed since file selection is the responsibility of the Direct Play Host in this case.

Select **Delete** after you have selected to list Old files to delete the selected file.

# Optional Rules Dialog

The **Optional Rules Dialog** is used to view and select the Optional Rules for a new battle. Optional Rules can be set at the beginning of a battle, but not changed once the battle has started. The Optional Rules selected in the Optional Rules Dialog are saved and become the subsequent default for new battles.



- Selecting **Show all rail states** will cause the current rail status of all rail lines to be shown. Normally, only those that you occupy or are adjacent to are shown to prevent Fog-of-War information leaks about the location of enemy units. When this rule is in effect, then rail state changes caused by enemy movement will be revealed even when you do not have units adjacent to the location.
- Selecting **Shown unknown units** will cause all enemy units to be indicated on the map, even those that you are not adjacent to. Normally, these enemy units are not shown unless you perform air recon to determine them. When this rule is in effect, successful air recon gives additional information about the unit.
- Selecting **Large stack penalty** will cause the attack factor of all artillery and air units to be increased when attacking a defending hex containing greater than half the maximum stacking points. The intention of this rule is to motivate the player to avoid creating large stacks when it is possible to spread out the forces in a more continuous line.

For a given stacking value  $x$  and a maximum stacking value of  $m$ , the factor applied is  $2x/m$  whenever  $x$  is at least  $m/2$ . This means that the factor is 1 when  $x$  is equal to  $m/2$  and the factor increases to 2 when  $x$  is equal to  $m$ .

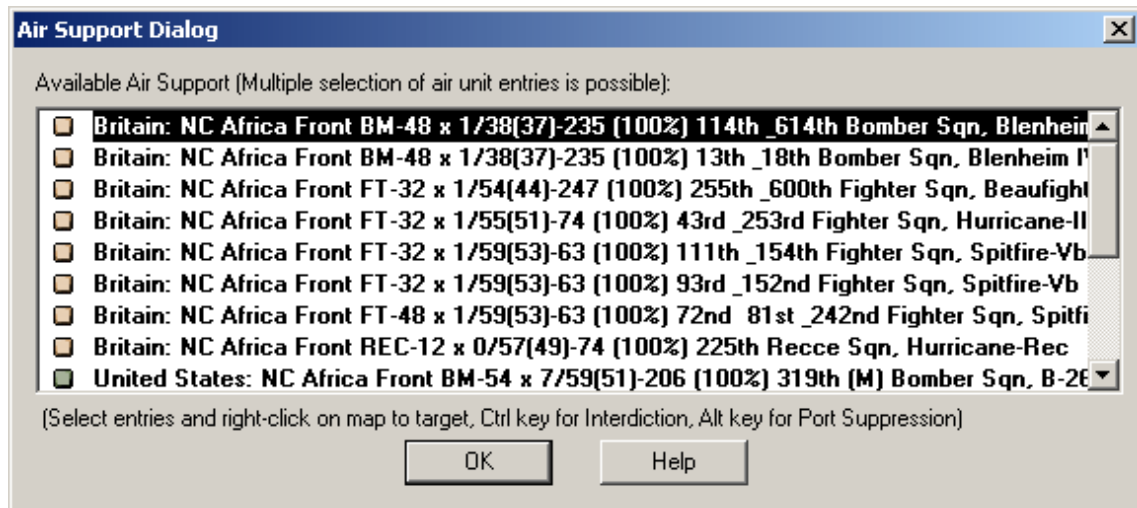
- Selecting **Use headquarters units** will invoke the optional rules involving headquarters and their command (see the section on Command in the Users Manual). When this rule is not selected, then all HQ units in the scenario are removed.

- Selecting **No support unit block** will prevent support units (Artillery, Anti-Air, Anti-Tank) from blocking the retreat of non-support units as a result of combat. Under this rule, the support units are eliminated and the retreating units can occupy their hex.

Selecting the **Default** button will set the optional rules setting back to the original default.

## Air Support Dialog

The **Air Support Dialog** is used to select air units for an air mission.



Selecting one or more entries in the list and then right clicking on the map causes those air units to attack the specified map location. If the Control (Ctrl) key is held down while right clicking, an Interdiction attack is invoked. If the Alt key is held down while right clicking, then a Port Suppression attack is invoked against the selected hex.

