SYRIAN WARFARE

Player's manual

Contents

Abbreviations

Certain conventions and abbreviations are used throughout this manual, as listed below:

- CU – combat unit
- LMB – left mouse button
- RMB – right mouse button
- ATGM – anti-tank guided missile
- UM – unguided missile
- RPG – rocket propelled grenade
- APC – armored personnel carrier
- IFV – infantry fighting vehicle
- ATM – anti-tank mine
- APM – anti-personnel mine

Basic concepts

Preparing for a mission

When starting a mission you're presented with a briefing. In the briefing you'll find the description of the situation you'll be working with. In some missions, after confirming that you've read the briefing's contents, you'll find yourself on the preparation screen. On this screen you'll be able to pick the troops you'll be using during the mission. It is divided into three parts, left to right:

1. Reserve – those are the forces available for recruitment for the current mission. The reserve is updated after every mission.
2. Garrison – those are the forces you've recruited but haven't assigned to the vanguard.
3. Vanguard – those are the forces you've assigned to the current battle team and will have at the start of the mission. After the mission, the surviving forces from the vanguard will return to your garrison – except for some reinforcements you gained during the mission, which'll return to the reserve instead.
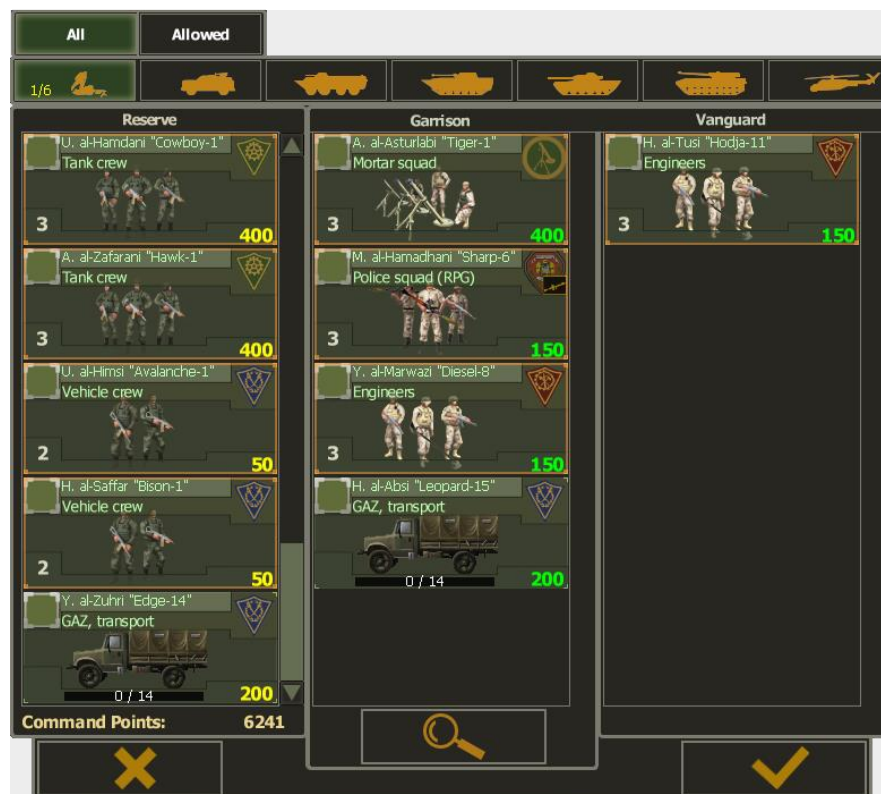
On this screen, you can choose what forces to select for the mission, recruit forces from the reserve or return them to the reserve

Every CU has a Command Point (CP) cost. CP represent your personal commander's rating, which you can earn on the battlefield by being efficient at completing your missions. By dragging a CU from the reserve to the garrison or the vanguard, you spend CP equal to its cost. When you return a CU to the reserve, you get a full refund on the CP. You can't recruit a CU which you don't have the CP for.

CU lists can be sorted by CU type. To do so, press the corresponding buttons at the top of the window. CUs of that type will be displayed at the top of each list. If you can take at least one CU of a type to a mission, the corresponding button will display the current and max amounts that you can pick.

You can also use the additional mode that allows you to change between showing all CUs or only the ones available for the current mission. The buttons toggling that mode are located at the top left of the window.

CUs are displayed as a compact panel:

At the top of the panel, the CU's commander's name and call-sign are displayed. The call-sign is always unique. Under that, the CU's type is displayed. The top left corner shows the CU's experience level and the top right corner shows the CU's icon (for infantry it's an icon specific to its type, for vehicles – the icon of its crew). If it's an infantry unit, the lower left corner will display the total number of troops in the unit. The middle part shows the CU's image. If it's a transport vehicle, under the image its maximum and current capacity will be displayed. In the bottom right corner, the CU's CP cost is displayed.

Under the garrison list there is a button (with a spyglass on it) leading to the vehicle preparation screen, as shown on the next page.

On this screen you can replace or remove the crew of a vehicle. In addition, if the vehicle can carry personnel, you'll be able to assign some squads from the garrison to it so that they start inside the vehicle at the beginning of the mission.

On the left side, your available vehicles are displayed. On the right, your available infantry is displayed. In the middle is the selected vehicle's crew slot and under it, slots for carrying personnel.

Reinforcements

Sometimes during the missions you will receive reinforcements. Those come in two types – some are predetermined and are given automatically, while others allows you to pick the exact composition of troops you want. In the latter case, you can call on reinforcements when this button appears:

The "request reinforcements" button is marked in red

The reinforcement screen works much like the way the pre-mission troop selection screen does. The only differences are the arrows below the vanguard section. In some missions, when you have multiple reinforcement waves available to you at the same time, you can change between them by using those buttons. The area the reinforcements spawn in will be displayed on the map.

