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Strategic
Mind
Game
Manual



Created by Starni Games

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Table of Contents

Combat and Damage	2
Movement and transportation	7
Combat mechanics	10
Army management and progression	17
Supply and infrastructure	22
Weather and Terrain	28

Combat and Damage

This chapter contains information about the primary parameters of units, such as Damage, Strength, and HP.

Damage, Damage calculation	3
Attack and defense type, Lethal damage	4
Nonlethal damage, Strength, Damaged, HP, Hull HP	5
Total HP, Restoration, Reinforcement, Overstrength	6

Damage

Damage is indicated with the numbers above the unit being attacked. Eg. -3/-1. or -2 Hull

For Ground and Aircraft units there are two types of Damage: Lethal and Nonlethal. Both Lethal and Nonlethal damage decrease the unit's Strength. However, Nonlethal damage at the same time increases the number of unit's Damaged, which can later be Restored.

Naval units always receive only Lethal damage, however, they have multiple Ship parts with their corresponding HP. Thus Damage against them is split and indicated as follows: -2 Hull, -3 Main gun, -2 Engine etc.

Damage calculation

Quick overview:

Step 1: Attack and Defence are compared, providing baseline number for the Damage.

Step 2: that number gets modified by the Attacker's current Strength.

Step 3: the final number gets slightly randomized.

Detailed damage calculation rules:

Step 1: the baseline number for the Damage is calculated.

When you target an enemy unit before an attack on the top-right corner of your screen you can see a breakdown of all the modifiers that affect the Attack and Defence of both units such as Weather, Terrain, Skills, Equipment etc. Adding all of those modifiers results in Total Attack (TA) and Total Defense (TD) values.

If those numbers are equal - the baseline Damage is 4. With each point that the TA is higher than the TD, the baseline Damage is incremented by 0.5. After the difference between TA and TD gets bigger than 4, the baseline Damage is incremented by 0.2 per point instead. Similarly, if the TA is lower than the TD, the baseline Damage is decremented by 0.5 per point, and if the difference goes over 4 points, the baseline Damage is decremented by 0.2 per point instead. The baseline Damage cannot be higher than 10, or lower than 0.

Step 2: the baseline damage is modified by current Attacker Strength.

The baseline Damage is divided by 10 and multiplied by the current Attacker's Strength to get a complete estimate for Damage (one that you see in the Combat prediction window when you target an enemy unit). So, if the unit is at full 10 Strength it deals 100% Damage. If the unit was damaged, that percentage gets lower. It can get higher, if that unit has Overstrength.

Step 3: Damage is slightly randomized.

Lastly, there's an element of unpredictability at play. You may notice that the actual Damage that you get might be different from what was predicted. That's because a random decimal number between -1 and +1 is added at the end.

After all the calculations are complete the resulting number is rounded up arithmetically.

Example of Damage calculation:

The Attacker has 18 TA, and the Defender has 12 TD, the baseline Damage number will be 6.4 ($4+0.5*4+0.2*2$). The attacker's Strength is 11, so $6.4*11/10=7.04$. In combat prediction, we'll see that our unit will deal a total of 7 Damage. Then as we Attack -0.6 is randomly applied to our Damage, so we deal 6 instead of predicted 7 ($7.04-0.6=6.44$).

Attack and defense type

Each unit has up to four types of attack: Soft, Hard, Air, and Naval.

Each unit also has two types of Defense. One of them is always Air Defense. The other one is based on unit type: Ground for the Aerial units, Soft or Hard for the Ground units, and Naval for the Naval units.

When in combat, the Damage is determined by comparing Attack and Defense of the same type (see more on how Damage is calculated in the corresponding chapter). It will be determined by the Defender's unit. Below are listed all the possible cases of combat and what type of Attack and Defense will be used to calculate Damage:

- Ground unit attacks Ground unit with Soft Defense= Soft attack vs Soft Defense.
- Ground unit attacks Ground unit with Hard Defense= Hard attack vs Hard Defense.
- Ground unit attacks Aerial unit = Air attack vs Ground Defense.
- Ground unit attacks Naval unit; Naval attack vs Naval Defense.
- Aerial unit attack Ground unit with Soft Defense = Soft attack vs Air Defense.
- Aerial unit attack Ground unit with Hard Defense = Hard attack vs Air Defense.
- Aerial unit attacks Aerial unit = Air attack vs Air Defense.
- Aerial unit attacks Naval unit = Naval attack vs Naval Defense.
- Naval unit attacks Ground unit with Soft Defense = Soft attack vs Soft Defense.
- Naval unit attack Ground unit with Hard Defense = Hard attack vs Hard Defense.
- Naval unit attacks Aerial unit = Air attack vs Ground Defense.
- Naval unit attacks Naval unit = Naval attack vs Naval Defense.

Lethal damage

Lethal damage reduces the unit's Strength without increasing its Damaged count. Thus the only way to get the unit's Strength back up is to use the Reinforcement option or finish the operation. Usually, attacks do on average 80% Lethal and 20% Nonlethal damage.

However certain skills reverse that equation making unit deal or receive 20% Lethal and 80% Nonlethal damage. Thus the unit can Restore (see Restoration) the majority of its lost Strength. For example, aircraft receive 80% Nonlethal damage from the enemy AA, but 80% Lethal damage from the enemy Fighters.

