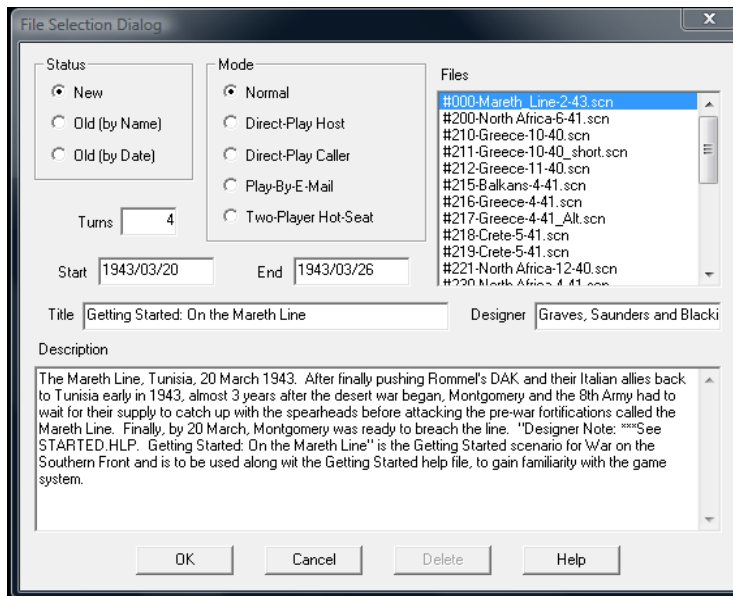


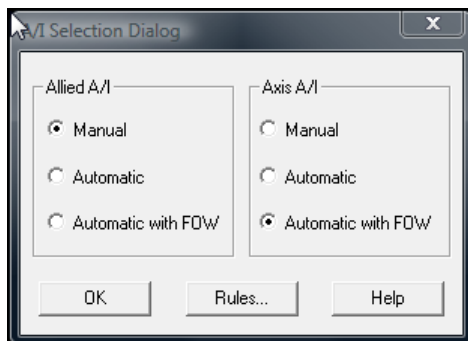
Getting Started

This file contains instructions on how to get started with War on the Southern Front. If it is not already running, you should run the Main Program by clicking on the Main Program entry in the HPS War on the Southern Front program group. (This program group can be found under the Programs list from the Start button). If you prefer, you can print these instructions using the Print button above. You can get more detailed information in the instructions below by clicking on the links displayed in the text. Doing so will display the associated help file for this topic.