**Note:** you can select more air units in the list than is possible to attack any single hex with due to the air strike limit. When you conduct the attack, any air units in excess of the air strike limit for the target hex will remain in the list and become unselected. You can use these units for subsequent attacks.

**Germany: Central Front 31 x 6/38(37)-193 (100%) 1/KG.53 Bomber Gp, He-111**

The following notations designate the type of aircraft:

- **FT** – Fighter.
- **BM** – Bomber.
- **HB** – Heavy Bomber.
- **DB** – Dive Bomber.
- **TB** – Torpedo Bomber.
- **TR** – Transport.

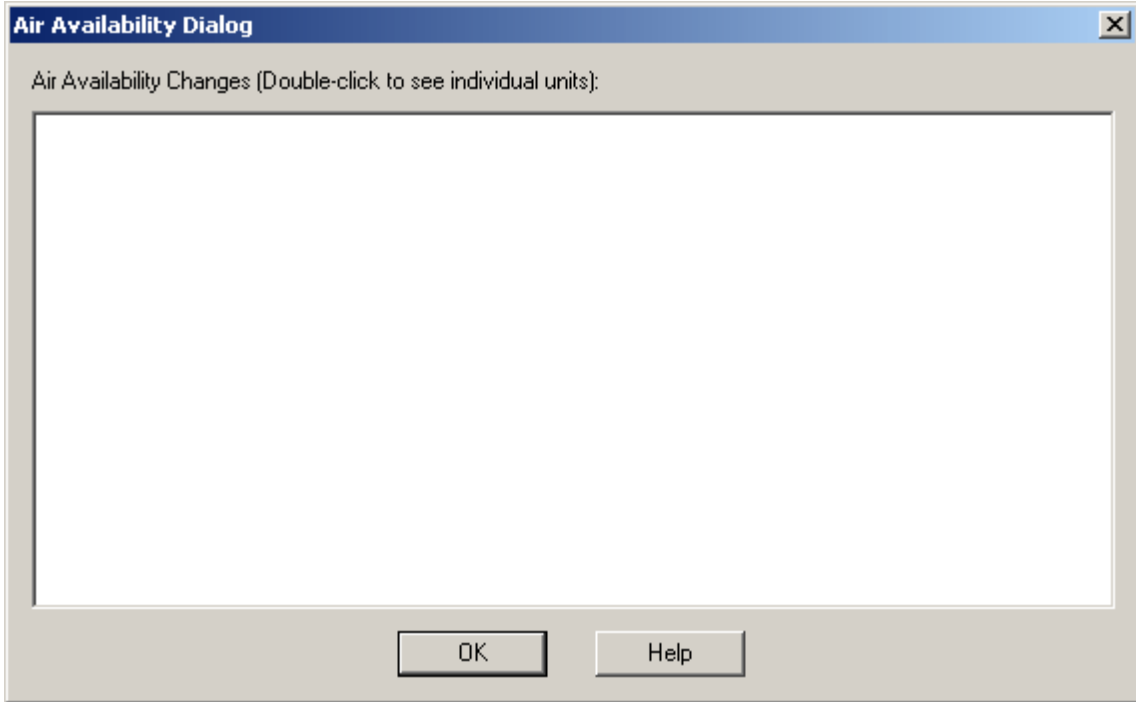
- **GL** – Glider.
- **REC** – Recon.
- **JF** – Jet Fighter.
- **JB** – Jet Bomber.

The values in the entry describe the attributes of the air unit:

- Each entry shows the number of aircraft in the unit, such as **48** in this example.
- Following the "x" is the Ground Attack value of the unit. In this example, the units have a ground attack value of **1**.
- If the unit has a non-zero Anti-Tank value, then it will follow the ground attack value in parentheses. This unit has a zero Anti-Tank value and so it is not shown.
- Following the slash is the Air Attack value of the unit. In this example, the Air Attack value is **38**.
- The number following that in parentheses is the Defense value of the unit. In this example, that is **37**.
- After the dash (-) is the range of the air unit in hexes. In this example, the range of the air units is **235** hexes. Note that the maximum range the air unit can be used may be limited by air support rules. In any case, the hexes that are beyond the effect range of the air unit are shaded on the map when the unit is selected.

## Air Availability Dialog

The **Air Availability Dialog** is used to view the changes in air unit availability that are associated with the current scenario.