Nonlethal damage

Nonlethal damage reduces the unit's Strength at the same time increasing its Damaged count. Thus, the unit's lost Strength can be Restored (see Restoration).

Usually, attacks do on average 80% Lethal and 20% Nonlethal damage.

However certain skills reverse that equation making unit deal or receive 20% Lethal and 80% Nonlethal damage. Thus the unit can Restore (see Restoration) the majority of its lost Strength. For example, aircraft receive 80% Nonlethal damage from the enemy Anti-Aerial gun, but 80% Lethal damage from the enemy Fighters.

Strength

Strength indicates the overall unit's combat readiness. Enemy attacks decrease Strength and when it reaches 0, the unit is destroyed or is forced to retreat. However, Strength is not only about the unit's survival, but also about the Damage it deals to the enemy. The higher the unit's Strength, the more Damage it does. (It is different with Naval units, as they have HP)

Damaged

Damaged is a number of unit's Strength which is taken out temporarily and can be Restored (see Restoration). Restoration happens automatically if the unit ends its turn within Supply Zone (for Ground and Naval units) or lands on an Airfield or a Carrier (for Aircraft units), adding the number of Damaged to the unit's Strength.

HP

HP indicates the ability of a unit or building to withstand further Damage. It is different from Strength as it does not affect the Damage output. So, the Infantry with 5 Strength deals less Damage than the Infantry with 10 Strength, while the Battleship with 10 Hull HP deals the same Damage as a Battleship with 20 Hull HP (The damage of the Naval units depends on the current HP of each of their guns.)

Attacks against units in the same hex with Infrastructure will Damage both the unit and the Infrastructure.

Infrastructure with 50% HP or less no longer functions. It Restores 20% of its HP at the end of each turn.

Hull HP

Hull HP indicates how much more Damage can be sustained by the Hull of the ship. When Hull HP reaches 0, the ship is destroyed.

Total HP

Total HP is the sum of HP for all Ship parts and its Hull. Each ship part has a number of HP, which affects its effectiveness and is restored over time via ship Maintenance. However, the ship remains seaworthy until it has at least 1 Hull HP.

Restoration

If Ground units end their turn within a Supply Zone, their Damaged is added to their Strength. If Aircraft units land on a Carrier or Airfield connected to Supply network, their Damage is added to their Strength.

Reinforcement

If your troops have lost a significant portion of their Strength, you can use the Reinforcement button on the unit actions panel to increase their Strength. In order to use Reinforcement, the unit has to be within a Service Zone. The costs in Prestige = $2 * \text{Repair cost} * \text{Unit cost} / \text{Total strength} * \text{Number of reinforced strength}$.

Repair cost can be set in the game difficulty settings, and it is 0.2 (20%) by default.

However, you spend more Prestige by Reinforcing units during the Operation. At the end of the Operation, all units will have their Strength regained automatically at a lower cost of Prestige = $\text{Repair cost} * \text{Unit cost} / \text{Total strength} * \text{Number of reinforced strength}$.

Naval units cannot be Reinforced.

Overstrength

The Strength of all Ground and Aircraft units can be increased (higher than 10) between the operations up to a 10+unit level. Higher Strength means not only higher survivability, but also higher damage output.

Naval units cannot increase strength as they have the Hull HP instead.

The cost of such an increase equals to 1/10 of unit cost per each point of strength added.

(Example: An Aircraft costs 600 and it has 5th level. You can pay 300 Prestige to increase its strength to 15. It will deal 1.5 times more damage when at full Strength.)

Movement and transportation

This chapter contains detailed information on how to move and transport units across the map.

Movement, Movement type	8
Zone of control, Transportation mode, Embarkation, Disembarkation	9

Movement

Each unit can move once per turn (before or after an Attack), while there are ways to move more than once per turn with a given unit, such as using Scouting skill or moving into the enemy hex after Close combat. Move points shown in Combat parameters indicate how far can a unit move in one turn. However, each type of terrain (eg. Forest terrain) has its own Move points cost, depending on the unit's Movement type. The move point cost is applied when the unit enters a hex. You can bring up an info screen for any empty hex to learn its Terrain type and its properties.

Aircraft units can move again after they take off.

Movement type

The Movement type of a unit determines how it moves through different Terrain and if it can move through it at all (see more about Terrain in the corresponding chapter).

Movement types:

- Static. Used by Artillery forts and Mines. The unit cannot move.
- On foot. Used by Infantry. Units of this type can move effectively through most types of Terrain and can move into Lakes and Rivers.
- Towed. Used by non-self-propelled Anti-Air, Anti-Tank, and Artillery guns. Units of this type cannot go far without Transport.
- Wheeled. Used by early Recon units and by wheeled Ground transport. Units with wheeled movement type have trouble moving across difficult terrain.
- Off-road. Used by late Recon units and off-road Ground transport. Fares better than Wheeled in difficult terrain.
- Amphibious. Used by amphibious Ground transport. It can move through Shallows, Big river, and Lake more efficiently.
- Half-track. Used by Self-propelled units, some Recon units, and by half-track Ground transport. It has most of the benefits of the Tracked movement type while only a few disadvantages of the Wheeled (has some trouble moving through Swamps and Fields).
- Tracked. Used by Self-propelled units and Tanks. This movement type is very efficient in difficult terrain.
- Railroad. Used by Transport trains and Armored trains. Has the highest Movement points among Ground units, but can only move through the Railroad hexes.
- Naval. Used by Carriers, Capital ships, and Submarines. Can move through Ocean and Lake only.
- Fluvial. Used by Monitors (riverboats). Can move through Big river and Lake only.
- Waterborne. Used by Escort ships and Transport ships. Can move through Lake, and both Ocean and Big river.
- Aerial. Units with this Movement type move across any terrain, ignoring its properties, except Unpassable mountains.

