

GAME MANUAL

CONFLICT OF HEROES[®]

Awakening the Bear
Operation Barbarossa 1941



EPILEPSY WARNING

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

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

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

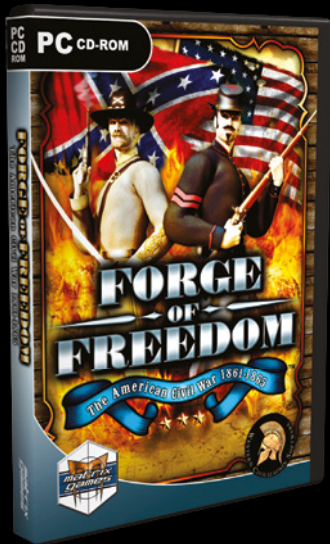
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PRECAUTIONS DURING USE:

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

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BROTHER AGAINST BROTHER!



Forge of Freedom: The American Civil War 1861-1865™ combines grand strategy with battlefield tactics in one game, putting you in command at every level of the Civil War, from the mobilization of your nation's resources to the control of individual brigades during the fury of battle. Relive the days of America's greatest struggle: a time of blood, smoke, and glory.

Forge of Freedom is packed with historical detail. Control the careers of more than 1,000 generals – every general of the Civil War era. Equip your units with one of more than 50 types of period firearms and artillery. Field armies containing the Iron Brigade, the Orphan Brigade or 100 other legendary units. Choose your units' standards from a collection of over 700 authentic flags. Allocate resources toward research in order to gain improved technology and logistical support in five different areas of research. Engage in diplomacy with European powers and in domestic politics with historically accurate state governors. Command your navy to hunt blockade runners, blockade ports, launch amphibious assaults, and bombard forts. Customize your brigades by adding personnel and equipment: train sharpshooters and Zouaves, equip reconnaissance balloons and horse artillery, deploy raiders and scouts, manage engineers and signal corps, and much more!

Forge of Freedom allows you to customize the game rules: play with just the amount of complexity that you enjoy. The turn-based game structure allows you to play at your own pace. Battles can be resolved quickly or fought on a detailed battle map using a comprehensive system that models fatigue, morale, supply, facing, formation, time of day, reinforcements, command-and-control, weather, and even battlefield smoke.

Forge of Freedom is a unique game combining strategy and tactics in one design to offer you the chance to grab the reins of history.



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The year is 1941. Germany has defeated Poland, Denmark, Norway and France with ease. Now the Führer desires more “Lebensraum” and attacks the Soviet Union on June 22, 1941 under the code name Operation Barbarossa. He thinks the Soviets will fold like a house of cards. Their officer cadre has been massacred by Stalin, training is poor, and morale is low. The Blitzkrieg catches the Soviets by surprise and they lose over 1.75 million men in the first two months alone. The Germans are unstoppable, their Panzers pushing to the very gates of Moscow. But the winter comes and the Soviets begin to counterattack.

THE BEAR AWAKENS!

CONFLICT OF HEROES: AWAKENING THE BEAR

1. GAME OVERVIEW

Conflict of Heroes®: Awakening the Bear is a tactical wargame of platoon-scale engagements set in the Second World War, played either head-to-head with other players or against the in-game AI.



Each unit in the game represents a squad of infantry, a crewed gun, or a vehicle, taken from the historical armies of Germany and the Soviet Union. Each engagement is presented as a firefight with specific objectives: capturing a hex, destroying enemy units, and so on, each of which is worth victory points (VPs). During each firefight, players use their units to battle for these objectives, earning VPs.

Each firefight lasts a fixed number of rounds; in each round, players alternate taking turns. During each of his turns, a player may take an action with one of his units. All units receive a certain number of Action Points (APs) at the start of every round. Each action costs APs, and a unit takes actions by expending these action points. A round of play continues until both players pass turns consecutively. At this point the round is over and the next round begins.



The side with the most VPs at the end of the game wins. A player can lose most, or even all, of the units under his command, but still win the game if he has met his victory conditions by achieving enough of his specific objectives, and has more VPs than his opponent. Victory conditions are listed in the firefight orders screen, which is opened by clicking on the image of the commander.



GENERAL SITUATION: THE GERMANS HAVE CROSSED THE BUG RIVER AND ARE SUPPORT. PORTIONS OF THE GERMAN PANZER GRENADIER REGIMENT 33 MUST

DURING TURN 2

AXIS SCORING:

THE ROAD BEHIND HILL 53 FOR 2 POINTS

ALLIES SCORING:

THE FIRST HOUSE IN ORLANKA FOR 1 POINTS

THE SECOND HOUSE IN ORLANKA FOR 1 POINTS

THE ROAD BEHIND HILL 53 FOR 2 POINTS

DURING TURN 3

AXIS SCORING:

THE ROAD BEHIND HILL 53 FOR 2 POINTS

The Dice Camera

Combat results are determined using either a set of virtual dice, or by rolling a real pair of dice in front of a webcam. This optional, proprietary feature gives the player the ability to play *Conflict of Heroes*® with the feel of a traditional dice-and-board wargame. See the *Dice Camera* document for details.

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2. QUICK START

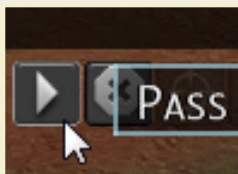
If you are the kind of player who likes to jump in without reading the manual, here are a few quick tips to help get you started:

Right-click to place units and to move. Watch the mouse cursor arrow to control the unit's facing when you place and move a unit.