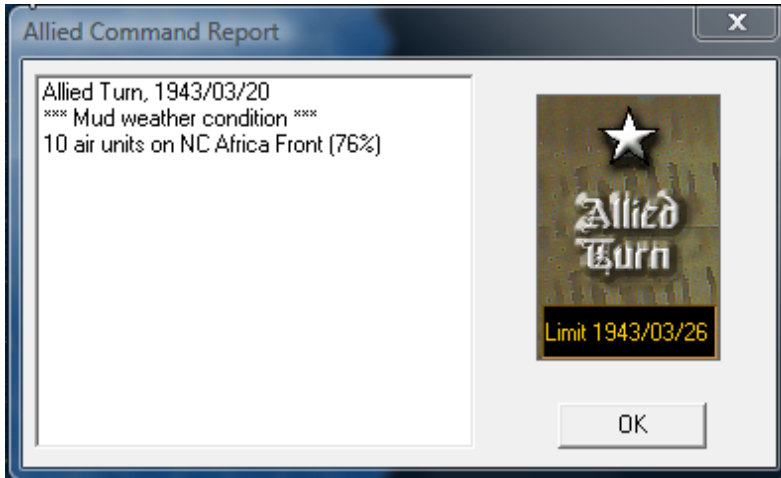
SCENARIO SELECTION



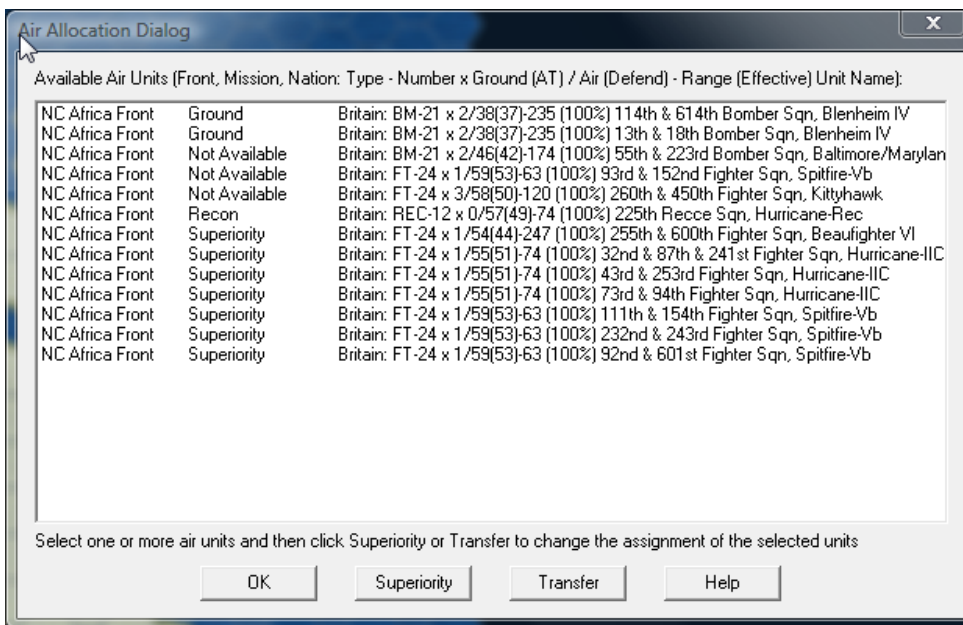
The Main Program begins by prompting you for the name of the file to open using the File Selection Dialog. These instructions will get you started using the Getting Started scenario. In the list of files displayed by the File Selection Dialog, select #000-Mareth_line-2-43.scn. Notice that a short description of the scenario will appear at the bottom of the dialog. Then click on the OK button.



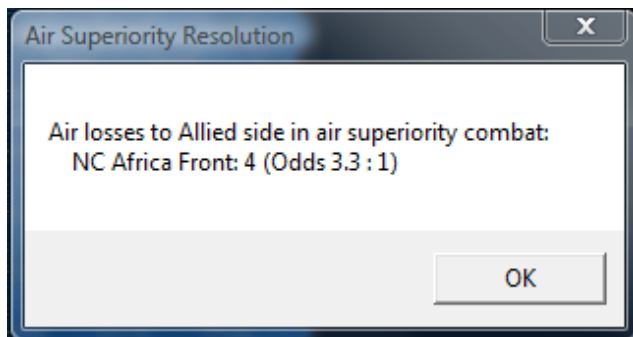
This takes you to the AI Selection Dialog where you choose the side you wish to play. For the purposes of this tutorial you will play as the Allied player vs. the AI controlled Axis player. Choose the Automatic with FOW option under Axis AI, as shown. Later on, you can also use this dialog to experiment with Optional Rules by clicking on the Rules button. For now, click on the OK button.



Your first Command Report will appear with information relevant to the first turn. Notice in this example that you are told that you have several air units available in the coming turn. The number of air units you have available to you may vary each time you play. This report will also tell you about situations, such as units being out of supply, although there should not be any on turn 1. Notice that the current date is 1943/03/20 and that the scenario will run until 1943/03/26. This is a total of 4 turns, each turn being 2 days long. Note its contents and click OK to close it.



Next you are shown the Air Allocation Dialog. Here we are showing the 10 Air Units (76%) reported in the Command Report. In your play you may have more or less than ten Air Units available. This dialog allows you to make assignments with your air units, including their location and their mission. In this scenario, all of your air units are allocated to the NC Africa Front which is the only front in play in this scenario. However, you do have the choice of what mission they should be assigned to each turn. Notice in the list that some of your units are assigned to Ground missions and these are used for launching attacks on enemy units, attacks on enemy ports, and interdiction of enemy movement. There are a few Recon missions; these are used to search for unseen enemy units. You also have some units assigned to Superiority missions. This means attacking other enemy air units and attempting to achieve air superiority in the battle. Some units, as shown, may be Not Available, meaning they can't be used in the current turn. The default assignment is good to start, so after reviewing these assignments, click on the OK button.



The program will calculate the outcome of the air superiority battle and report the results to you. In the example shown here, you have lost one air point. You can also see that the combat odds for the air combat are displayed so you can gauge how the battle in the air is progressing.



Following the resolution of air superiority, the map will be displayed showing the current situation. Since you are playing the Allied side with Fog of War, you will see your units and their status, but the

Axis units will not be visible except where adjacent to your units, as shown here. However, the Mareth Line fortifications are shown which will give you a good idea of where the bulk of the enemy units start. The plan here is to outflank the Mareth Line by driving to the northwest of it, then heading to the coast, thus cutting off the retreat of the defenders and reaching the objectives of the scenario. In future plays of the scenario you could try a different strategy.