Unit panel

By clicking the experience level icon on a CE's panel during the game, you'll open the unit panel. The unit panel lists all CUs you control. It can be used to assess the condition of your troops in general or the condition of a certain CU, see its description and detailed characteristics and quickly select it. A double LMB click on a CU in the list will center the camera on it. The panel also displays the amount and type of enemy troops eliminated by this CU.

General controls

Menu
By pressing ESC, you'll open the game menu. From there, you can change your settings, save or load your game, restart the mission or exit to the main menu.

Pause
To toggle pause, press the SPACE key. You can fully control the game while it's paused.

Quick save and load
During the mission, you can use the F5 key to save the current situation and the F8 key to load the latest quick save. You have two slots for quick saves.

Order hotkeys
Each order has a hotkey, as shown on the image. For your convenience, the hotkeys are repeated in the corresponding sections of the manual.

Player orders
Orders given by the player always have higher priority over the CU's own behavior, but can sometimes be combined with it. For example, while a tank is moving to a destination specified by the player, it'll shoot enemies it comes across.

Camera controls
You can rotate the camera by holding down the middle mouse button and moving the mouse. You can zoom in or out using the mouse scroll wheel. You can move the camera's position by moving the mouse pointer to the edge of the screen.

You can also control the camera using the keyboard. Arrow keys move the camera, Insert/Delete handle zooming and Home/End/Page Up/Page Down rotate it.

Combat situation analysis

Observation and Fields of Fire

By analyzing the mission's area you will be able to:

- Determine possible points of contact with the enemy

- Find good defensive positions

- By contrast, find areas that are vulnerable to attacks

All of your CUs have two characteristics relevant to terrain and placement – vision and field of fire.

Vision is the ability of a CU to detect other CUs.

Different CUs have different vision capabilities. The area outside of your forces' visibility ranges is covered in the "fog of war".

Infantry troops always observe the whole area around them.

Vehicles observe in cones: the driver's visibility cone (based on the vehicle's facing), the gunner's visibility cone (based on the turret's facing) and the commander's visibility cone when the hatch is open.
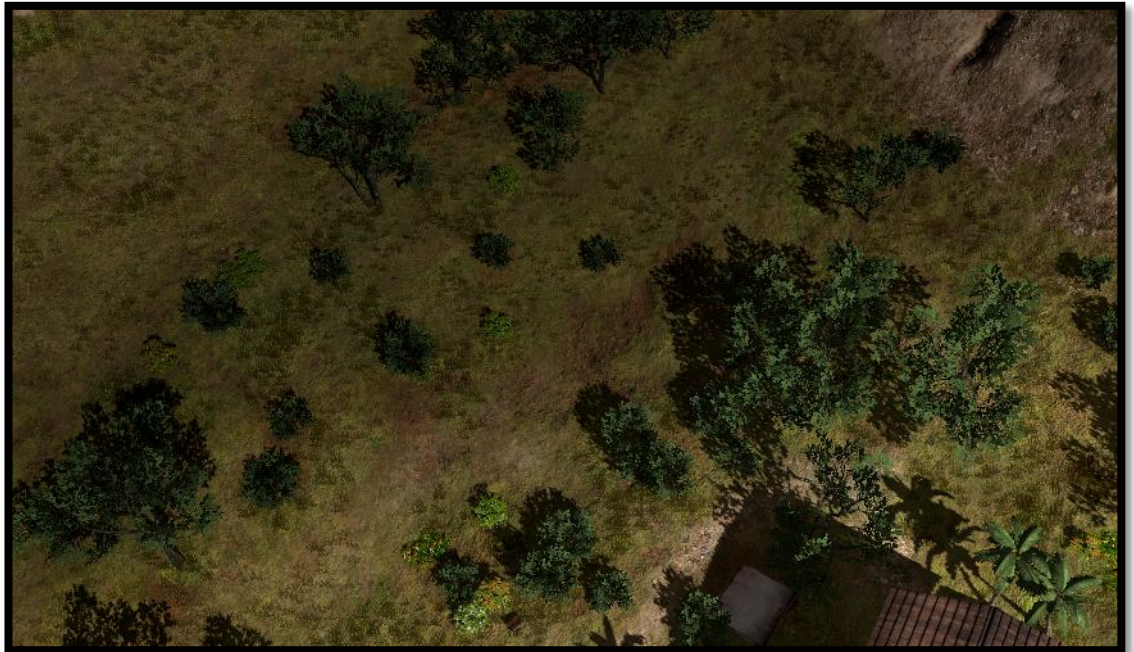
"Fog of war" hides areas not observed by your forces

Field of fire is the area in which targets can be fired upon by a given weapon.

To view the field of fire for a certain weapon/ammo type, hover the mouse pointer over the required weapon/ammo icon at the Command-Information panel.

The field of fire is represented by a green dashed circle around the CU (it can be bigger than the area shown on your screen, so it is also displayed on the minimap for your convenience).

In some cases, field of fire also includes a blind spot, which is the area within which the CU cannot attack with a certain weapon/ammo. It is represented by a red dashed circle around the CU.
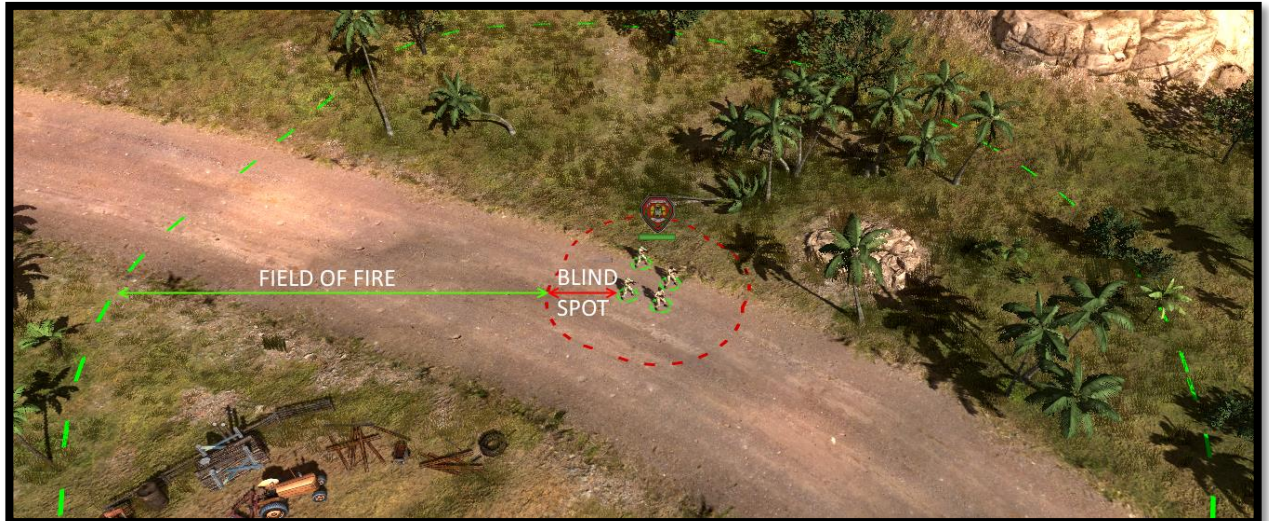
The field of fire and blind spot of hand grenades