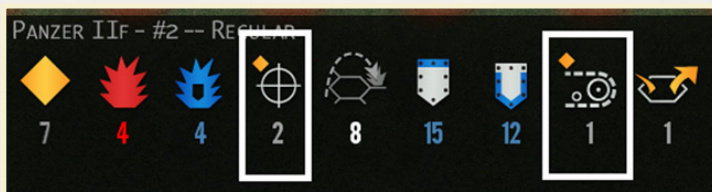


Left-click to select units, and to select an enemy unit to fire at.

Players exchange placing, moving, and firing units in quick succession until both pass and the round ends. You can pass by hitting <spacebar> or by clicking the Pass button.



Units have Action Points (APs) that they spend to move, fire, and do other actions. A Unit's APs are displayed on the screen above the unit. These APs are also shown on a tooltip for each unit, along with the AP cost to move and fire.

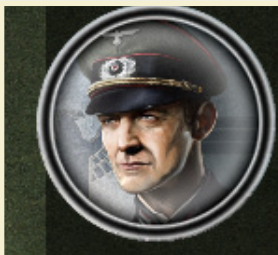


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You have a pool of Command Action Points (CAPs) that you can spend to give your units extra APs, distributing them as you see fit. Use the “CAPs to APs” button or the “C” key to do this. You can also spend CAPs to modify your die roll up to two points. Use the CAPs to Roll Bonus button or the “B” key to do this.



Click on the image of your commanding officer to see a report containing your firefight orders. This will tell you what you need to do to win the firefight you are playing.



3. GAME INSTRUCTIONS

MAIN MENU



» Play Game

There are several kinds of firefights from which to choose:

- **Awakening the Bear Firefights** – Firefights from the board game version of *Conflict of Heroes*® – *Awakening the Bear*
- **Frontier Firefights** – Firefights set in Ukraine during Operation Barbarossa
- **The Commanding Heights** – A series of related firefights set in the Crimean Peninsula, each of which uses a different portion of one large map
- **Point Buy Firefights** – A collection of maps for quick pick-up games or skirmish-style firefights
- **Additional Firefights** – A list of firefights stored in your (My) Documents\Western Civilization Software\Conflict of Heroes -Awakening the Bear\Data\Scenarios folder. Put fan-created and modded firefights here and play them with this option.

- **Random Quality** – If this option is turned on, units that would otherwise start with Regular quality level instead have their quality level randomized. (See **Unit Quality Modifiers** for more information.)
- » **System Preferences:** Used to control video, gameplay, and audio options. Preferences can also be changed in-game and unlike rule options are not part of the game file. Some video preferences will not take effect until the game is restarted.
- » **Game News:** Find out about what's going on with *Conflict of Heroes*® updates, expansions, new firefights, and related products. (You can also receive information about game news by visiting <http://www.matrixgames.com/forums/tt.asp?forumid=1040>.)
- » **Upload Game Results:** Help Western Civilization Software balance and improve the difficulty of *Conflict of Heroes*® firefights by uploading the results of the games you have completed so far (or since the last time you uploaded game results). When you select this menu option, the results of games you played against the AI are uploaded to our FTP. No personal information is transmitted.

4. GAME SETUP



- » **Human / Computer Player Buttons** – Use these buttons to determine whether the Germans or Russians will be controlled by the human player, or by the computer. You can set both players to “human” in order to play a hot-seat game.
- » **Human-Preferred Side** – Some firefights have a “human-preferred” side, indicating that the firefight has been designed and balanced with the intention that the human player should play the indicated side. You are allowed to play the non-human-preferred side in a firefight if you choose, but you might then find the firefight somewhat unchallenging.

CONFLICT OF HEROES: AWAKENING THE BEAR

- » **Server Setup** – Use this to open the Server Setup Screen in order to host this game over TCP/IP or LAN. (See the **Local Network Games** section.)

PLANNING PHASE

When you start a new game, before most of the movement and firing begins, you may be asked to do some game setup or round-planning, such as planning artillery strikes, placing objects like barbed wire or land mines, or positioning reinforcements for the turn. This can sometimes take place before the first round of combat.

ARTILLERY STRIKES AND LAYING DOWN SMOKE



To plan an artillery strike, click on a highlighted area on the map with the right mouse button during the planning phase. Sometimes you may be prompted to plan more than one artillery strike at a time. Artillery strikes affect the hex on which you click and all six adjacent hexes, attacking friend and foe alike. Usually artillery strike planning is for a strike that will occur at the beginning of the following turn, but sometimes you will be prompted to plan for strikes in even later turns. Right-click on a hex in the area indicated by the blinking blue highlight to place an artillery strike. Click the “Done” button when you are finished. Sometimes you will be able to place artillery strikes anywhere on the map, but other times will be limited as to where strikes may be placed.

In certain firefights, some artillery strikes have a chance of delay. If a delay occurs, the strike will not happen during the round for which it was planned, but will be delayed one or more rounds.

In some firefights, some artillery strikes deliver smoke instead of high explosive (HE) attacks, and for some strikes you will have the option of deciding whether the strike will deliver smoke or an HE attack. You can undo an artillery strike (whether HE or smoke) you have placed by clicking on the hex of a planned strike.