Zone of control

Each unit has a Zone of control (ZoC) - all adjacent hexes. If an enemy unit enters Zone of control it can no longer move. (Recon units can continue Movement, but at an x2 Move points cost) However, units can move through the enemy ZoC if the hexes they move through are occupied with your units. (You can move through your units).

ZoC of Ground units affects only Ground units.

ZoC of Aircraft units affects only Aircraft units.

ZoC of Naval units affects only Naval units. (Submarines are not affected by ZoC)

Transportation mode

Units with Ground transport can switch into Transportation mode to extend their movement. However, that would make the unit an Easy-target and leave it without the ability to Attack or Return fire until the beginning of its next turn. The attacks versus units in Transportation are calculated as the attacks against a corresponding Ground transport, however, all Damage is dealt to the unit being transported.

Infantry ends Transportation mode prematurely after being attacked by the enemy.

Embarkation

Ground units can Embark on three types of transport: Air transport, Transport ship or Train.

They have to be in a Service zone of an Airport, Seaport or Railroad station in order to Embark.

Only Infantry without Heavy Equipment or Ground transport can Embark Air transport.

Embarkation requires a number of Command points to Embark each unit. Thus, the relocation of troops should be planned thoroughly.

After the Embarkation, unit can Move again and spend the rest of its Move points changed proportionally to its new value. (Example: Infantry moved 1 hex and has 2 out of 3 Move points left. It then Embarks a plane, which has 15 Move points. It will be able to move and have $15 / 3 * 2 = 10$ Move points.)

Disembarkation

Ground units onboard Air transport, Transport ship or Train can Disembark onto an empty hex. Disembarkation from Air transport is possible only within 1 hex from an Airfield unless the unit has Paratroopers skill.

Disembarkation from Train is possible only within 1 hex from a Railroad station

Disembarkation from Transport ship is possible:

- for Non-Infantry units or Infantry with Heavy Equipment or Ground transport only at a Seaport.
- for Infantry units without Heavy Equipment or Ground transport in Shallows or Clear Terrain.

Combat mechanics

This chapter contains a detailed explanation of the combat mechanics.

Attacker, Defender, Attack, Return fire, Fire support	11
First strike, Firing zone, Line of fire, Attack range	12
Spotting, Ranged attack, Ranged defense modifier (RDM)	13
Close combat, Close quarters, Sudden attack, Ambush, Hideout	14
Previous attacks, Suppressed, Surrender, Overwatch, Easy target	15
Intelligence Data, Entrenchment	16

Attacker

The Attacker is the unit that initiates an Attack.

Defender

The Defender is the unit being attacked.

Attack

An Attack is possible if the Defender is within your unit's Gun range, and the Attacker has at least 1 Ammo left. Ammo is refilled at the start of each turn if the unit is within the allied Supply zone (see more about Supply in the corresponding chapter). The Attack can be Ranged or Close combat.

Return fire

When the Attacker attacks the Defender which can retaliate (has sufficient Ammo), the Defender will attack first with Return fire and only then the Attacker can proceed with the attack. Please note, that certain skills allow the Attacker to gain First strike and attack before the Return fire.

Fire support

During an attack, the Defender may receive Fire support from nearby units eligible for Fire support. The unit providing Fire support then attacks first, Defender (if eligible) attacks second with Return fire, and only then the Attacker attacks the Defender. The unit has to have corresponding Skill in order to provide Fire support.

Fire support can be given only if the unit has enough Ammo, and the target is within Gun range. There can be only one Fire support per one enemy Attack. If several units are eligible for Fire support, the unit which would deal the highest Damage will be selected automatically.

First strike

An Attacker with the First strike does damage to the Defender before the Return fire. If both units have some abilities granting them First strike, then there is the following priority list (higher placed First strike ability overcomes the lower placed one):

- 1) The Attacker was not Spotted
- 2) The Defender has a Sluggish effect
- 3) The Defender has a Tank fear effect
- 4) The Attacker is using the Boom&Zomm skill
- 5) The Attacker is using the Resolute Attack skill
- 6) The Attacker is using the Strafe skill
- 7) The Attacker is using the First strike skill
- 8) The Attacker is using the High precision skill
- 9) The Attacker is using the Long-range gun skill

If both the Attacker and Defender have the First strike with equal priority (eg. both have Long-ranged gun skill), the default rule applies - the Defender's Return fire comes first.

Firing zone

A Firing zone is depicted with a red line around the chosen unit and it indicates the zone where it can attack. It is a visualization of the Gun range taking into consideration the Terrain and the Spotting. So, if you have a Gun range of 4, but there is a Mountain terrain between you and the enemy unit 4 hex away, you would not be eligible for Attack and can see that by looking at your unit's Firing zone.

Line of fire

A Firing zone of a unit does not always include all the hexes within its Gun range. Its Line of fire can be obstructed by difficult terrain: Rough, Forest, City, Street, or Mountain.

Howitzer fire is an ability that allows the unit to ignore terrain (except Mountain).

Attack range

Attack range is the range between the Attacker and Defender during an Attack.