Most weapons also require line of sight to the target to fire. Some weapons like mortars and artillery cannons support indirect fire, meaning that they do not require line of sight.

Cover and Concealment

Cover is the term for objects that can physically protect a CU from being hit.

> *Buildings, structures, terrain features – all those work as cover.*
>
> *Cover may be full (from all directions) or partial (from one or two directions).*
>
> *Buildings provide the best cover for infantry, unless the enemy has artillery, in which case a weak building might become a deathtrap. Also, buildings can be used as partial cover for combat vehicles.*

A vehicle using a building as partial cover

Cover can also work differently against different weapon types.

Buildings are a special kind of cover. Infantry can enter buildings as long as there is enough space remaining in the building to house the troops. Buildings are divided into three types, based on their durability and protection against various kinds of attacks.

1. Weak building – provides minimal protection against gunfire and shockwaves. Its walls can withstand bullets of caliber up to 7.62 and some damage from frag explosives. It also protects from high explosives. Its structure is extremely weak against cumulative explosives.

2. Medium building - provides good protection against gunfire and shockwaves. Its walls can withstand bullets of caliber up to 14.5, 20-23 mm HE shells and some damage from frag explosives. Its structure can withstand a few hits with tank and artillery shells or UM, but is weak against cumulative explosives.

3. Strong building - provides good protection against gunfire and shockwaves. Its walls can withstand hits with any shells up to 30mm caliber and strong frag explosives. It has medium resistance to cumulative explosives.

Concealment is the CU's current ability to hide its presence from the enemy.

Hills, vegetation and buildings can provide extra concealment to your troops.

The better your forces are concealed, the less time you'll give your enemy to react once you attack him.

Infantry is the most vulnerable type of CU, and as such concealment is critical for it.

The concealment rating is represented on the CU's interface in a bar under the CU's graphic. Complete invisibility is not achievable and the bar's value is relative – the highest possible concealment is when a sniper is hiding in tall grass; the lowest possible concealment is when a helicopter is firing its weapons.

There are multiple factors affecting a CU's concealment. Better concealment is achieved thanks to:

- Terrain features, blocking the enemy's line of sight
- Crouching and lying down
- Lush vegetation around the unit
- An infantry unit being inside a building

Concealment worsens when a CU is moving or shooting.

Tactical analysis

Objectives and targets

If your target is a certain object or strategically important location, it will be marked both on the battlefield and on your map.

> *Red target icons represent main objectives, yellow icons – secondary ones, while green icons are for objectives that have been achieved and must be held.*
>
> *By hovering your mouse pointer over the icon you can see the associated objective.*
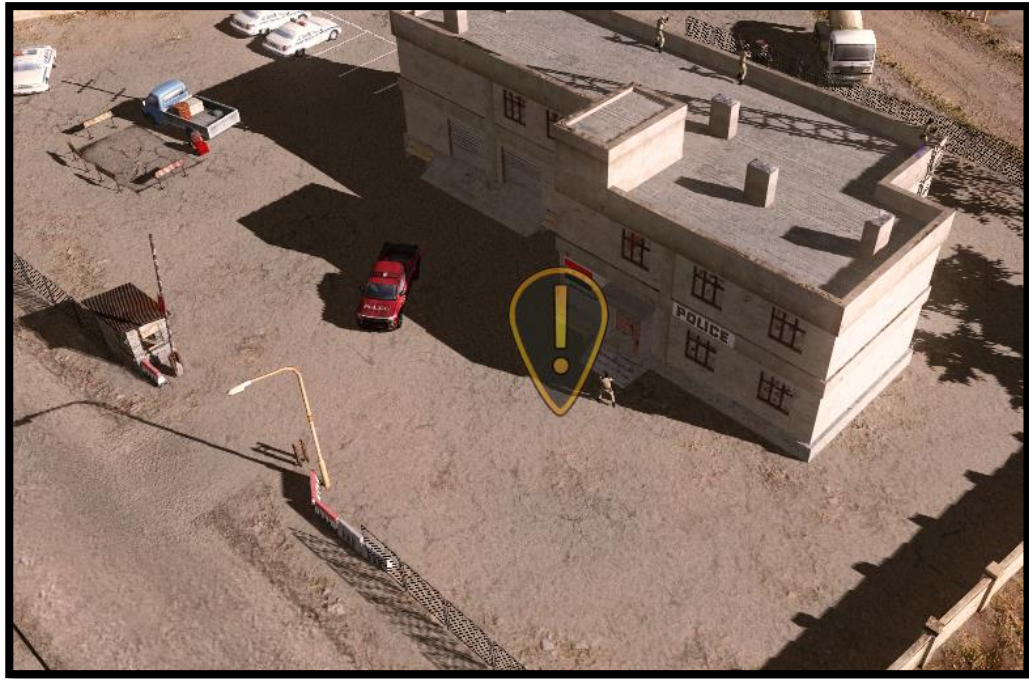
An objective icon pointing to a rendezvous point the player is yet to reach

Moving targets

Sometimes you will have to deal with moving targets. In such cases the targets' predicted route will be shown with red arrows.