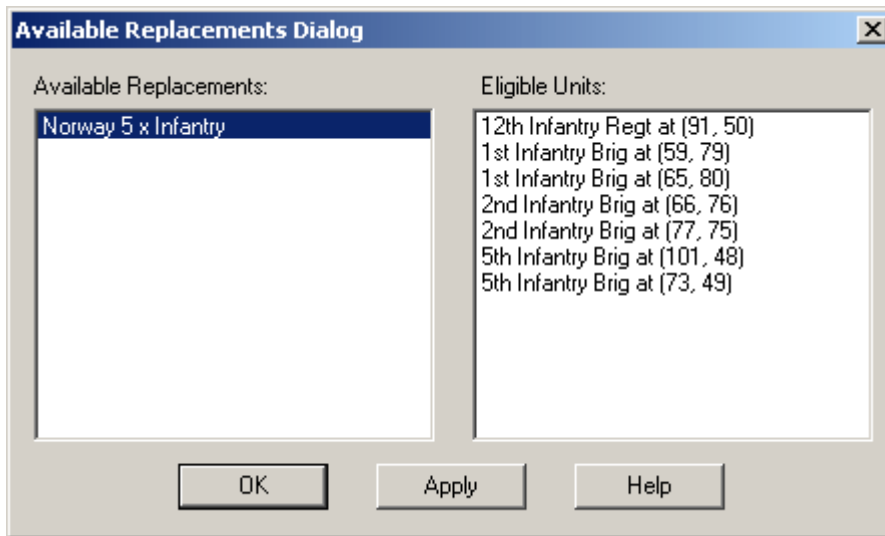


The **Air Availability Dialog** lists each change in air unit availability associated with the current scenario. Each entry is listed according to side, the date of the change, and either the word **AVAIL** indicating that the change will cause the affected air units to become available, or **NOAVAIL** indicating that the change will cause the affected air units to become unavailable.

When more than one air unit is affected by the change, the dots (...) are used to indicate this. Double-clicking on an entry causes a list of the air units affected to be listed.

## Available Replacements Dialog

The **Available Replacements Dialog** displays a list of available replacements, the units they may be used with, and the gives the player the ability to assign those replacements.