OBJECTIVE OF THE GAME



There are two Objectives on the map, displayed as orange ovals with a numeric value. The numeric value is the number of victory points you will be awarded for occupying, and holding, the objective location for each turn it is held. So capturing objectives, as early as possible, can be the key to victory in these games. (Tip: If you hold down the shift key, you will see labels with place names displayed on the map. Shift-alt will keep the labels showing on map.)

| Unit Losses | | | |
|---------------|---|------------------|---|
| Axis Losses | 0 | Total Point Loss | 0 |
| Allied Losses | 3 | Total Point Loss | 1 |

| | | | |
|------------------|------|------------------|---|
| First Side | Axis | | |
| Objective Points | 4 | Strategic Points | 0 |

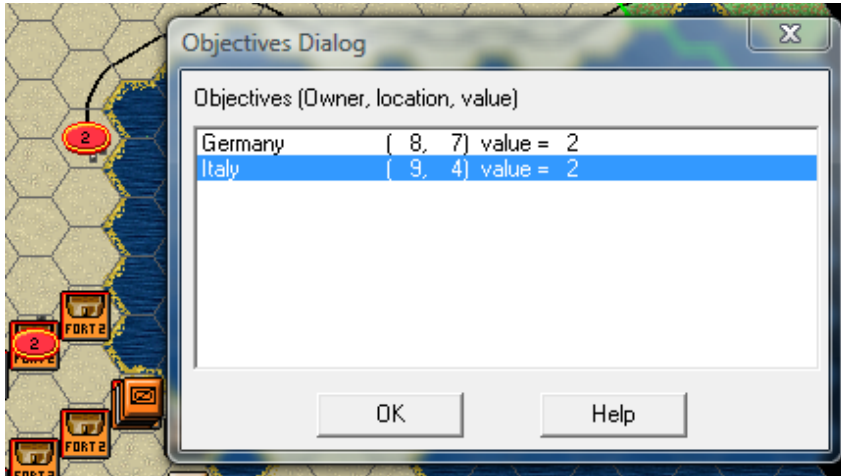
| Victory Values | | | |
|----------------|-----|---------------|----|
| Major Defeat | -10 | Minor Defeat | 0 |
| Minor Victory | 15 | Major Victory | 30 |

| | | | |
|--------------|---|---------|------|
| Total Points | 5 | Outcome | Draw |
|--------------|---|---------|------|

Buttons: OK, Help

Click Info and then Victory on the Menu Bar. This shows how many points the first side must earn for each level of victory. Victory points are earned through losses, including from air units, and taking objectives. As you can see to obtain a major victory in

this battle you must earn 30 Victory Points by the scenario's end. You cannot achieve this strictly through the objective points, although they will help reach the goal. Click OK to close the Victory Dialog.

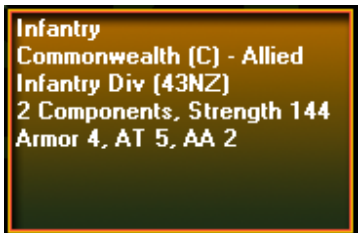


Click Info and then Objectives on the Menu Bar to see a list of the objectives in the scenario. As you can see, there are 2 objectives worth a total of 4 points to side one, both currently controlled by the Axis side. Click OK to close the Objectives Dialog.

TURN 1 - Information, Recon, Planning and Initial Attacks



If you click on the map with the left mouse button in a hex containing units, then a list of the units in that location will be displayed on the left in the Unit List. In this example, you see an infantry division. Each unit has several attributes which affect its capabilities. The Strength of the unit is measured in strength points. The Movement value of the unit determines how far it can move in any one turn. The Combat value of a unit consists of two numbers: the first being the attack value of the unit while the second is the defend value. Finally, each unit has an Effect, or effectiveness, value representing its current state, which is degraded by combat. Effectiveness can be restored through rest, or not using a unit to carry out any movement or combat.