Minimap

The minimap is a very important tool used to assess the current tactical situation. It allows you to see the relative positions of all known CUs on a projection of the mission area's terrain.

Minimap legend:

- *Dot – infantry*
- *Square – ground vehicle*
- *Diamond – aircraft*

The color represents the CU's side: green – your troops, blue – your allies and civilians, red - enemies.

If your CU is engaged in combat, its icon will flash.

Some of the minimap's icons are replicated on the battlefield as well. A square of the corresponding color is shown above ground vehicles, a diamond is shown above aerial vehicles, and a triangle above infantry (unlike the minimap legend, where the infantry is represented by dots).

The area you're currently viewing is represented on the minimap by a white frame, corresponding to the current camera position and orientation.

The minimap can be toggled between two modes by clicking the button in its corner or pressing the "," key. The primary mode displays the entire map at once. The secondary mode shows only a part of the map based on the current position of the camera and always facing the same way it does. This mode is more useful for solving local combat situations.

Supply

Ammo, fuel and spare parts

Ammo is the most important resource for your units. Take care not to run out and refill it as necessary. A CU without ammo for its main weapon is unable to efficiently fulfill its combat role.

Spare parts are used to repair a vehicle's systems. It is irreplaceable within a mission and as such determines the vehicle's capability to withstand encounters with the enemy.

Fuel is another resource exclusive to vehicles. Without it the vehicle cannot move. It is somewhat less important than ammo and spare parts, however, as there's usually enough to last a mission, and it can be refilled.

How to refill ammo

Ammo is transported inside supply trucks and personnel transport, including APCs and AFVs. The amount of ammo carried is shown in the CU interface under the unit graphic alongside the fuel and spare part values.

A personnel transport vehicle can carry infantry ammo only. It automatically refills the ammo for all the troops in its personnel section, but not for the vehicle's crew.

A supply truck refills the ammo of all CUs – troops and vehicles both – in its supply radius. It must be toggled to its supply mode in order to do this. Alternatively, you can click your RMB on a vehicle, in which case the truck will approach the vehicle, automatically enter supply mode when in range and automatically exit supply mode when the vehicle's ammo is refilled. The ammo supply in a personnel transport vehicle is refilled by supply trucks as well. A supply truck cannot do anything else while in supply mode.

If you have no transport vehicles at your disposal, you can pick up trophy weapons from the enemies or capture their supply trucks.

How to refuel

The only way to refuel is by using a fuel supply truck. A fuel supply truck works like a supply truck does, except it refills fuel instead of ammo.
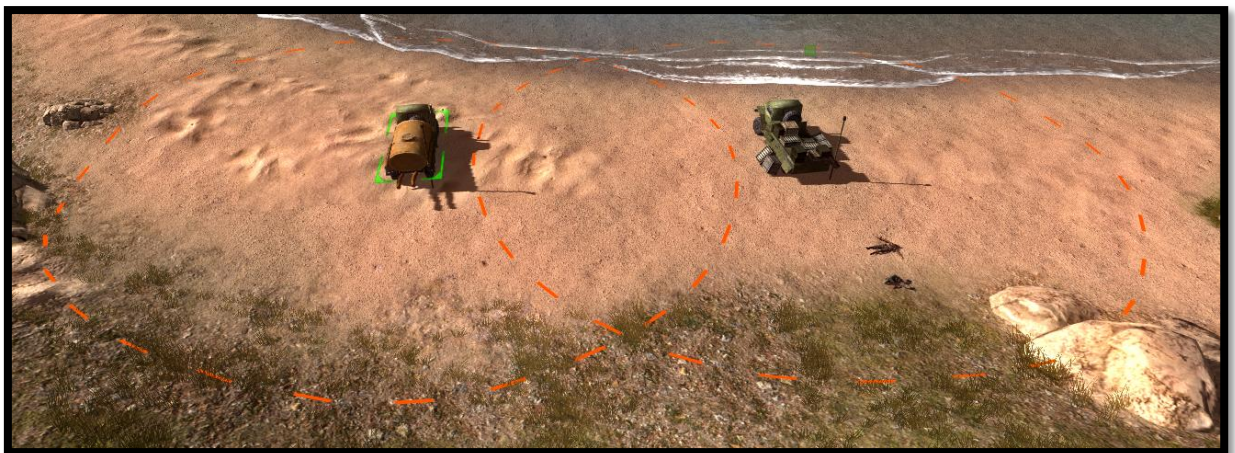
The two types of supply trucks in supply modes, their range being denoted by orange circles

Spare parts

As you use combat vehicles, sooner or later they will get damaged by enemy fire. The crew can repair systems – chassis, turret and such – by using the vehicle's spare parts. However, spare parts cannot be

replaced, so if the vehicle sees heavy use, you will have to abandon it at some point as it'll run out. The crew can then be used to capture another vehicle of the same type.

Viewing resource amounts

The Command-Information panel has a section reserved for the selected CU's ammo. All ammo types available for the currently selected CU are displayed there, along with their amounts.

> *Ammo icons on the Command-Information panel work as buttons. By clicking an icon, you can forbid using this ammo type to the CU. That way you can control the ammo expenditure.*
>
> *Forbidden ammo has the lowest priority when refilling.*

For a vehicle, under its schematics, you can see the current amounts of fuel, spare parts and carried ammo.

Suicide bombers and important targets

Sometimes the terrorists will use suicide bombers against you – drivers in explosives-filled vehicles. Upon reaching your emplacements they will trigger a huge and damaging explosion. The suicide bombers' vehicles are light-armored for the sake of speed and as such might explode from just a few hits.

The bombers are a big threat to your troops as their explosives are comparable to an airplane bomb. It is recommended that you prioritize them as targets upon their appearance. They are marked with a special icon. That icon is also used for some other important and dangerous targets.