REINFORCEMENTS



Reinforcements enter the game before the start of a round. These rounds vary from firefight to firefight. The zone in which a reinforcement may enter is indicated by a blinking blue highlight. Right-click on a hex in the highlighted zone to place a unit for reinforcements, keeping an eye on the mouse cursor arrow to control the facing of the new unit. You can choose which reinforcing unit is to be placed next by clicking on the unit's button to the left.

Reinforcements may enter the game loaded onto a vehicle. When placing a reinforcement, left-click on a vehicle located in the reinforcement zone to load the reinforcement onto the vehicle. This will not work if the rules do not allow the unit to be loaded onto the vehicle. (See **Rallying, Hiding, and Other Unit Actions** for details on loading.)

FORTIFICATIONS AND OBSTACLES



Right-click to place military fortifications and obstacles, such as barbed wire, mine fields, and bunkers on the map. Information about your placement appears at the upper left of the screen. You may undo placements with the "Undo" button. Press "Done" when you are finished placing military terrain.

HIDING UNITS

Some firefights ask you to place hidden units, which then enter the game hidden. These units may stay hidden, even if in the LOS of enemy units. (See **Rallying, Hiding, and Other Unit**

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Actions.) If Fog of War is enabled, units that are not within the line of sight of any friendly units will not be seen, but they do not gain Hidden status simply by being out of sight.

POINT BUY GAMES

GERMANS REQUISITION UNITS

POINTS SPENT: 155 / 240

UNITS AVAILABLE

- ANTITANK GUN PAK36
- ANTITANK GUN PAK38
- ARMORED CARBETTER
- GERMAN RIFLE SQUAD

- PANTER IVd
- PIONEER SQUAD
- TRUCK

UNITS REQUISITIONED

- 4 x GERMAN RIFLE SQUAD
- 1 x IMG UNIT
- 1 x PANTER 38T
- 1 x PANTER III

Some firefights allow one or both of the players to requisition units at the start of the firefight. Players are given a certain number of points to spend requisitioning units. The types and numbers of units available for requisition are determined by the firefight. Units that are requisitioned enter the firefight as reinforcements on the first turn.

5. PLAYING THE GAME



MAIN SCREEN INFORMATION

» Game Menu

Mouse over each button for its label and settings.

- **Hide Game Menu** – Hides the Game Menu.
- **Game History** – A display of the last several hundred lines from the game report.
- **Combat Statistics** – A report on unit destruction.
- **Save Game** – Saves the game.
- **Open Game** – Opens a saved game.
- **Preferences** – Opens a display allowing you to adjust video, audio, and gameplay preferences.
- **Camera Control** – Switches the game camera between normal and top-down modes. Note that the camera maintains its position in each mode independently of the other.
- **Dice Camera** – Toggles use of the Dice Camera, allowing you to use a webcam and a pair of six-sided dice to roll your own combat results (see the *Dice Camera* document).

» To change the camera angle:

- Right-click on the map surface and drag the mouse. Dragging the mouse left-right rotates the camera. Dragging the mouse up-down tilts the camera.
- CTRL + mouse wheel rotates the camera.
- ALT + mouse wheel tilts the camera.
- SHIFT + mouse wheel changes the camera height.
- Note that using the mouse wheel without CTRL / ALT / SHIFT will reset the camera to the default height/angle setup.
- You can also use the <Page Up> and <Page Down> keys to adjust the camera: these two keys work with CTRL, ALT, and SHIFT in the same manner as described for the mouse wheel.

» To zoom in and out

- Use the scroll wheel on your mouse

SELECTING AND MOVING UNITS

» Left-Click a unit to select it

You can switch among your units freely during your turn. The dotted indicator in the image below indicates the current active unit, which is the last unit selected by the active player. The arrow is the selection arrow. The number is the unit's remaining AP.



You can also select multiple units for a group-move. See **Group Movement** for more information.

» Right-Click to Move

- Right-click on the blue blinking area to move the current active unit to the hex on which you clicked.

CONFLICT OF HEROES: AWAKENING THE BEAR

- **Facing:** Move the cursor toward the edge of a hex to face the unit in that direction after it moves into the hex. The mouse cursor arrow shows you the facing the unit will have after it enters the hex you click on.



- (Note that the movement facing arrow supersedes the unit selection arrow: left-clicking on a unit will still select it if it is eligible to be selected).
 - **Cost to Move:** Each unit has a base AP cost to move. Terrain in the destination hex may increase the AP cost of the move. Moving backward imposes an additional +1 AP cost.
 - **Bonus Moves:** Some fast units (vehicles) get one or more bonus moves after they take a move action. The word "BONUS" appears over a unit when it is taking a bonus move. You cannot fire or take other actions during a bonus move. Bonus moves for treaded vehicles may only be made into clear terrain that does not change height. Bonus moves for wheeled vehicles may only be made along roads. (See **Terrain**). If you need to, you can end a bonus move with the "Pass" button on the unit buttons bar (see **Unit Buttons**), or by hitting <spacebar>.
 - **No Stacking Limits:** There are no stacking limits in *Conflict of Heroes*® – any number of units may share the same hex. However, note that a combat attack will affect every unit in the hex if it is targeted for attack. This should discourage players from stacking too many units in a hex.
- » **Right-Click to Pivot:** Right-click on the map outside of a blinking blue movement area to pivot the current active unit toward the hex on which you clicked. A pivot like this ends your turn and costs 1 AP.
- » **Click "Pass" to Skip Turn:** You can skip your turn instead of moving, firing, or taking other actions by passing. If both players pass in sequence, the round ends.