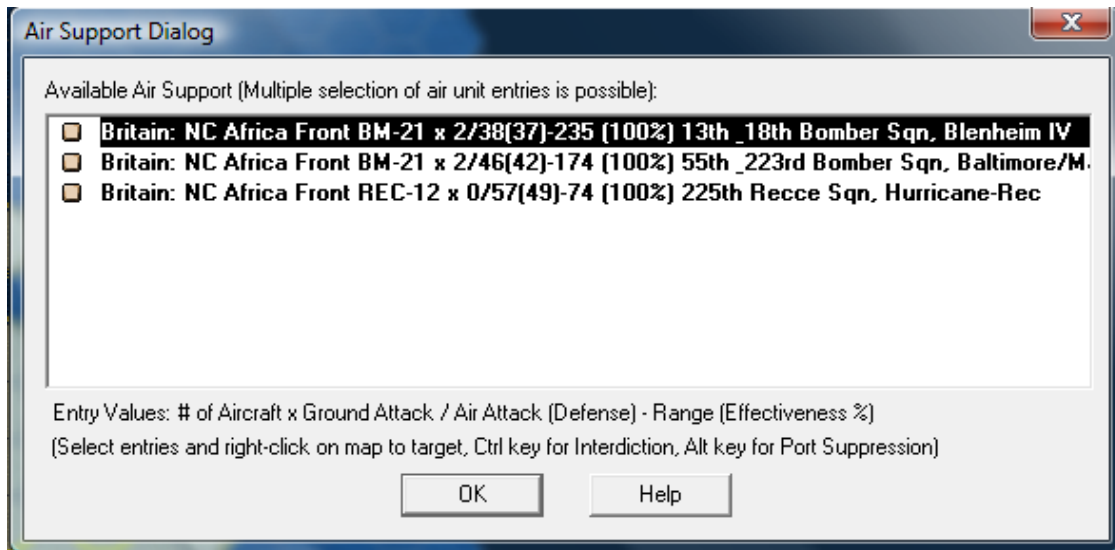
If you click in the Unit List with the right mouse button and hold the button down, then the display of the Unit List will change to the alternate view. In this view, you are shown additional information about the units. In this example, you see that the unit is Infantry and that it belongs to the Commonwealth, or the Allied side, and that it is an instance of a particular type of Infantry division. You also see that the unit consists of 2 Components with a combined strength of 144 points. This means you can break the unit down into 2 subunits if you wish. Finally you see that the unit has an Armor rating of 4, an AT (anti-tank) rating of 5, and an AA (anti-air) rating of 2. These ratings affect how the unit will perform in combat and against air attacks.



Most actions in the game require that you first select one or more units. There are two ways of doing this. First, you can select individual units by clicking on them in the Unit List. This will cause them to become highlighted. Clicking on them a second time turns off this highlighting and they become unselected. Second, you can double-click on a map location and all of the units in that location automatically become selected. This is a quick way of selecting all of the units in the location for movement and attacking.



To begin your turn, it would be a good idea to perform some air recon to get a better idea of the location of enemy units. You initiate all air missions by clicking on the Air Support toolbar button, the one with the aircraft on it as shown here.



The Air Support Dialog shows you a list of available air units. You should have one air recon unit, designated with the REC notation, but it is possible this Air Unit was unavailable this turn in which case you will not be able to perform Air recon as described here. (If no Air Recon is available, skip to the paragraph beginning with "Once you have completed air recon ...")

To perform a standard ground mission such as air attack and air recon, begin by selecting the air unit and then right click on the map location. Also, you must click on any selected air units to unselect them, otherwise they remain highlighted as you select more air units.

With the REC unit highlighted in the list, assuming you have one, right click on a hex such as 2,4 to recon that area for enemy units.



It is possible that an air mission is intercepted by enemy air units. If this occurs, then you will see a yellow result image drawn on the map and the number inside this image is the number of air points you lost from the interception.



If your recon is successful, then you may be shown one or more enemy units on the map. This tells you the enemy location, but not its strength. In this case, there was an intercept with no losses in the target hex, but one or more units were spotted in the adjacent hex, showing as a grey unit counter in this case.



Once you have completed your air recon, you can start moving and attacking. To begin with, you want to move your units forward and bring them into contact with the enemy. Start by double-clicking on the units on the left map edge selecting all of the units in that location. Next, right-click on an adjacent location on the map. Do this three times as shown in the picture, which should use up all of the units' movement points. This will move your units into that location, if possible. Notice that as you advance, you may discover enemy units that you move adjacent to.

The plan is to move the units on the left map edge north and then east to the coast, as shown, so move your other units up behind the lead units. You may also click and drag to a distant hex to have the stacks move more than one hex at a time, but you have less control this way so be careful. Also, stacking limits prevent more than 1 full strength infantry division plus supporting units being in a single location, so moving single units is sometimes necessary to avoid movement being blocked by the stacking limits. The units near the coast will launch a holding attack to try and stop a retreat, then penetrating to the flanking units when they approach the coast. They should take the nearby objective as they advance also.