Do not confuse it with the Gun range. Gun range indicates the maximum range within which a unit can Attack, The Attack range is the actual range of any given Attack.

Example: An artillery unit with Gun range 4, attacks an enemy unit within 2 hex range. In this case, the Attack range is 2, and the Gun range is 4.

Spotting

In order to attack the enemy units, you have to locate them first. There are 4 levels of spotting in the game:

- Unseen (You do not know about that enemy unit's presence at all)
- Unknown (You know that the enemy unit is in that hex, but do not have info about its type etc.)
- Spotted (You know the location and type of the unit, but do not have precise information about its strength and other parameters (only basic info about this unit)
- Identified (You have full information about this unit)

If the unit is Identified then it does not receive any defense bonuses from Spotting.

If the unit is Spotted then it gains 2 defense.

If the unit is Unknown then it gains 4 defense.

If the unit is Unseen then it gains 6 defense. (This can happen during Fire support)

Spotting is calculated based on allied units Spotting range (S), the enemy unit's Camouflage (C), and the distance (D) from the allied unit to the enemy unit in hexes.

The calculations look like this:

- If $S-C+1 < D$ - the enemy is Unknown.
- If $S-C = D$ - the enemy is Spotted.
- If $S-C-1 \geq D$ - the enemy is Identified.

Additionally, if the enemy is being Spotted by two allied units at the same time (meaning the $S-C=D$ condition is met by both of them), it instantly becomes Identified.

Ranged attack

The Attack is considered a Ranged attack if the Attack range is 2 or more. Additionally, Attacks of Aircraft and Naval units are always considered Ranged attacks.

Ranged attacks apply a defense bonus to the enemy (Ranged defense modifier).

Ranged defense modifier (RDM)

Range defense modifier (or RDM) is a bonus to a defense which is applied to the Defender during a Ranged attack.

RDM adds 4 to the defense of a Defender if the range from the Attacker to the Defender is equal to the Attacker's Gun range.

RDM adds 2 to the defense of a Defender if the range from the Attacker to the Defender is lower than the Attacker's Gun range.

Close combat

The Attack is considered Close combat if the Attack range is 1 and both the Attacker and Defender are Ground units, or the Attacker is a Fighter and the Defender is Aircraft. This rule does not apply if the Attacker is a non-self-propelled Anti-Air, Anti-Tank, or Artillery unit.

Both the Attacker and Defender become Identified after Close combat.

If the Attacker destroyed the Defender unit in Close combat, it can enter the hex where the Defender was without expending Move points.

Also, Close combat is a necessary prerequisite for: Close quarters, Surrender etc.

Close quarters

Close quarters allows the Infantry to get the upper hand against Hard targets during Close combat in difficult Terrain. In the case of Close quarters a Hard target loses 80% of its Hard defense.

Close quarters happens if one of the units in combat is an Infantry and the other one is a Hard target, they are engaged in Close combat and:

- The hex of the Defender is any of the types of Terrain: City, Street, Forest, Mountain, Shallow, Swamp, Big river, Lake.
- the Infantry has 4+ levels of Entrenchment.
- the Infantry is attacked across a Small river or Small bridge.

Sudden attack

A Sudden attack happens when the Attacker was Unseen by the defender at the beginning of the Attack. It grants First strike to the Attacker.

Ambush

Ambush happens when a unit starts its movement:

- through the hex with an Unseen enemy unit. In this case, the Ambushed unit will be attacked and lose the ability to Move and Attack until the end of turn.
- through the area of the Overwatch of Unseen enemy unit. In this case, the Ambushed unit will be attacked and lose the ability to Move and Attack until the end of turn unless it could ignore Overwatch (by Overwatch breakthrough, or Heavy armor)

Hideout

Hideout is a type of unit that remains Unseen to the enemy units. Only a Recon unit or a unit equipped with Scouts squad equipment can spot it following the usual Spotting rules.

Once per turn, if an enemy unit moved within the Hideout's Gun range, it will send an Infantry unit to attack the intruder.

Previous attacks

Each attack done by the Attacker reduces all of the Defender's attack and defense parameters by 1 after the Attack until the beginning of its next turn. So, by Attacking a single enemy unit with several of your units in one turn, you will reduce its Combat parameters making it an easier target, thus utilizing the advantage of the concentrated (or flanking) attack. This penalty stacks up to 4 times.

Fire support and Return fire do not apply this penalty.

Attacks versus Naval units do not apply this penalty. (Unless the attacker has the Overpower skill.)

Suppressed

Unit is Suppressed when its Strength reaches 0, but it's Damaged count is >0. The Suppressed unit is forced to retreat 1 hex away from the enemy if there is a suitable hex. If gains Demoralised state for 2 turns and cannot attack.

Close combat Attack against the Suppressed unit forces it to Surrender.

A Ranged attack against the Suppressed unit kills it instantly.

Surrender

If the Suppressed unit is attacked in Close combat it will Surrender.

When an enemy unit Surrenders you gain Prestige and:

- Requisition half of its remaining Ammunition and Fuel, rounded down.
- Gather Intelligence data (If you have Intelligence skill or Equipment)

Overwatch

Overwatch is the ability to attack enemy units automatically during an enemy turn when they enter a Firing zone. There are several skills granting this ability.

When a unit is being Overwatched, its movement is interrupted and it loses the ability to move and Attack during that turn.