- » **Cycle Through Units with APs:** Any side buttons on your mouse cycle through units with APs Remaining. The + and – keys will do this as well.

ATTACKING

- » **Hover Over Enemy to Target:** Move the mouse cursor over an enemy unit to get information about an attack against that unit. Crosshairs and dots indicate that the current active unit is able to attack the target: white dots indicate the attack is within short range; gray dots indicate that the attack would be made at long range, with a penalty.

If you are unable to attack, the reason is shown at the top of the screen. If you are able to attack, the roll needed to hit (on two six-sided dice [2D6]) is shown at the top of the screen. Note: You may modify the roll needed to hit with up to 2 CAPs.



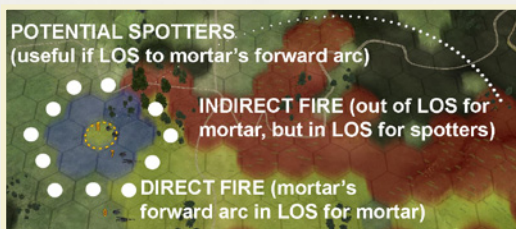
- **Arc of Fire:** Some units, such as guns and infantry squads, may only fire in the direction they face i.e. their forward arc. Other units, such as tanks, can fire in any direction, though they pay an additional +1 AP cost to fire outside of their forward arc. (The forward arc is the arc of fire for each unit, even though for tanks it is really only their forward firing arc.)



CONFLICT OF HEROES: AWAKENING THE BEAR

Hexes are highlighted in light green if they are within the arc of fire of the current active unit (direct fire). Hexes are highlighted in red if they are outside the arc of fire of the current active unit, but can still be attacked by that unit (indirect fire).

- » **Line-of-Sight:** Units must have line-of-sight (LOS) to an enemy unit in order to attack it. (Exception: mortars - see the following sub-section.) LOS can be blocked by terrain and by smoke. A unit in a hex with an enemy unit has no LOS beyond that hex.
- » **Mortar Units:** Like infantry units, mortars may make direct attacks on units in their forward arc LOS. In addition, some mortar units can fire at targets they cannot see by firing indirectly using *spotters*. A mortar's spotters are abstractly considered to be located in any hex within two hexes of the mortar unit, so long as it has LOS to the mortar unit. A mortar can make an indirect attack on any enemy in its forward arc that can't be seen by the mortar but can be seen from one of its spotter hexes. (However, mortars also have minimum firing ranges; see Range below).



- An indirect attack is made like a normal attack but costs additional APs, as indicated in parentheses below the normal attack cost on the mortar unit's tooltip.



- Note that not all mortar units are capable of indirect fire.

- » **Left-Click on Enemy to Attack**

- **Attacks** are made against every unit in the target hex, both friend and foe alike. The exception is units in close-combat (that is, in the same hex as their target enemy; see Range), which are not forced to attack friendly units in their hex.
- **Stats and the Combat Roll:** The strength of the attacker, i.e. the attack value, is determined by the roll of two virtual six-sided dice [2D6] (or two real ones if using the Dice Camera). This die roll result is added to the firepower of the attacking unit, plus any relevant attack modifiers. The attack value is then compared to the strength of the targeted unit, i.e. the defense value. A unit's defense value is the sum of its defense rating, plus any terrain modifiers present in the hex it occupies. If the attack result equals or exceeds the defense result, the target is wounded, and takes on a randomly-determined "wounded condition" (see Wounded Conditions). If the attack result equals or exceeds the defense result by four or more, the target is destroyed outright. A unit that already has a wound condition that receives an additional wound is destroyed.

» Red vs. Blue Attack and Defense Values

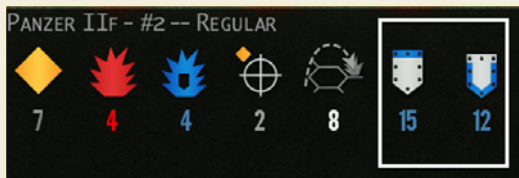


- **Each unit has a red and blue firepower.** Red firepower is used against targets with red defense ratings and blue firepower is used against targets with blue defense ratings. Red firepower represents anti-personnel attacks or high-explosive munitions. Blue firepower represents anti-tank or armor-piercing rounds. Units with blue defense ratings are armored, whereas units with red defense ratings are unarmored.
- **Some field and anti-tank guns** have a blue front defense rating and a red flank defense rating to model the large forward facing gun shield (see following sub-section).

CONFLICT OF HEROES: AWAKENING THE BEAR

» Flanking

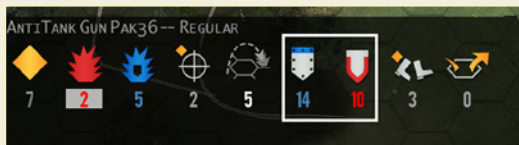
- Each unit has a separate forward and flank defense rating.



- Units that are attacked from a hex that is inside of their forward arc use their front defense rating to determine their defense value. Units that are attacked from a hex outside their forward arc use their flank defense rating to determine their defense value.



- Some units have one color for forward defense, and the other for flank defense.