For the first turn, most of the other units are fixed, except for the units on the

coast tasked with launching the holding attack. For the purposes of this tutorial, go ahead and use these units to attack the adjacent enemy stack.



You may want to conduct air attacks against enemy units before your attack with your ground units. To do this, again click on the Air Support toolbar button and display the Air Support Dialog. Select an air unit to conduct the attack and right click on a map location containing enemy units.



Each air attack you conduct has two possible outcomes. First, your attack may be intercepted, in which case you will see the yellow result image described previously. Otherwise, you will see a red combat result image. In this image, the first unit is the number of air points you lost in the attack to enemy anti-air defenses. The second number is the number of enemy ground unit points lost to your attack. In this example, you lost one air point while the defenders were not affected, but the results are random and could result in significant enemy losses in some situations.

You can conduct multiple air attacks on a single location, but at a certain point, you may reach the Air Strike Limit and no further air attacks are possible against that location in the current turn. Messages informing you of events such as this are displayed in the Status Bar, located along the bottom of the screen. Look at the Status Bar display for messages whenever you are prevented from performing a certain action. (Tip: You can also select more than one Air Mission if you want to launch several Air Attacks on a hex at one time.)



After you close the Air Support dialog, you can conduct ground attacks. To initiate a ground attack, select a stack of units to attack as before, and then right-click in the adjacent enemy location you wish to attack. The attacking units will be highlighted with a red border, and above the enemy units you will see a report indicating the advantage, or disadvantage, of the current attack. Since we are playing with Fog-of-War, the exact odds you face are not displayed. Rather, the approximate outcome of the attack is indicated. In this example, the attack is described as Over, meaning that you have an Overrun against the enemy units, which is the best possible attack result. This means that not only will you win the resulting battle, but that your units will be able to continue to move and attack after the battle.



It is also possible that the attack might be described as Even,

indicating that the odds of the attack are relatively even, and in such situations it is common for the attacker to incur more losses than the defender, giving the defender a slight advantage.

If your attack has a greater advantage, then the attack will be described as Adv (for Advantage). This means you stand a good chance of winning the attack.

At better odds, your attack will say Sup (for Superior), meaning that you have sufficient forces to compel the defenders to retreat, thus winning the combat.



At the other end of the scale, an attack described as Dis indicates that you are at a disadvantage in the attack. This attack will almost always result in your defeat.

If the odds shown are not as good as you would like for the attack, you can clear the combat by clicking on Combat, then choosing Clear Combat on the main menu bar. You may also add more units to a combat, up to the stacking limit. More forces does not always mean a better result, factors including all the various attack, defense, armor and at ratings are included in the calculations, and adding an infantry division to an attack with just armor currently, could lower the odds of success, or vice versa, with an armor unit being added to an infantry attack. Try attacks with different combinations of units to see the results, add or remove units to see how it impacts the estimated results.



Notice that you can attack the same enemy location from multiple hexes by selecting your units and right clicking on the enemy target location. Alternatively, you can also attack the same enemy hex several times if the first attack upon the location was not successful. Once you are satisfied with the odds of your attack, you resolve the attack by clicking on the Resolve Battle toolbar button.



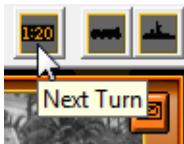
When the battle is resolved, you will either win the battle and possibly move into the location, or lose the battle and stay where you are. An image will appear over the enemy location indicating the results of the battle. If a green image is displayed, it indicates an Overrun. This means that your attacking units are free to continue to move and attack in the current turn. The first number displayed is the number of points you lost in the battle. The second number displayed is the number of enemy points lost in the battle.



If you advance into the enemy location, but a red image is displayed, it indicates that you won but did not achieve an overrun. The only action that is possible for your units is that mechanized units are able to continue moving during the remainder of the turn, up to the limits of their movement allowance, but they can't attack any further, unlike in an overrun.



If your units don't move into the defender's hex, you lose the battle. In that case, a red image is displayed. Your attacking units cannot move or attack any further in the current turn.



If you conducted the overrun attack, you can continue to move and attack in the current turn. Once you are through, then you click on the Next Turn toolbar button to advance the battle to the Axis turn. At this point, the computer will control the actions of the Axis units. Once the AI is finished, the turn will be advanced to the Allied turn, and you can continue moving to carry out the plan of attack as laid out above, or as you get familiar with the system, try different strategies to achieve victory.