Easy target

Units with Easy-target state can be Overwatched by any units within their Firing Zone.

Easy-target state is applied to:

- units in Transportation mode
- units Disembarking from transport
- sappers trying to demine

Intelligence Data

When a unit gathers Intelligence data, it makes all enemy units within 5 hexes range Identified. Recon units have an Interrogation skill that allows them to gather Intelligence data if they capture an enemy unit. There's also 10% chance to gather intelligence data each time a Recon unit (or a unit with Scouts squad equipped) attacks.

Entrenchment

When a Ground unit finishes its turn, while still being able to move, it gains 1 level of Entrenchment. (Do not confuse this with Move points left. Examples: If an Infantry moved 2 hexes and has 1 / 3 Move points left, I will not gain Entrenchment. If it did not move at all, it would gain Entrenchment. However, Recon units have Scouting skill, so, if it moves 4 hexes away and has 1 / 5 Move points left, it can still move one more hex, therefore it will gain Entrenchment.)

The unit can have up to 6 levels of Entrenchment. Each level of Entrenchment adds +1 to all defenses. The unit loses all levels of Entrenchment when it moves.

Naval and Aircraft units cannot gain Entrenchment.

Each Attack against an Entrenched unit reduced the Entrenchment level by 1. Mortars can additionally reduce enemy Entrenchment.

Army management and progression

This chapter contains detailed information about Units Acquisition, Equipment, Skills, Awards, and Leveling up.

Acquire units, Experience and level up, Heroes, HQ skills	18
Equipment, Total carriers capacity, Core units, Noncore units, Allied units	19
Victory points, Victory progress, Awards	20
Ranks, Command points	21

Acquire units

You can Acquire new units in the Acquire units tab with Prestige. New units can be Acquired between the Operations, during the Deployment phase and even during the Operation.

If you Acquire units during the Operation, they will be added to your Reserve tab. You can open the Reserve tab and deploy them. However, they will be able to move and Attack only on the next turn.

New units become available as the campaign progresses.

Experience and level up

All units can gain Experience. You can mouse over on their Experience bar in Unit info screen to learn how each class of units gains Experience. Once the Experience bar is full, the unit is eligible for level up. Note that before you select a skill and level up the unit manually, it is still considered its previous level and does not gain a bonus to its parameters.

Each level adds +1 to the majority of unit parameters depending on the unit class and allows it to learn 1 Level up skill. It also allows the Overstrength of Ground units and Aircraft. (See Overstrength)

The highest level that any unit can achieve is 5th.

The Headquarters skill Elite corps allows your units to achieve 6th and 7th levels.

Heroes

The list of Heroes can be seen in the "Heroes" tab in the Unit Info screen.

One or several conditions (indicated by Progress bars) have to be met in order to obtain any given Hero. All conditions have to be met by a single unit of a corresponding Class.

(For example, you have to deal 20 Damage to the enemy units and you have 2 Infantry units.

One of them did 10 Damage and the other 15 Damage, in this case, you are still not eligible for this Hero. You have to do 20 Damage with a single given unit. You can see each unit's individual progress by opening the Heroes tab in this unit's Unit Info screen.)

When you meet all conditions and receive a Hero you can assign it to any unit of corresponding Class (not necessarily the one which met the conditions). However, once you have assigned the Hero to a unit, you cannot reassign it.

Once you get a certain Hero, you can no longer get the same one in that campaign. If a unit with a Hero dies, the Hero dies permanently, as well.

HQ skills

You can learn new HQ skills between the Operations by spending your Victory points. You can then use them by clicking on Command points indicator or by selecting them in the HQ skills section of the unit actions panel.

Equipment

All units can use additional Equipment.

In order to change Equipment during the Operation, a unit has to be within the Service zone.

If you buy some new Equipment for the Noncore units, it will be automatically sold at the end of Operation giving you all the Prestige back.

If the Equipment has "Heavy equipment" property, the unit with it cannot move without Ground transport and can Disembark only at a Seaport.

If the Equipment has "Stationary equipment" property, it can be given to a unit only between the Operations of during the Deployment phase.

New Equipment becomes available as the campaign progresses.

There are 3 types of Equipment:

- Passive. Provides a permanent bonus.
- Active. Requires a manual activation to provide a bonus. The number of activations is limited, but it can be restored in an active Service zone.
- Expendable. Costs 0 Prestige to install and requires a manual activation to provide a bonus. Every Activation costs Prestige and the number of activations is unlimited.

Total carriers capacity

The Total carriers capacity is the sum of all Deployed Carriers' Carrier capacity. You cannot Deploy more carrier-based Aircraft than your Total carriers capacity allows. You can see each Carrier's Carrier capacity in its Combat parameters in Unit info screen.

Core units

Core units will advance with you to further Operations throughout the Campaign. So, you should take special care to ensure their survival. They are indicated by green color and have their Strength number in round-shaped frame.

Noncore units

Noncore units are given to you for this Operation only and will not advance with you to further Operations. They are indicated by yellow color and have their Strength number in hexagon-shaped frame.

Allied units

Allied units are controlled by AI, assisting you in this Operation only. They will not advance with you to further Operations. They are indicated by blue color and have their Strength number in reversed hexagon-shaped frame.

Victory points

Victory points are used to learn new HQ skills. They also affect the type of victory you will get.