- Units attacking a mixed unit from its forward arc use the attack value whose color matches the mixed unit's forward defense color.

Units attacking a mixed unit outside its forward arc use the attack value whose color matches the mixed unit's flank defense color.

Just remember always to use the matching color:

red attack always matches red defense; blue

attack always matches blue defense.

» **Terrain:** Terrain modifies a target's defense value (see **Terrain**).

» **Vehicles as Cover:** Any infantry squad (rifles, pioneers, SMGs) in the same hex as a friendly vehicle (wheeled or tracked) receives a +1 bonus to their defense. This does not apply to loaded units (see **Rallying, Loading, and Other Actions**).

» **Range**

- Each unit that can attack has a base attack range.
- Units can attack with no penalty up to their base attack range. Units can fire out to twice their attack range, but then receive a -2 attack penalty to their attack value. Units cannot attack beyond twice their attack range.
- Some units, like mortars, also have a minimum attack range, which precedes their base attack range on their stats. For example, for a unit with a range of "3-18" 3 is the minimum attack range, 18 is the base attack range.
- For units with a minimum range, enemy units that are within this minimum range cannot be fired upon except in close combat.
- +3 for Close Range: Units receive a +3 attack bonus when firing at units in adjacent hexes.
- +4 or -2 for Close Combat: rifles, pioneers, SMGs, tanks, armored cars, and APCs receive a +4 attack bonus when firing at units in the same hex as themselves. MGs, guns, mortars, wagons, and trucks receive a -2 attack penalty in close combat.

UNIT TOOLTIP VALUES

PANZER IIf - #2 -- REGULAR								
								
7	4	4	2	8	15	12	1	1

The essential movement and combat values and costs are shown on the unit tooltip, in the following order:

» AP remaining

CONFLICT OF HEROES: AWAKENING THE BEAR

- » Firepower: soft (added to die roll)
- » Firepower: armor (added to die roll)
- » AP cost to fire
- » Range
- » Forward defense rating, either blue (armored) or red (soft)
- » Flank defense rating, either blue (armored) or red (soft)
- » AP cost to move
- » Number of bonus moves

A grey box behind the attack values indicates the unit receives the Close Combat -2 attack penalty.



If a unit is wounded, you'll see a hit counter at the end of the tooltip.

HIT COUNTERS

A unit that is damaged during an attack (but not destroyed outright) receives a hit counter. There are a variety of hit counters for foot and for vehicle type units. The hit counter is displayed over any damaged unit. The details of your hit counter are shown on the unit tooltip display of a damaged unit, including any modifiers to unit values, and the die roll needed to rally the unit. Hit counters can affect movement, attack, and defense.



Note that the details of enemy hit counters will remain hidden to you, until the enemy unit takes an action involving a unit statistic that is modified by its hit counter. Before this occurs, you will

be able to see that an enemy unit is damaged, but you will not be able to see the particular effects of its hit counter in the unit's tooltip display.

RALLYING, HIDING, AND OTHER UNIT ACTIONS

RALLYING

Wounded units can be rallied using the "Rally" button (see **Unit Action Buttons**). Rallying costs 5AP for all units. A successful rally attempt removes the wound condition from the unit. Not all wound conditions can be removed, and the difficulty of removing a wound condition varies with the type of condition. Units receive a bonus to their rally rolls when they are in terrain with a defense bonus, and/or when they are in the same hex as other friendly unwounded units. Units cannot rally when in the same hex as an enemy unit. Some wound conditions do not permit rallying.

HIDING

Units can hide using the "Hide" button (see **Unit Action Buttons**). Units can only hide when they are out of line-of-sight (LOS) of all enemy units. A hidden unit in clear terrain is revealed only when an enemy unit that has LOS into the hidden unit's hex moves within two hexes of it. A hidden unit in terrain that either has a defense bonus or provides cover is not revealed unless an enemy unit enters its hex. Some units enter the game hidden. Hidden units cannot be targeted; players may use the "Attack" button on the unit buttons bar to attack hexes where they suspect hidden units may be hiding. Hidden units may move while remaining hidden. It costs +3 APs to "hidden move" into a hex with terrain that provides cover. It costs +5 APs to "hidden move" into a hex with terrain that does not provide cover. A player's own hidden units are shown marked with a symbol that looks like a tree.

Hidden enemy units are not visible to you, only to the owner of the units.

Ex: A German rifle squad moves back behind heavy woods, is out of the LOS of all enemy units, and disappears from the enemy's view on the map. The German "Hides" the unit during his next turn. He then "hidden moves" this unit forward into the enemy's LOS range, but still remains hidden from enemy view.



LOADING AND UNLOADING

Units can be loaded (includes transporting foot units and towing guns) onto most vehicles such as tanks, trucks and wagons by using the "Load" button. They can be unloaded using the same button. (See **Unit Action Buttons**.) When a unit is loaded onto a vehicle, the two units are considered to be in group action together: if the units have different AP totals at the end of the turn the lower figure will be applied to both, and this will continue in each subsequent turn.

CONFLICT OF HEROES: AWAKENING THE BEAR

(See **Group Actions**.) The AP cost to load and unload a unit is equal to the base movement cost of that unit, and is deducted from the group at the end of the turn.

Guns and immobilized vehicles can also be loaded, in which case they are considered to be towed. Vehicles can generally carry one infantry squad, or they can tow one gun or immobilized friendly vehicle. Towed units remain in the same hex as the vehicle carrying them during movement.