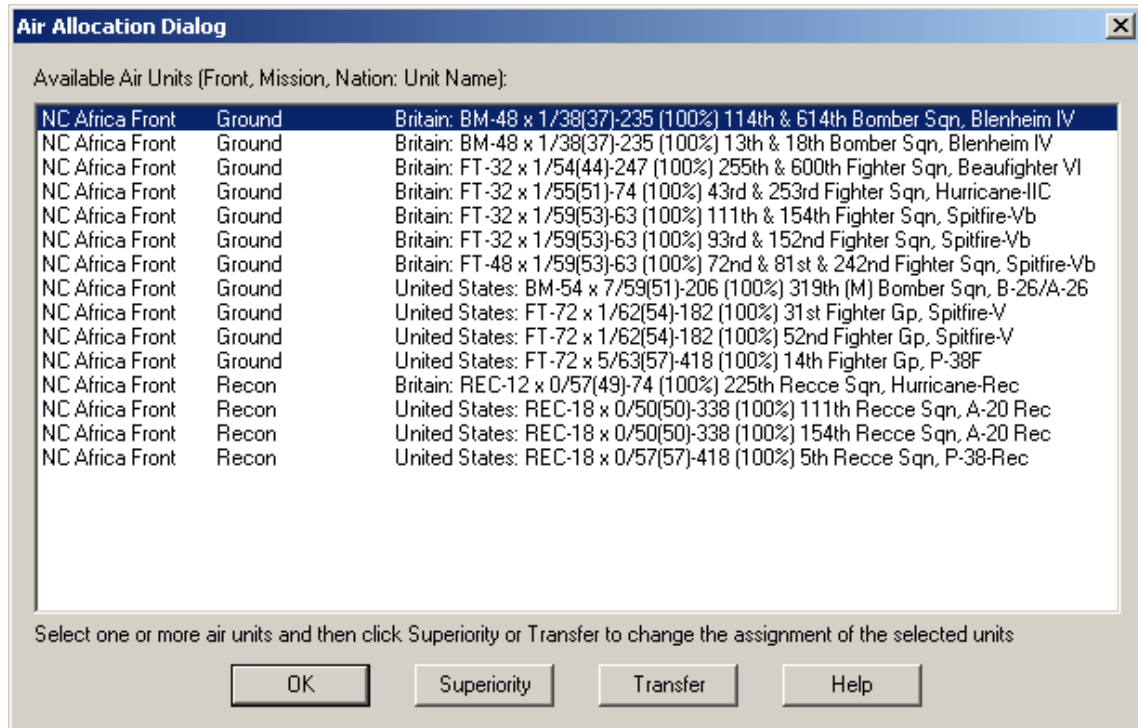


The Available Replacements Dialog shows a list of available replacements on the left and a list of eligible units on the right. To assign a replacement to a unit, select the replacement and the unit to apply it to. Then click on the **Apply** button. Alternatively, you can **double-click** on the unit and the selected replacement will be applied to that unit.

Note that as you apply replacements to a unit, its effectiveness decreases. This represents the fact that new forces are being incorporated into the unit.

## Air Allocation Dialog

The **Air Allocation Dialog** is used by the player to assign missions to air units in each turn and to transfer air units between fronts.



Selecting one or more air units and clicking on **Superiority** will assign those air units to air superiority for the current turn or assign them to ground missions if they are currently assigned to air superiority. A unit must not be a recon air unit and must have an air attack value for it to be assignable to air superiority. Selecting one or more units and clicking on **Transfer** will transfer those air units to another front. You will be prompted to select which front to transfer the air units to.

Central Front	Ground	Germany: 31 x 6/38(37)-193 (100%) I/KG.53 Bomber Gp, He-111h
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The following notations designate the type of aircraft:

- **FT** – Fighter.
- **BM** – Bomber.
- **HB** – Heavy Bomber.
- **DB** – Dive Bomber.
- **TB** – Torpedo Bomber.
- **TR** – Transport.
- **GL** – Glider.
- **REC** – Recon.
- **JF** – Jet Fighter.
- **JB** – Jet Bomber.

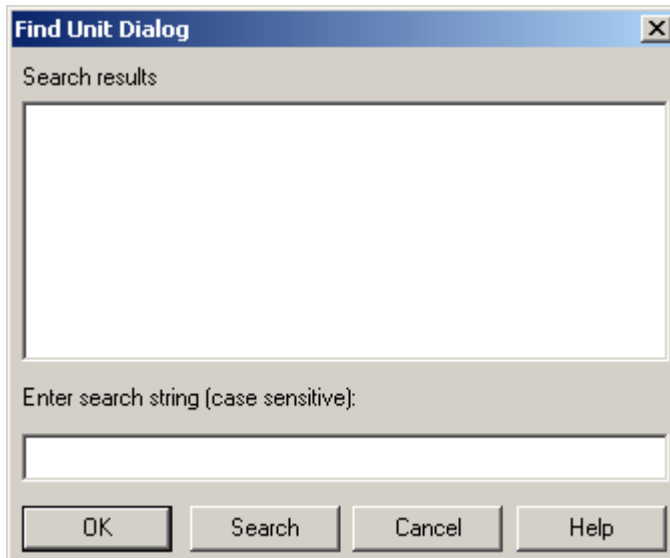
The values in the entry describe the attributes of the air unit:

- Each entry shows the number of aircraft in the unit, such as **48** in this example.

- Following the "x" is the Ground Attack value of the unit. In this example, the units have a ground attack value of **1**.
- If the unit has a non-zero Anti-Tank value, then it will follow the ground attack value in parentheses. This unit has a zero Anti-Tank value and so it is not shown.
- Following the slash is the Air Attack value of the unit. In this example, the Air Attack value is **38**.
- The number following that in parentheses is the Defense value of the unit. In this example, that is **37**.
- After the dash (-) is the range of the air unit in hexes. In this example, the range of the air units is **235** hexes. Note that the maximum range the air unit can be used may be limited by air support rules. In any case, the hexes that are beyond the effect range of the air unit are shaded on the map when the unit is selected.