Controlling your troops

Selecting CUs and merging them in combat groups

In order to select a combat unit, just click it with the LMB. The selection will be represented by a frame around the CU.

How selection of units is displayed

To select multiple units at once, you can either drag a selection box over them or click a unit with the SHIFT key held down. In the latter case, the unit will be added to the current selection.

When you have selected multiple units at once, their icons are displayed on the right side of the screen, allowing you to quickly select one of them. If more than 8 CUs are selected, the icons to the right will be divided into pages, with a button to switch pages displayed above them. If you've selected a transport or a building, to its left will be smaller icons representing the troops carried inside.

When you have a group selected, you can assign a combat group by holding down the CTRL key and pressing one of the numeric keys. By doing so, you'll assign each selected CU to the corresponding group. If, later in the mission, you press that numeric key, you'll deselect all currently selected CUs and select all the CUs in the group instead. A CU can belong to multiple groups at once. A CU's combat groups are shown above it when it's selected.

Troop movement

During a mission you will need to command your CUs to move to certain areas of the map. To order a CU or a group of CUs to move to an area, click the RMB in the area. In the case of a group, it'll try to at least loosely match the placement of its CUs relative to each other it had at the start of the movement.

If you hold down the RMB while clicking, you will be able to pick the direction the CU or group will be facing at the place of arrival.

If you're ordering infantry, on a single RMB click it will maintain the stance it had before the start of the movement (so if it was lying down, it will crawl to the destination). On a double click the squad will run towards the destination regardless of its initial stance.

If you're ordering a vehicle and the destination is close behind the vehicle, it'll drive backwards instead of wasting time on turning around. By double-clicking the RMB you can override this behavior.

The two orders affecting troop movement are shown in red, left to right:

1. *Move until engagement (E) – the CU will move to the destination until it encounters an enemy, in which case the CU will stop its movement.*
2. *Stop (R) – the CU will stop all of its current*

Troop transport

To move infantry across large distances you can use carrier vehicles and aircraft. To order an infantry squad to enter a vehicle, just click the RMB on the vehicle that has enough free space.

The two orders affecting troop deployment are shown in red, left to right:

1. *Deploy (Z) – deploys the troops in the specified point. If the point is outside the deploy radius (shown in blue when using the order), the vehicle will first move within range. If the troops are inside a helicopter and the destination is a building, the troops will be deployed on its roof.*
2. *Exit vehicle (V) – orders all infantry inside the vehicle to exit it on the spot.*

Landing helicopters

There are several ways to land a helicopter. Since helicopters use fuel as long as they're in the air, doing so is recommended whenever you don't need the helicopter to be immediately available.

- Order the helicopter to deploy its crew.
- Order the helicopter to deploy troops (if there are any)
- Order the helicopter to land.

The "land" (A) button is marked in red.

Press this button and select the landing area, then click the LMB.

Engaging the enemy

Sooner or later your forces will engage the enemy in battle. As a commander you can affect the course of the fight, but you cannot completely control your troops' behavior. You can make them prioritise certain targets, move to certain locations, behave differently when not given any specific orders, but the details will be left for them to decide. As such it is important to know the capabilities of combatants under your command.

Ordering an attack

To order a CU to attack an enemy, click the RMB at the enemy. The CU will then use the arms that are effective against that enemy to attack it. Note that if a CU doesn't have appropriate arms, you will have to use the "force attack" order if you still wish to attack that enemy with that CU.

If line of fire is broken or the enemy is not within range, the CU will move to the closest position from which it can attack that enemy. This may be undesired behavior, and to avoid it you can hold down the ALT key while ordering the attack. In that case the CU will prioritize that target but will not attempt to move or change its current path even if it can't attack the enemy in the current circumstances.

Just like with movement, a single click will preserve the current stance and a double click will force the infantry squad to adopt a running stance. For a vehicle a double click will make it turn towards the target with its most armored side.

CU behavior mode

Every CU has three behavior modes and one modifier. Skillful management of those parameters will allow you to make your troops more efficient, but it is not strictly necessary.

"Behavior mode" (S) – three modes, denoted by their icon:

- *Sword and shield – default mode. The CU automatically attacks enemies within its field of fire but does not move to engage them.*
- *Shield – ambush mode. The CU attacks enemies only if they are too close, several meters before the CU is detected by enemy, depending on the current disguise level. If the CU is detected, it behaves as if it's in default mode until it's hidden again.*
- *Sword – aggressive mode. The CU attacks all visible enemies, closing the distance if necessary and pursuing them if they are retreating.*

"Behavior modifier" (D) – can enable or disable stopping to attack. If stopping is enabled (default), the CU can take short stops during movement to shoot at the enemy with the arms it cannot use while moving.

Creating smoke

Smoke grenades create smoke clouds that reduce the accuracy of all attacks made through it, both from the inside and from the outside.

The "smokes" (X) button is marked in red.

Press the button and select the area to cover, and then click the LMB.

Smoke grenades are an ammo type.

Vehicle smoke grenades have a larger area of effect and higher range.

A blue circle will display the area the grenade can be thrown in.

Assaulting a building

To capture a building occupied by the enemy you may assault it with your infantry troops. The most effective troops at this task are Syrian ground troops, assault squads, marines and GRU squads – the CQC stat of the unit determines that. Success also depends on relative amounts of troops involved.

The "assault" (Q) button is marked in red.

Press the button and select the building to perform assault on, and then click the LMB.

The selected infantry unit will begin its assault on the building.

You can also use the vehicle "deploy" order on an occupied building to order an assault.

Force attack

Sometimes you may want to attack a certain point on the ground or an enemy that the current CU doesn't have effective arms to use against. In these cases you can use the "force attack" order.

The "force attack" (W) button is marked in red.

Press the button and select the target, then click the LMB. The target may be a point on the ground or a certain unit.

The selected CU will attack the target with all enabled arms.