OTHER ACTIONS

Units can perform a few other actions as well, like attacking fortifications, laying smoke, digging hasty defenses, and entering and exiting buildings. See **Unit Action Buttons** for more details.

UNIT ACTION BUTTONS

Towards the bottom of the screen is the unit buttons bar. Unit action buttons will be grayed-out if they are unavailable. Mouse over available buttons to see their label.



- » **Pass:** Skips your turn. If both players skip their turn in sequence, the round ends.
- » **Pass Entire Turn:** Skips all of your turns until the end of the round.
- » **Attack a Hex:** Prompts you to choose a hex to attack. Use this button when you want to try and destroy military fortifications (like land mines or barbed wire) or to attack hexes in which you suspect a hidden enemy unit may be located.
- » **Smoke a Hex:** Prompts you to choose a hex in which to place a smoke screen. Some units have the ability to place smoke at various ranges according to the firefight. (See **Smoke Screen** under **Military Terrain**.)
- » **Rally:** Spends 5 APs to attempt to rally a unit with a wound condition.
- » **Hide/Unhide:** Hides and unhides the current active unit.
- » **Enter/Exit Structure:** Use these buttons to enter structures located in the same hex as the current active unit, such as a bunker, trench, or house (see **Terrain Features** for more information on structures). Only certain types of units can enter a given type of structure. If a unit is inside a structure, the relevant Enter Structure button becomes an Exit Structure button. It typically costs 1 AP to enter or exit a structure.
- » **Hasty Defense:** Non-vehicle units may construct a hasty defense, at the cost of 7 APs. This provides a +1 defense modifier to the unit. The defense lasts until the unit moves or pivots. Wounded units cannot build a hasty defense.

- » **Load/Unload Vehicle:** Loads the current active unit onto a friendly vehicle that is in its hex. If there is more than one eligible vehicle, the user is prompted to choose a vehicle. The units are considered to be in group action together. If a vehicle is loaded, the Load button becomes the Unload button and takes a loaded unit off of the vehicle that is transporting or towing it.

GROUP ACTIONS

Players can form a group of units for attack and movement purposes, lasting until the end of the round. Units formed into a group can perform actions together that cannot be interrupted by the enemy player. For instance, four units may be formed into a group and each of these units may be moved during a single turn; and, once grouped, they *must* move during the same turn.

- » **Creating groups:** SHIFT + left-click to add to group. It costs no AP to do this.
- » **Contiguous units:** Only contiguous collections of units may be formed into a group – that is, a unit may be added to a group only if it is in the same hex as a member of the group, or an adjacent one. All units in a group then move together before the end of a turn.



- » **Disband groups:** Disband a group by left-clicking to select another unit outside the group without holding the <Shift> key, or by pressing the <Escape> key. It costs no AP to disband a group. Groups disband at the end of each round. Loaded units remain loaded until they are unloaded, however.)

CONFLICT OF HEROES: AWAKENING THE BEAR

- » **Group firing:** The current active unit is considered the “fire-leader” and the target of the attack must be a unit on which the fire-leader can make an attack. All units in the group contiguous with the fire-leader with line of sight to the target and enough APs to fire will contribute +1 to the attack.



GROUP RULES

Remember that all units in a group move together before the end of the turn.

CAPs can be added to groups to increase the APs of every member of the group. **Important:** these APs will be lost if the group is disbanded.

Groups may also perform other actions together, such as group-rallying or group-hasty entrenchment. Every member that has sufficient APs remaining to perform the indicated action will attempt to do so. Note that once a group moves, none of the units in the group may rally.

At the end of a turn, all units in a group move have APs reduced to the lowest AP value of any unit in the group (i.e., the weakest link). A group travels only as far as its slowest member. **Ex:** A HMG team with 2 APs remaining after a group move is grouped with a Rifle team with 4 APs remaining. The Rifle team's APs are reduced to 2 APs at the end of the move to match the lowest remaining APs in the group.

COMMAND ACTION POINTS (CAPS)

Command Action Points represent the influence of commanders on the battlefield. Each player has a pool of CAPs independent of any particular unit. These CAPs can be transferred to units and converted into APs for the current active unit. They can also be used for increasing the odds of performing some attack or other action (up to +2 to attack rolls and rally rolls).

Use CAPs to get a roll bonus of up to +2 for attack rolls and rally rolls.

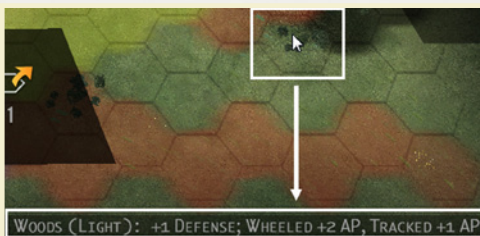
Players receive a certain number of CAPs each round according to the specifications of the firefight. CAPs are replenished at the beginning of the next round. CAPs cannot be saved from one round to the next. A player's CAP allotment decreases by 1 from the base amount for every unit on that is destroyed in a firefight. (For example, if you have had two of your units destroyed, then you receive two fewer CAPs at the start of each round.)