## Find Unit Dialog

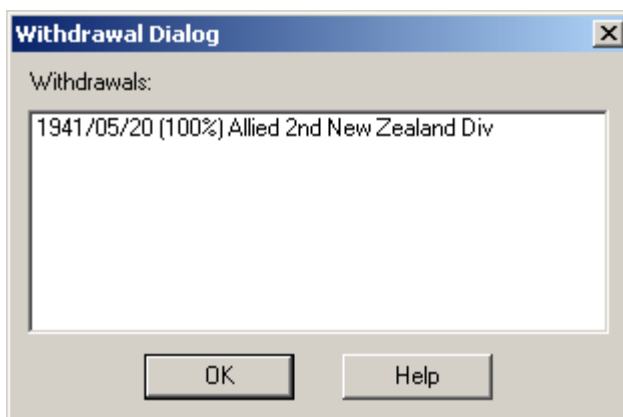
The **Find Unit Dialog** is used to find specific units on the map.



The **Find Unit Dialog** allows you to enter a string to search for. It will then search for that string as a substring of names of units on the map. Note that the search is case sensitive so that you must enter the correct case, upper or lower, of the characters in the string. If the name you are looking for is unique, then you can hit return or press the **OK** button after entering the string. Otherwise, press the **Search** button to see a list of units matching your string. You can then double-

click a selection to scroll to that unit.

## Withdrawal Dialog



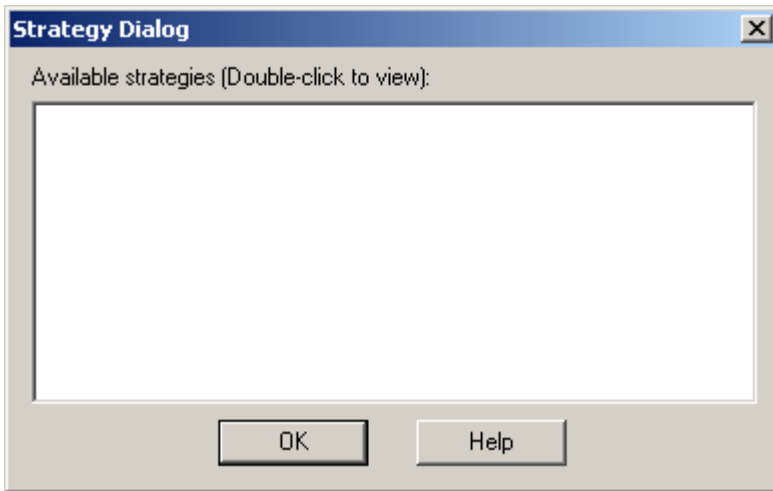
The **Withdrawal Dialog** is used to show the Withdrawals in the current scenario.

The **Withdrawal Dialog** lists the Withdrawals in the current

scenario. Selecting an entry in this list will scroll the map to the location of the unit if it is on the map.

## Strategy Dialog

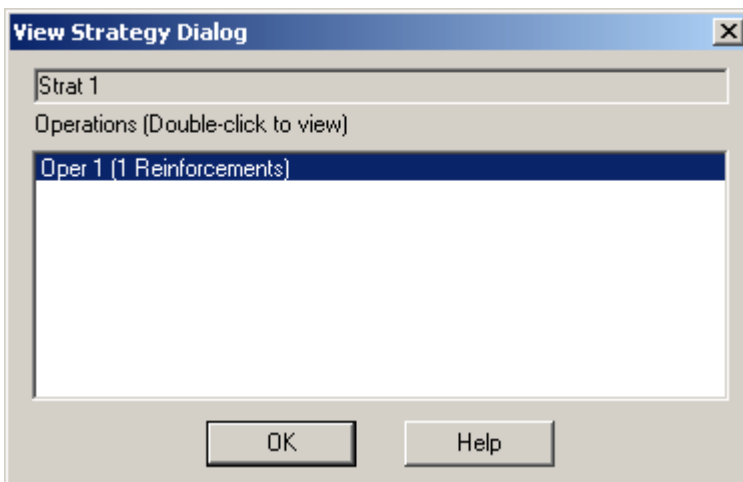
The **Strategy Dialog** displays a list of Reinforcement Strategies defined for the current scenario.



In the list of displayed Strategies, you can double-click on an entry to see the Operations associated with that Strategy.

## View Strategy Dialog

The **View Strategy Dialog** displays a list of Operations associated with a Reinforcement Strategy.