Unit types and their properties

In order to use your troops with maximum effectiveness, you must thoroughly learn their abilities, advantages and disadvantages. You have three kinds of troops at your disposal: infantry, ground vehicles and aircrafts. No single kind of troops is universal. A smart commander will combine them for great effect.

Infantry

The infantry is your main force type. There are different types of infantry, specialized on different tasks. Compared to other types, it's more maneuverable, stealthier and more flexible, but is also the most vulnerable.

Infantry squads have a number of important parameters unique to them: effectiveness at assault, people per squad, disguise.

Syrian ground troops

A Syrian infantry squad. They're universal - the squad can deal with both infantry and vehicles, even armored ones. Of course, they're not as effective at that as specialist squads. In addition to the assault rifles the squad has a machine gun, a sniper rifle and the modern "Vampire" hand-held anti-tank grenade launcher. If necessary, can salvage an ATGM launcher, an RPO, a hand-held revolver-type grenade launcher to replace the RPG launcher; a high-caliber sniper rifle to replace their own; an automatic grenade launcher to replace the machine gun.

Assault troops

An assault squad, specializing in eliminating enemy infantry, in particular, in close-quarters combat when storming buildings. In addition to the main arms they are equipped with a thermobaric rocket launcher for clearing out buildings and a 30mm automatic grenade launcher, effective against infantry in open fields. If necessary, can salvage an ATGM launcher, a hand-held revolver-type grenade launcher or an RPG launcher to replace the RPO; a machine gun to replace the automatic grenade launcher.

Snipers

Military snipers. Their camouflage skills allow them to be less noticeable to the enemy than regular infantry. Specialize in eliminating infantry and light vehicles at large distances. Both are armed with high-caliber sniper rifles. Can crew light vehicles.

Engineers

Engineers are troops with a unique specialization. They are not effective against any unit types, but they can see, set and defuse mines. An engineer squad consists of 3 engineers. They are equipped with a number of ATMs, APMs and explosive charges. Engineers don't trigger enemy mines. An engineer squad can crew a light vehicle.

AT squad

These fighters are used mainly to destroy enemy armored vehicles. Armed with a modern, effective anti-tank guided rocket launcher system. After movement the soldiers require some time to deploy the system. If necessary, can salvage an RPO, a hand-held revolver-type grenade launcher or an RPG launcher to replace the ATGM launcher. Can crew light vehicles.

Mortar squad

A squad of soldiers armed with 82mm mortars. Indispensable in close combat for eliminating enemies behind cover and folds in the landscape. Cannot move fast. After movement the soldiers require some time to deploy the mortars. Can crew light vehicles.

RSO

During some missions you will be able to call on support from Russian aircraft. For that you will have specialists from the Special operations forces, who are the only ones capable of calling an airstrike. As such, it is important to keep them alive if you want to make use of airstrikes. SOF "squads" consist of 1 combatant. They can crew a light vehicle.

GRU squad

Sometimes you will have access to special forces from the Russian Main Intelligence Directorate. Those are elite troops that can perform a variety of tasks. A MID squad consists of 3 people armed with a machinegun, a large-caliber sniper rifle and a grenade launcher. They also carry explosive charges and can detect enemy mines. They are extremely effective at assaulting buildings and can crew a light vehicle.

Marines

Russian marines are another squad type that may temporarily be placed under your command. Extremely effective against infantry and light vehicles and in building assault, including close-quarters combat. In addition to the assault rifles are armed with a high-caliber sniper rifle, a machine gun and a 30mm automatic grenade launcher. The marines can detect and disarm mines.

Vehicle crews

Vehicles cannot be used without a crew. Different crews are required to control different vehicles. There are three kinds of vehicle crews. Heavy vehicles and helicopters can only be crewed by their respective types.

Controlling infantry

Picking up weapons

Only special weapons can be picked up. You can use this feature when a squad member wielding a special weapon was killed or has run out of ammo. To do so, click the RMB on a weapon highlighted with a green circle. You cannot pick up weapons of a type different to the CU's initial loadout or pick up more weapons of a type than the CU had initially. If you try to pick up a weapon of a type the CU already has, the weapon will just be replaced and reloaded.

Weapons are marked with circles; green ones mark those that the selected CU can pick up

Weapons requiring deployment

Some weapons – mortars and portable ATGM launchers – require time to deploy before they can be used. When a squad carrying such weapons stops moving, it automatically begins deployment. If the person carrying the weapon moves somewhere, the deployment time resets. It takes a few seconds to deploy a mortar or an ATGM launcher.

You can check if an ammunition type requires deploying the weapon it's assigned to in the tooltip for that ammunition type.

Formations

Formations can be used to achieve better defensive or offensive capabilities. By default infantry squads use the "spread out" formation.


The "formation" (F) button is marked in red. It shows the current formation.

Press this button to access the formation menu.

In the formation menu there are four buttons corresponding to formations:

- *Line – the troops will move in a tightly-spaced line. Useful when defending or attacking a specific point.*
- *Wide line – similar to "line" except with larger gaps between soldiers. Good for securing an area.*
- *Tight group – the default formation. Effective in close quarter combat.*
- *Spread out – like the default formation, but with larger gaps. Prevents large losses from explosions.*
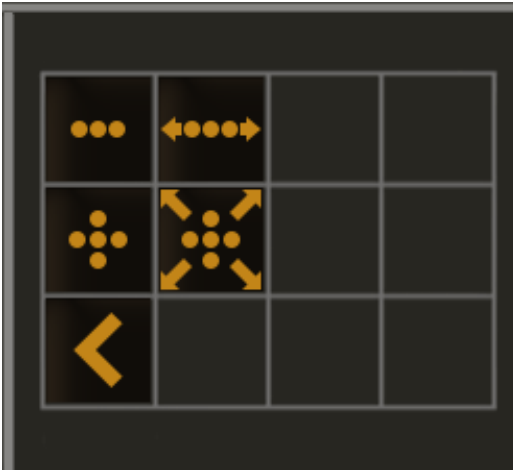
Using cover

Infantry may take cover or lie down automatically when under fire, but only if the cover is within a small distance of the squad. Otherwise you may need to use the "take cover" order.