TERRAIN

BASIC TERRAIN

The width of a hex represents roughly 40-50 meters of ground. Each hex has a basic terrain type, which modifies movement AP costs for different types of movement, and adds defense modifiers for units in that hex. Some hexes also act as cover and units may stay hidden or be allowed to



hide in these hexes (see **Rallying, Hiding, and Other Unit Actions**). Mouse over a hex to see the terrain type displayed at the bottom of the screen, along with any relevant modifiers.

TERRAIN MOVEMENT COST (IN APS) AND DEFENSE MODIFIERS

Terrain	Infantry Cost	Wheel Cost	Track Cost	Defense Modifier	Cover for Hiding
Clear*	0	0	0	0	No
Water	+4	N/A	N/A	-1	No
Marsh	+2	N/A	+2!	+1	Yes
Woods	+1	N/A	+2	+2	Yes
Light Woods	0	2	+1	+1	Yes
Building (Wood)	+1	N/A	+2	+1	Yes
Building (Stone)	+1	N/A	+3!	+2	Yes
Ruins (Wood)	+2	N/A	+3	+1	Yes
Ruins (Stone)	+2	N/A	+4!	+2	Yes
Wheat	0	0	0	0	Yes
Corn	+1	0	0	0	Yes

* Includes all low-level, solid-ground terrain types such as Dirt, Sand, Grass, etc.

! Units of the indicated type have a chance to become immobilized upon entering a hex with this terrain type. (Typically a unit must roll a 6 or higher on 2D6 to avoid becoming immobilized.)

CONFLICT OF HEROES: AWAKENING THE BEAR

ROADS

Roads permit more rapid movement. Terrain movement penalty costs are ignored when moving along roads.

WALLS

Walls protect units. Units in the same hex as a wall receive a +1 defense bonus from attacks crossing over the wall hex side. Wheeled units may not cross walls; tracked units may cross them but at a +1 cost to movement.

HEIGHT

- » Some hexes have different elevation, or height. Moving up each level of height costs +1AP; vehicles may only move up one level of height per turn. It costs nothing to move down levels of height.
- » Units at a higher elevation attacked by the enemy units at a lower elevation receive a +1 defense bonus. Units at a higher elevation firing at enemy units on a lower elevation receive a +1 Firepower bonus. Multiple levels of elevation do not improve these modifiers; they are always +1.
- » Height also causes a plateau effect, cutting the LOS of units that are not close to the height edge. The further from the edge of a height level, the less the unit can see to lower levels and vice versa. This plateau effect can be improved or worsened depending on the height level, the covering terrain, and the distance of attacking and defending units from the height edge.



FORTIFICATIONS AND OBSTACLES

Fortification and obstacle features represent man-made modifications to a location. Hexes may have one or more terrain features in them. Some of these features are directional, while others have the same effect regardless of the direction of movement or attack.

You can attempt to destroy fortifications and obstacles by using the “Attack” button on the unit buttons bar (see **Unit Buttons**).

Mouse over a fortification or obstacle feature to see its type displayed at the bottom of the screen, along with any relevant modifiers, just as with basic terrain.



» Bunkers

- Wood Bunker
 - (Regular) Bunker
 - Heavy Bunker
 - Wood, regular, and heavy bunkers all share the same rules but provide different defensive bonuses. Infantry squads and guns may enter a bunker. A unit in the bunker can only assume the facing of the bunker unit.
- Wood Bunker: +4 defense front, +1 defense flank

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Bunker: +5 defense front, +2 defense flank
Heavy Bunker: +6 defense front, +3 defense flank

» Gun Pits

- Only guns may enter a gun pit structure. The pit provides units inside of it with a +3 defense modifier against attacks that come from the pit's forward arc, regardless of the direction the units are facing.

» Barbed Wire

- Barbed wire costs 4 additional APs for infantry units to enter, and 2 additional APs for tracked units. Wheeled units cannot enter a barbed wire hex. Barbed wire is destroyed when a tracked unit enters it.

» Trenches

- Only infantry squads may enter trenches. Units in a trench receive a +2 defense modifier.

» Roadblocks

- Wheeled vehicles cannot enter a hex with a roadblock. Tracked vehicles pay an additional 4 APs to enter a roadblock hex. Roadblocks do not affect foot movement.

» Land Mines

- There are three types of land mines: foot mines, vehicle mines, and mixed foot-vehicle mines. A mine makes an attack against the flank of any unit of the appropriate type that enters the hex containing the mine. Mines laid by enemies are generally hidden until you discover them.

» Smoke Screen

- Smoke has levels: newly laid smoke is Level 2 smoke. Level 2 smoke blocks LOS through the smoke-hex, and provides a +2 defensive bonus for targeted units within the smoke hex and to those units targeted by fire originating from the smoke hex. At the end of the round, Level 2 smoke becomes Level 1 smoke.
- Level 1 smoke allows LOS to pass through it, and provides a +1 defense bonus for all attacks on the unit into, out of, and through the smoke.
- The effects of multiple smoke screens in the same hex are cumulative.

SPECIAL ACTIONS

Special Actions represent the influence of battlefield commanders, additional battlefield resources, or simply bad luck. Players play a Special Action as their only action for a turn, instead of selecting and using a unit.

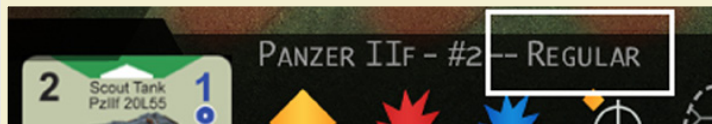
Some special actions have an additional CAP or AP cost. Most special actions are performed as a single action, and thus cannot be combined with another action, such as moving a unit or firing, on the same turn.