In the list of displayed Operations, you can double-click on an entry to see the list of Reinforcements associated with that Strategy. If this dialog is displayed because the Strategy decision time value has been reached, then the

Operation you select will be implemented and the reinforcements associated with that operation will become part of the current scenario.

# Hex Info Area

The **Hex Info Area** displays a list of the units in the Hot Spot hex and information about the terrain in that hex. By default, the Hex Info Area is displayed on the left hand side of the screen. However, this may be changed using the [Settings Menu](#).

## Terrain Information



The **Terrain Box** at the end of the unit list displays information about the current Hot Spot hex. The first line of the display is the name of the country the hex is in. If the hex contains a city or port, then the name of that city or port is shown next. The air front of the hex is listed next. The next line shows the terrain type in the hex and the area of the hex.

Port cities are shown with a yellow name followed by either **Min** when the port is a Minor Port or **Maj** when the port is a Major Port. When the name is shown in orange, then it indicates that the port has changed hands recently and is not yet up to full capacity. In the case of a Major Port, it means that the port can only provide Minor Supply and in the case of a Minor Port, it means that the port cannot provide any supply yet.

If the current hex contains a Fortification, then the strength of the Fortification is indicated. When the current Hot Spot is an Objective hex, then the Objective value of the hex is also shown. Note: Exit Objective hexes will have the word **Exit** on this line and Surrender Objectives will have the word **Surrender** on this line. If the current hex is a Supply Source for either side, then this is indicated. If the current hex contains a rail line, then the ownership of that line is indicated, unless Fog-of-War prevents that from being known.

When a city or port is captured by the enemy, then the name of the capturing country appears in red above the name of the city or port. If enemy forces occupy a hex containing a rail line, then the fact that this causes rail damage is noted in the display.



## Alternative Terrain Information

Clicking on the Terrain Box with the right mouse button causes the display to change to the Alternative display. In this display, the text area changes to show a description of the various hex sides that are present in the hex. The names of the hex sides are arranged in a rough hexagonal pattern around the center of the text area showing the position of the hex side with respect to the hex. The value in the center of this display is the number of strength points in the hex.



## Unit Information



The Hex Info area is filled with **Unit Box** displays. The number of these depends on your screen resolution. The Unit Box shows a representative picture of the unit, its name, its **Strength**, its **Movement** value, its **Combat** values, and its current **Effectiveness** level. If the name is followed by a plus sign (+), then it indicates that the unit has components. Other conditions associated with the unit are displayed as follows:

- When the Movement value is followed by the letter **R**, it indicates the unit is a rail unit that can only travel by rail lines.
- When the Movement value is followed by the letter **T**, it indicates the unit is entrained for rail movement.
- When the Movement value is followed by the letter **S**, it indicates the unit is embarked for sea movement.
- When the words **Has Fought** appear in place of the Movement value, it means the unit has participated in combat and cannot move anymore that turn as a result.
- When the words **Mech Move** appear before the Movement value, it means the unit has participated in combat, but can still move that turn.

## Alternative Unit Information

Clicking on a Unit Box with the right mouse button shows additional information about the unit. This begins with the type of the unit, followed by the country it belongs to and the side it is fighting on. Next the component type is shown. The number of components that make up the unit is displayed followed by the full strength of the unit. The final line shows the Armor, AT, and AA values of this unit.



When there are more units in the Hot Spot hex than can be displayed in the available Unit Boxes, then scroll arrows that appear after the list of units can be used to scroll the Unit Boxes. When the left or top arrow is displayed in full color, there are units to the left or top of the displayed units and when the right or bottom arrow is displayed in full color, there are units to the right or bottom of the displayed units. In addition, the numbers which appear associated with

each scroll arrow indicate the number of hidden units in the corresponding direction.

## Toolbar

The main program has a **Toolbar** at the top of the main program window just under the Menu Bar. Note: depending on your screen resolution, only some of these buttons may be displayed on your screen. You need a screen width of at least 1024 before all of the buttons are displayed. Note that most all of these buttons implement a menu selection and the command may be issued as a menu selection when the button is not displayed.