The "take cover" (C) button is marked in red.

Press this button to order the squad to find and enter cover. Where impossible, the soldier will just start crawling.

Double click the button to force the infantry to start crawling regardless of cover.

While crawling, infantry is harder to hit and notice.

Setting and defusing mines

Only engineers and MID squads can lay mines and explosive charges. There are two types of mines (anti-personnel and anti-tank) and explosive charges with remote detonators.

Anti-personnel mines are triggered by infantry and vehicles, but are only effective against infantry. Anti-tank mines are triggered by vehicles and are effective against them. Explosive charges are effective against all ground troops and only trigger via remote activation.

To start defusing mines, click the RMB on a mine. The squad will keep defusing mines as long as there are any nearby, allowing you to clear a minefield with one order. The engineers will maintain their stance while defusing the mines. You can force the engineers to assume a running stance by double clicking the RMB. The mine setting order is always carried out in a running stance.
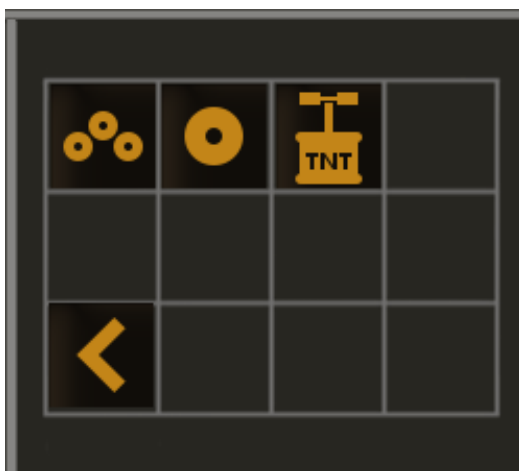
The "set mines" (Z) button is marked in red.

Press this button to open the mine selection menu.

In this menu, you can choose one of the three mine types to lay, left to right:

- *Anti-personnel mines (Q) – triggered by infantry and vehicles, effective against infantry.*
- *Anti-tank mines (W) – triggered by vehicles, effective against vehicles.*
- *Remote explosives (E) – triggered by remote control, effective against vehicles and infantry.*

After the mine type is selected, click the LMB on the desired laying location.

If you're setting APMs or ATMs, you will also need to set the number and direction of mines to be laid. To do this, after clicking the LMB on a point, move the mouse pointer to a second point, and click the LMB again.

If you've set explosives, an explosion-shaped icon will be displayed above it. You can activate the explosives by clicking the icon.

Requesting air support

During some missions, Russian air forces can provide air support. To call an airstrike, you'll need to use SOF specialists.

There are three types of airstrikes: bombs, non-guided missiles and anti-tank guided missiles.

The "airstrike" (Z) button is marked in red.

Press this button to open the airstrike selection menu.

In this menu, you can choose one of the three airstrike types, left to right:

- *UM (Q) – an attack with a swarm of non-guided missiles, effective against groups of infantry and light vehicles.*
- *Bombs (W) – a bomb strike, effective against buildings, light and medium vehicles, dense groups of infantry.*
- *ATGM (E) – an attack with anti-tank guided missiles. Effective against all types of ground vehicles, including tanks. Must be aimed precisely at the target.*

After selecting an airstrike type, click the LMB on the target and move the mouse while holding the button to select the direction of the strike.

Losses, wounds and general condition

In war, people will inevitably get wounded and die. An infantry's squad current condition can be tracked by looking at its icon and the info surrounding it.

A bar under the icon represents the current "health" of the unit. The red part of the bar represents dead soldiers, the yellow – wounds. A fully green bar represents a squad at its maximum capacity.

The mask icon in top right shows if the unit is currently in ambush mode and not detected.

The number on the right shows up only when the unit is selected and represents the group(s) this unit is in.

The red cross shows that the squad is currently healing its wounded. Troops heal only while they aren't doing anything – be it attacking or moving.

Experience

During combat, infantry and vehicle crews gain experience and ranks.

The rank of a squad or a vehicle's crew is displayed on the Command-Information panel to the left of the CU name.

The current amount of experience is represented by a bar under the CU name.

The image to the left shows all icons for all ranks from top to bottom in decreasing order.

Infantry squads persist from mission to mission, keeping their experience and rank. As long as at least one person in a squad remains, it will be fully re-staffed at the end of the mission.

As ranks increase, squads improve in their specialties. Snipers get more precise, assault squads become better at assault, and so on. A vehicle crewed by high-ranked troops is more precise and reloads faster.

Ground vehicles

Vehicles are divided into classes and have a number of parameters: protection from different sides, maximum speed and acceleration, cross-country movement, rate of fire, field repair complexity, turret turning speed, fuel capacity, ammo supply, spare parts.

The classes of ground vehicles are: light vehicles (cars and trucks), light armored vehicles (armored transports), infantry fighting vehicles, heavy armored vehicles (tanks and artillery).

A vehicle is usually best-armored at its front.

Light vehicles

Light vehicles include various light cars, combat vehicles and trucks. Light vehicles can carry various light (machine guns) and medium (high-caliber machine guns, small-caliber cannons and grenade launchers) weapons, as well as specialized weapons, such as ATGM launchers.

The crew usually consists of two people: the driver and the gunner. However, even one person is enough to drive a vehicle around.

Light vehicles have the highest speed (on roads) and provide supporting fire to infantry. Supply vehicles also belong to this category.

Light vehicles are very lightly protected, even the most durable of them. Sustained small arms fire can disable a light vehicle.

Light armored vehicles

Light armored vehicles can be tracked or treaded. They are crewed with the same type of crew as light vehicles.

APCs are used for relatively safe transport of infantry troops, replenishing their ammo and supporting them with fire.

Armored personal vehicles can resist small-caliber fire, but are extremely vulnerable to RPGs.