If you completed all the Main objectives:

0-240 Victory points will get you a Bronze victory. (1 promotion point)

240-320 Victory points will get you a Silver victory. (2 promotion points)

320-399 Victory points will get you a Golden victory. (3 promotion points)

400 Victory points will get you an Absolute victory. (4 promotion point)

Promotion points are then accumulated. Every 4 promotion points you get a new Award.

Promotion points also determine how fast you will reach the next Rank.

Victory progress

A Victory progress bar indicates how well you have done in the Operation so far.

In order to finish the Operation, you have to complete all the Main objectives. However, you can finish with a different number of Victory points.

You can gain or lose Victory points for the following reasons:

Initial points: you get 150 VP from the start.

Losses: you can lose up to 100 VP if you lose your units. (The number of VP lost equals to the $(\text{Total cost of all lost units})/(\text{Total cost of all your units}) \times 100$. However, in each Operation, there is a set amount of Allowable losses. If your losses are lower than the Allowable losses, you lose 0 VP.

Secondary objectives: you can get up to 100 VP for completing the Secondary objectives.

Enemies killed: you can gain up to 100 VP if you kill enemy units. (The number of VP gained equals to the $(\text{Total cost of enemy units killed})/(\text{Total cost of all enemy units}) \times 100$. (Note that certain types of enemy units (such as Submarines, Mines, Forts etc.) are not included in this calculation.

All enemies killed: if you get rid of all the enemy units you gain additional 25 VP.

All flags captured: If you (or your Allies) control all the Infrastructure, you gain additional 25 VP.

Indecision penalty: when the left number on the End turn button reaches 0, each consecutive turn you lose 10 VP up to -50 VP.

See more information in the Victory points section.

Awards

There are two types of Awards. The first one is awarded every 4 promotion points. The second one is awarded after every Operation if you have completed all the Secondary objectives. So, you can receive a maximum of two awards for each Operation.

Ranks

Each Rank provides a number of Command points. The higher the Rank, the more Command points you have. The type of victory affects how fast you will get the next rank.

Command points

Command points can be used to activate HQ skills throughout the Operation. The maximum size of the Command points pool is determined by your Rank and Awards.

You start the Operation with the maximum of Command points.

At the start of each turn, you regain the number of Command points equal to (Command points maximum) - (Number of deployed Core units). You cannot get more Command points than your maximum.

Supply and infrastructure

This chapter contains detailed information about Supply and Infrastructure.

Fuel, Ammunition, Supply, Supply point	23
Supply hub, Supply network, Supply line	24
Supply zone, Service zone, Infrastructure, Seaport	25
Maritime hub, Airfield, Railroad station	26
Road, Railroad, Blocked, Cut off, Disabled, Captured	27

Fuel

Most units require Fuel to move. Unlike Movement points that are restored at the start of each turn, Fuel can only be restored within the allied Supply zone. If a unit runs out of fuel outside the Supply zone it will be stuck there. If an Aircraft runs out of Fuel while in the air, it'll crash.

Each unit has a different amount of Fuel it can store in its tank. That limit can be increased by purchasing certain Equipment (Drop tanks, External fuel tanks). Infantry and Non-self-propelled units don't require Fuel on their own, but won't be able to make use of their Transport without any Fuel.

Ammunition

All units require Ammunition in order to attack. Once a unit runs out of Ammunition it can no longer attack. Unit can be restocked with Ammunition at the start of the next turn if it's within an allied Supply zone. Every unit has a certain capacity for Ammunition they can carry. That capacity can be increased with certain Equipment or Skill (Additional ammunition, Enlarged storage).

The only exception: Bombers do not use Ammunition for Return fire against enemy Fighters. So, they can return fire an unlimited number of times, regardless of current Ammo. Their Ammo count is used for attacking the land targets.

Supply

Your troops have to be supplied with Ammunition, Fuel, and other necessities. In order to be Supplied, your units have to be within an active Supply zone.

Supply point

If the Supply point is connected via Supply network with Supply Hub it provides allied Land units within range with Ammunition and Fuel.

Supply range: if a wheeled truck with 8 move points can travel safely from the Supply point to a given hex - that hex is within the Supply range.

If a Supply point has 5 or less HP left, it is no longer functional, until it regains its HP. It regains 2 HP at the end of the turn.

Supply hub

A Supply Hub is the source of Fuel and Ammunition for a Supply network - a number of interconnected Supply points, Maritime Hubs, Airfields, and Seaports. If part of the Supply network is Cut off from the Supply Hub it cannot provide supplies until the connection is reestablished. It also functions as a Supply point and provides Ground units within range with Ammunition and Fuel.

Supply range: if a wheeled truck with 8 move points can travel safely from the Supply point to a given hex - that hex is within the Supply range.

If Supply Hub has 10 or less HP left, it is no longer functional, until it regains its HP. It regains 4 HP at the end of turn.

Supply network

Supply network is a collective name for all interconnected Supply hubs, Maritime hubs, Supply points, Seaports, Airfields, and Railroad stations. The elements of a Supply network are connected by Supply lines.

A Supply network provides supplies within a Supply zone.

In order to provide supplies, the Supply network has to have a source of supplies such as a Supply hub or a Maritime hub. From the source, supplies then can be distributed across whole Supply network via Supply lines.

Supply line

The Supply line is a connection between the two elements of a Supply network. The connection is established if the distance between two elements can be covered by a supply truck with a wheeled Movement type and 8 Move points.