**New** – start a new battle.



**Open** - opens an existing battle file.



**Save** - save current battle under existing filename or prompt for filename if none.



**Next** – advance game to next turn.



**Entrain** – toggle entrain status of selected units.



**Embark** – toggle embarkation status of selected units.



**Combine** – combine selected units into a single unit or break out a component from a unit with multiple components.



**Force March** – activate Force March mode for valid selected units.



**Air Support** – display the Air Support Dialog so that air missions can be initiated.



**Resolve** – resolve current Assault.



**Arrived Units** – display [Arrived Dialog](#).



**Next** – jump to the next unit that has not moved or fought in the current turn.



**Zoom-In** – increase map display scale.



**Zoom-Out** – decrease map display scale.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.



**Objectives** - toggle the display of objectives on the map.

-  **Ownership** – toggle the display of city ownership on the map.
-  **Sources** – toggle the display of supply sources on the map.
-  **Units** - toggle the display of units on the map.
-  **Organizational** – toggle the display of organizational colors on the units on the map.
-  **Jump Dialog** - display the [Jump Dialog](#) so you can quickly go to another part of the map.
-  **Reachable Hexes** – shade the map to show hexes reachable by the currently selected unit.
-  **Major Supply** – shade the map to show hexes that are within Major Supply distance from the current hex.
-  **Command** – shade the map to show hexes that are within the command range of the selected HQ unit.
-  **Highlight Fought** – toggle the Highlight of units that have fought this turn.
-  **Highlight Moved** – toggle the highlight of units that have moved this turn.
-  **Highlight Fixed** - toggle the highlight of Fixed units.
-  **Highlight Reduced** – toggle the highlight of units of half-strength or less.
-  **Highlight Supply** – toggle the highlight of mobile supply units.
-  **Highlight Repair** – toggle the highlight of rail repair units.
-  **Highlight HQ** – toggle the highlight of headquarters units.
-  **Highlight Entrained** – toggle the highlight of entrained units.
-  **Highlight Out-of-Supply** – toggle the highlight of units that are out-of-supply.
-  **Highlight Detached** – toggle the highlight of Detached units.
-  **General Help** - display this help file.

## Status Bar

The **Status Bar** is located at the bottom the main window and displays status information about the current battle.

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The Status Bar typically displays the current turn and date information together with the hex coordinates of the Hot Spot. If the current turn is being played using A/I, then **A/I Control** will appear with the turn and date information. If you are playing a two-player game, then **Local Control** will be displayed in the Status Bar when the current turn is under your control, and **Remote Control** will be displayed when the current turn is under the control of your opponent.

If you make an error during play, the main program will beep (depending on the setting in the [Settings Menu](#)) and the error message will be displayed in the Status Bar. Otherwise, as you move the mouse cursor over [Toolbar](#) buttons and menu items, short descriptions of those commands will appear in the Status Bar.

## Hot Keys

The following Hot Keys are supported in the main program. Note that these Hot Keys are defined as command accelerators of the main program main window and therefore the main window must have the keyboard focus for these to work (that is, the main window must have a highlighted title bar).

**Shift Key** - display the on-map labels while this key is pressed.

**F1** - invoke General Help (display this help file).

**F2** – display the Users Manual help file.

**F3** – display the Campaign Notes help file.

**F4** – display the [Parameter Data](#) values.

**F9** – display the [Nation Data Dialog](#).

**F10** – display the [Front Data Dialog](#).

**F5** – slow the speed of the A/I processing.

**F6** – return A/I processing to normal speed.

**F7** – increase the speed of the A/I processing.

**F8** – put the A/I in the highest possible processing mode (use F6 to return to normal).

**C** – clear all highlighting and shading on the map.

**J** – display the Jump Map.

**K** – shade the command range of the currently selected headquarters unit.

**N** – advance the Hot Spot to the next stack of units that have not been active this turn.

**R** – shade the reachable hexes of the currently selected units.

**U** - undo the last movement (not available under Fog-of-War).

**1** - display the map in Zoom-Out mode.

**2** - display the map in Normal mode.

Normally the screen is recentered on the Hot Spot hex when you change zoom modes. If you hold down the **Alt** key when you change zoom modes, the screen will retain the current view.

**Keypad 1** - move the selected units down and to the left one hex.

**Keypad 2** - move the selected units down one hex.

**Keypad 3** - move the selected units down and to the right one hex.

**Keypad 7** - move the selected units up and to the left one hex.

**Keypad 8** - move the selected units up one hex.

**Keypad 9** - move the selected units up and to the right one hex.



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