Infantry fighting vehicles

IFVs are the middle link between a light vehicle and a tank. They are well-armed, can perform some tasks on their own, carry troops and replenish their ammo.

IFVs can only be controlled by a heavy vehicle crew, consisting of three crewmen. If only one person remains, he can only drive the vehicle.

IFVs are resistant to bullets, but explosive grenades and shells still pose a threat to them.

Tanks

Tanks are the pinnacle of modern engineering. They can destroy enemy vehicles and infantry with ease and withstand heavy attacks.

Like IFVs, tanks can only be controlled by a heavy vehicle crew.

The heavier tanks can even withstand RPGs and light shells with their frontal armor. Heavy shells and ATGMs are usually the only threat to tanks.

Artillery

Artillery vehicles are used to destroy enemy troops from a large distance. They are crewed by heavy vehicle crews. They are very lightly armored because they're not meant for the front lines.

Controlling ground vehicles

Vehicles have some extra orders unique to them that haven't been described before in this manual.

External gun emplacement

Many vehicles have an external gun emplacement. To control when a crew member should take place in the emplacement, use the "open/close hatch" order. Using a gun emplacement provides better firepower and observation range at the cost of making a crew member more vulnerable to attacks.

The "open/close hatch" (F) button is marked in red.

The button's icon displays the current state of the hatch. Click this button to switch between the states.

By default the hatch is open.

Supply mode

Supply trucks can provide ammo and fuel to surrounding allies. To do so, they must be in their supply mode.

The "switch supply mode" (A) button is marked in red.

The button's icon displays the current mode. Click this button to change the mode.

While in supply mode, a supply truck can't move but provides ammo or fuel to friendly CUs in its supply radius.

Ammunition types

In general, the ammunition of ground vehicles can be divided into three types: armor piercing, high explosive and cumulative. Ammo effectiveness depends on the caliber.

- Armor-piercing (AP) ammo is effective against armored vehicles. Ammo of 120 and 125 mm calibers is the most effective against tanks.
- High-explosive fragmentation (HE-F) ammo is effective against infantry, light vehicles and buildings.
- Cumulative ammo (HEAT) is effective against armored vehicles and tanks. It also creates an explosion at the location it hits, so it can be used against infantry and buildings.

Aircraft

The only airborne vehicles you are able to directly control are helicopters. They are extremely fast and can perform hit-and-run attacks, but are a prime target for the enemy, as they cannot take any cover.

Some helicopters can also carry troops and allow them to drop down on buildings.

Aircraft weaponry

Helicopters can have mounted machineguns, UMs and ATGMs. Keep in mind that to perform a UM strike a helicopter will perform a running maneuver before the attack. A helicopter will not use UMs without an express order from the player.

Defense

Helicopters cannot carry too much armor as it would weigh them down. Most helicopters can survive small arms fire, but are not able to withstand a hit with any kind of missile or shell.

Against guided missiles helicopters have a special defensive measure – heat traps. They are launched automatically (if they're not forbidden) in case of a missile attack, providing a good, but not perfect defense.

Vehicle damage

As vehicles take fire, their armor condition worsens and their internal systems might go out of order. This can have an adverse effect on their combat capabilities.

Armor

As a vehicle gets hit from a certain direction, the condition of the armor in that direction worsens. Worn armor provides less protection and might even allow weapons the vehicle is normally protected from to damage it. Armor cannot be repaired during a mission.

The armor's status can be seen on the Command-Information panel. Armor is divided into sections; different vehicles have different sections, but always no less than four, corresponding to the four directions.

The armor condition schematic is marked in red.

- *Sections that aren't marked by any color are in pristine condition.*
- *Yellow sections have been damaged enough to start being worn.*
- *Red sections have been heavily damaged by enemy fire.*
- *Black sections are those where the armor is almost completely destroyed.*

If a vehicle's armor is pierced in several places, it is better to keep it away from the frontlines and keep it in the back to provide supporting fire.

Internal systems

Each vehicle has internal systems that can be damaged by enemy fire, decreasing its effectiveness. There are the following types of internal systems:

- Chassis – tracks or treads. Damage to that system can slow down or completely immobilize the vehicle.
- Engine – the vehicle's heart. Damage to that system can slow down or completely immobilize the vehicle.
- Turret/cabin – crew sections. Damaging those parts wounds and kills the crew inside, leaving the vehicle in working condition.
- Weaponry – the vehicle's firing system. Damaging it reduces the vehicle's precision and increases reload time, destroying it prevents the vehicle from firing.
- Troop section – only for transport vehicles. If it's destroyed, the vehicle cannot transport troops, and any troops it's already been transporting are killed.

Helicopters don't have different types of internal systems, as any internal damage will likely lead to their destruction.

You can see the current status of a vehicle's internal systems on the Command-Information panel. As a system gets damaged, its color will change to represent the damage.

Below the schematics, there are three indicators:

Targeting reticule – yellow means that the vehicle's weaponry is damaged and its firing capabilities are decreased. Red means that the vehicle cannot attack.

Cog – yellow means that the vehicle's chassis or engine are damaged, resulting in reduced movement. Red means that the vehicle cannot move.

Fire – red means that there is currently a fire inside the vehicle. No crew can get inside, and the current crew automatically escapes. Fires die down on their own after

Field repair

You can use spare parts to repair damaged internal systems.

You can use the "repair" order to order the crew to repair the vehicle. While doing the repairs, the crew will exit the vehicle and as such will be vulnerable to enemy fire. Provide cover if the situation is hostile.

The "repair" (C) button is marked in red.

This button appears only when the vehicle requires repair.

The speed of repairs depends on the vehicle's complexity and the amount of people repairing it – a crew that's not at full capacity will take longer to repair a vehicle.

The repair process can be interrupted. In order to do this, select the crew and give it an order to move away from the vehicle.

Trophy vehicles

Any vehicle you crew at the end of the mission will be added to your garrison. Vehicles you've taken into the mission that are missing their crew by the end of the mission are lost. To avoid losing them, don't forget to crew them.