Supply lines can be affected by the enemy:

If an enemy unit's Zone of control affects the Supply line, it is Cut off and no longer functional unless there is a free alternative route available.

Supply zone

Supply zone is all the hexes where the Supply can be provided.

The Land Supply Zone is formed as follows: from each Supply hub, Maritime hub, and Supply point the supply truck with a wheeled Movement type and 8 Move points tries to reach all the nearby hexes. (It happens automatically) All hexes covered by trucks from all Supply hubs and points comprise the Land Supply zone.

A Naval Supply Zone is formed as follows: from each Seaport connected to a Supply network supply ship with 10 Move points tries to reach all the nearby hexes. (It happens automatically) All hexes covered by ships from all Seaports comprise Naval Supply zone.

The Land and Naval Supply zones together comprise a Supply zone.

A Supply zone can be Cut off thus reducing its size, and the elements of a Supply network can be Blocked, Disabled, or Captured, also affecting the Supply zone's size.

Aircraft units onboard Carrier are also considered as being in a Supply zone.

Service zone

The Service zone is a 1 hex radius around each object of an Infrastructure, where units can change their Equipment, Embark and Disembark, or be Reinforced.

Aircraft units onboard a Carrier are also considered as being in a Service zone.

Infrastructure

Infrastructure is a collective name for all types of buildings such as a Seaport, a Supply point, Supply hub, Maritime hub, Airfield, or Railroad station. You can right-click on it to get more information about each particular building.

Seaport

Naval units can resupply their Ammunition and Fuel at a Seaport within its Supply range if it is connected to an allied Maritime hub. A Seaport makes an allied Maritime hub in an adjacent hex function as a Supply hub.

A Seaport supply range: if a supply ship with 10 move points can travel safely from this Seaport to a given Ocean hex - that hex is within the Seaport supply range.

A Seaport allows Embarkation and Disembarkation of the Ground units on a Transport ship. It is the only place where non-Infantry units and Infantry units with heavy Equipment can be unloaded from a Transport ship.

If a Seaport has 5 or less HP left, it is no longer functional until it regains its HP. It regains 2 HP at the end of the turn.

Maritime hub

A Maritime hub functions as a Supply point, however, if you control a Seaport in an adjacent hex it starts to function as a Supply hub.

A Supply Hub is the source of Ammunition and Fuel for a Supply network - a number of interconnected Supply points, Airfields, and Seaports. If part of the Supply network is cut off from the Supply Hub it cannot provide supplies until the connection is reestablished. It also functions as a Supply point and provides Ground units within range with Ammunition and Fuel. The Supply range: if a wheeled truck with 8 move points can travel safely from the Maritime hub to a given hex - that hex is within the Supply range.

If a Maritime hub has 5 or less HP left, it is no longer functional, until it regains its HP. It regains 2 HP at the end of turn.

Airfield

Aircraft can land and take-off from an Airfield. Upon landing they: refuel, gain full Ammunition, recharge all Equipment and restore Damaged planes, if an Airfield is connected to an allied Supply network. Aircraft have to spend 5 or all remaining (if there is less than 5) Move points to land.

Aircraft units can be Reinforced while on the Airfield. If an enemy deals Damage to an Airfield, the same Damage is applied to each landed plane.

Infantry units without heavy Equipment can board an airplane at an Airfield. Paratroopers can then land on Clear terrain, while all other Infantry units have to land at an allied Airfield.

If an Airfield has 5 or less HP left, it is no longer functional until it regains its HP. It regains 2 HP at the end of the turn.

Railroad station

A Railroad station allows Land units to embark on a Train for faster transportation by rail. It is also the only place where they can then Disembark from the Train.

Railroad stations also connect remote Supply points and Supply hubs by Railroad (if two elements of the Supply network both have Railroad station within range and these stations are connected then these two elements are also connected).

If a Railroad station has 5 or less HP left, it is no longer functional, until it regains its HP. It regains 2 HP at the end of the turn.

Road

If the unit moves from a hex with the Road into another hex with the Road, the Movement cost is equal to 1 Move point per hex. Roads are an important element of the Supply network as they usually act as the routes for establishing Supply lines.

All the City hexes are also considered having Roads.

Railroad

A Railroad allows the use of Train transport. They are also important elements of the Supply network, as they connect the remote elements of the Supply network. Railroad stations connect remote Supply points and Supply hubs by Railroad (if two elements of the Supply network both have Railroad station within range and these stations are connected, then these two elements are also connected).

However, if the Railroad is Cut off by the enemy, the connection will be lost.

Blocked

Seaports can be Blocked by an enemy Naval unit being within 2 hexes from a Seaport.

Submarines can Block Seaports without being seen. So, you see that the Seaport is Blocked (by clicking on it and seeing its Supply zone) and there are no enemy vessels close, then there is probably an enemy Submarine nearby.

Cut off

When the enemy unit's Zone of control affects the transportation of supplies it means that parts of the Supply zone are Cut off. When the enemy unit's ZoC affects the transportation of supplies from one element of the Supply network to the other then this element is Cut off.

You can see that by clicking on the elements of the Supply network being affected by Cut off.

Disabled

Infrastructure is Disabled if its HP is 50% or lower. Infrastructure regains 20% of its HP at the end of each turn. When the Infrastructure is Disabled it does not function until it regains enough HP.

Captured

Infrastructure can be Captured. It provides a Prestige bonus if you have Captured it for the first time (not recaptured). Captured Infrastructure starts working for the new owner. If an enemy Captures some of your Infrastructure, it will affect your Supply network.

Weather and Terrain

This chapter contains detailed information about Weather, Terrain, Time of day, and their effect on the gameplay.

Turn rules, Night, Weather, Rain, Sandstorm, Frost	29
Severe frost, Rasputitsa (soaked roads), Terrain, Ocean	30
Big river, Lake, Ice, Shallows, Swamp, Forest, Clear	31
City, Street, Rough, Field, Mountain, Unpassable mountain	32

Turn rules

Time is a complex factor that affects every operation.

Each operation has to be completed within a limited number of turns. It is indicated by the numbers on the "End Turn" button. The first number indicates the number of turns left before you will start losing Victory Points due to the Indecision penalty. The second number indicates the number of turns before you lose the operation. Additionally, some objectives can have turn limits of their own that are indicated in their description.

Night

At the start of every turn, the time of day will change. Every third turn the Night falls. During the nighttime, all units receive a 66% attack penalty, and the Spotting range is reduced by 50%, but not lower than 1. Besides the obvious visual change, the Night is indicated by an icon at the bottom-left corner of the screen.

By hovering over a clock icon at the top-right corner of the screen you can see the Current turn, Date, Operation name, and time of day.

Weather

Weather is another major factor that affects every unit on the map. It is indicated by an icon at the bottom-left corner of the screen. Weather conditions can change throughout the operation. Some operations can have harsh Weather during the whole operation e.g. if it takes place during a cold winter or in a hot desert.

Rain

Rain reduces the attack of all units by 33% but increases their Camouflage by 1. The 'All-Weather' skill removes the attack penalty.

Sandstorm

Sandstorm reduces the attack of all units by 33% but increases their Camouflage by 1.

Frost

Frost reduces the attack of all units by 33% but increases their Camouflage by 1. Winter equipment removes the attack penalty.

Severe frost

Severe Frost reduces the attack of all units by 33% but increases their Camouflage by 1. It also reduces units Move points to 1. Winter equipment removes only the movement penalty.

Rasputitsa (soaked roads)

Rasputitsa makes all roads soaked beyond reason. They no longer function. It affects not only units, but also supply trucks, breaking the Supply network. Only Supply points connected by Railroads can still function.

Terrain

Each hex on the map has different properties depending on its Terrain type. If the hex is empty, you can see these properties by bringing up its info screen. In the title of the info screen, you can see the type of terrain. The screen itself is divided into three sections:

- 'Move point cost' section lists how much Move points are required for a unit of each Movement type to move over this type of Terrain (lookup 'Movement types' chapter for more detail).
- 'Features' section lists all the modifiers to the combat parameters and movement (more details below).
- 'Information' section contains a description of the Terrain and some additional details for this hex.

Here's a list of Features that Terrain can have affecting units parameters:

- Defense - increases the unit's defense parameters.
- Camouflage - increases the unit's Camouflage.
- Max entrenchment - indicates how many levels of Entrenchment a unit can have in this hex.
- Close quarters - indicates whether this hex forces the Close quarters mechanic.
- Road - lowers the Movement point cost for a unit that moves from another hex that has a Road in it. Establishes Supply lines.
- Railway - allows movement of trains and establishes Supply lines across a bigger distance than Roads.
- Small river - if a unit attacks across the Small river, it has a -4 penalty to all attacks and defenses. Crossing a Small river without a Bridge requires 2 extra Move points.

Ocean

Allows naval units to move through it freely. Land units have to embark on naval transports at a Seaport to cross deep waters.

Big river

A natural obstacle for any offensive. Only infantry units on foot can cross Big rivers, while all other land units have to look for the Bridge. While in a Big river (or on a Bridge) units have severe combat penalties. Units in a Big river receive a -4 penalty to all attack and defense parameters.

Lake

A natural obstacle for any offensive. Only infantry units on foot can enter Lake. While in Lake units have severe combat penalties (-4 to all attack and defense parameters).

Ice

Units on Ice are easier to spot. They also receive a -4 penalty to all attack and defense parameters and cannot be Entrenched. Movement through ice is rather slow.

Shallows

Allow Infantry troops to disembark without Seaport (same as Clear terrain). However, they also hinder land unit movement and apply severe combat penalties (-4 to all attack and defense parameters). It is a dangerous place for a landing operation. If you want a safer place to land you should look for a Clear terrain. Naval units cannot enter Shallows.

Swamp

A repugnant place: not only does it provide severe combat penalties but it also hinders the movement of your troops. Units in Swamp receive a -4 penalty to all attack and defense parameters.

Forest

Offers good protection and a hiding place for your troops but hinders their movement.

Clear

Easy to move through. However, it does not offer an advantage in combat. It is the only type of terrain suitable for paratroopers landing. Infantry onboard naval transports can disembark here (or in Shallows).

City

Easy to move through. It also provides lots of good hiding places and defensive positions.

Street

Unlike the City, Street hexes do not block line of sight and allow firing in 2 hexes range. At the same time, your troops are easier to spot, than in City hex.

Rough

Offers some protection but hinders movement of troops.

Field

Difficult to move through and offers no additional cover for your troops.

Mountain

Good for hiding and offers great protection in combat. However, it is an arduous task for your troops to climb a mountain.

Unpassable mountain

An insurmountable obstacle for all types of troops. Units cannot enter this hex.