- » **Command Action** – Allows any unit to take one action at no cost.
- » **Defuse Land Mine** – Remove one visible land mine, in a hex adjacent to a unit you control.
- » **Plus 1D6 APs** – Current moving unit gains 1-6 random APs.
- » **Hasty Defense** – Select a unit to gain a hasty defense.
- » **Rally Attempt** – Allows the selected wounded unit to make a free rally attempt.
- » **Sniper** – Causes the enemy to lose a random amount of Command Action Points.
- » **Reveal Hidden** – Discloses hidden enemy units, within two hexes of a selected friendly unit.
- » **Stop Vehicle** – Prevents a selected enemy vehicle from taking move actions this turn.
- » **Lay Land Mine** – Adds a land mine adjacent to a selected friendly unit that is not in close combat with the enemy.
- » **Dual Attack** – Forces the enemy player to skip the next two turns.
- » **Mark as Used** – Removes all Action Points from a selected enemy unit.
- » **Auto-Rally** – Automatically rallies a selected wounded unit.



UNIT QUALITY

Units in *Conflict of Heroes*® have a Quality rating that modifies the base attributes of the unit. The effects of a quality rating differ among infantry and vehicle type units. The quality of a unit is shown in the unit information area in the bottom left part of the screen when a unit is selected.



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Infantry Quality Modifiers

	Attack	Defense	Range	AP Attack Cost	Rally
Green	-1	-1	-1	+1	
Trained				+1	
Regular					
Experienced		+1			
Veteran	+1	+1			+1
Elite	+1	+1	+1	-1*	+1

Vehicle Quality Modifiers

	Attack	Defense	Range	AP Attack Cost	Rally
Trained			-2	+1	
Regular					
Experienced		+1			
Veteran	+1	+1			+1
Elite	+1	+1	+2	-1*	+1

* No unit can have its attack cost modified below 2.

Note that there is no Green quality modifier for vehicles.

6. KEYBOARD SHORTCUTS

Spacebar..... Pass turn / end bonus move

PrintScreen..... Save copy of current screen to:

(My)Documents\Western Civilization Software\Conflict of Heroes
Awakening the Bear\Screenshot

Shift-PrtScrn..... Save higher quality screenshot to same location as above

Escape..... Deselect all units

Enter	Enter/exit chat mode in TCP/IP games
Tab	Move camera to view currently moving unit
+ / -	Cycle between units with APs remaining
V	Toggle view units
T	Toggles terrain
C	Converts CAPs to APs
B	Converts CAPs to Roll Bonus
F	Enter Fire Attack Hex Mode
N	Toggle display of unit abbreviations over unit icons
I	Toggle display of interface
A-W-D-S	These four keys move the camera left, forward, right, and backward.

7. MULTIPLAYER LOBBY GAMES

IN-GAME LOBBY AND FORUM

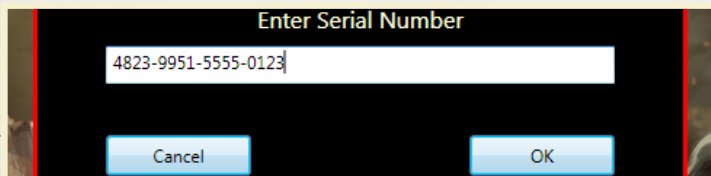
Conflict of Heroes® allows you to visit a game lobby and forum from within the game. With the lobby and forum screen you can play *Conflict of Heroes*® over the Internet, meet other players, make or accept challenges, discuss the game, and so forth. This is the preferred method of playing against other players online. In the future, we will be able to run tournaments through this system as well.

ACCESSING THE ONLINE LOBBY

Use the following steps to access the lobby and forum:

1. **Select "Multiplayer Lobby Game" from the Main Menu.**

Confirm or enter serial number. After you click to enter the lobby, the serial number with which you installed the game will be displayed, and you will be prompted to accept this number or to cancel. At this point you can enter a different valid serial number if you'd like, something you might want to do if you are trying to access your login from someone else's copy of the game, for instance.



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2. **Register a new or existing login.** If you have not already registered this serial number, you'll be prompted to enter the information required to perform this registration.

If you already have a login / password / e-mail that you use to play other games in the Slitherine Lobby system, you can use this information to register your *Conflict of Heroes*® serial number with your existing login. Be sure to enter your login, password, and e-mail information exactly as you entered this information when you created your account with the Slitherine Lobby system.

If you do not already have an account with Slitherine, or if you wish to create a new account, you should enter new information. Note that if your login or e-mail address is already in-use in the Slitherine Lobby system, you will receive an error message.

Your login name should contain between four (4) and twenty (20) symbols, and should not contain any non-alphanumeric characters except the underscore ('_') symbol. Your password should be at least five (5) characters in length.

3. **Login.** After you've registered your serial number successfully, on subsequent attempts to log in to the online lobby you'll be presented with the login screen instead of the registration screen. The game will receive the login name registered to your serial number from the lobby server, and you'll be required to enter the password under which you registered your login. If your login is successful, you'll be taken to the *Conflict of Heroes*® Lobby and Forum screen.

Enter Login and Password

Please enter your Slitherine account details. If you do not have one you can instantly create one using the 'Register' button below.

Login

Password

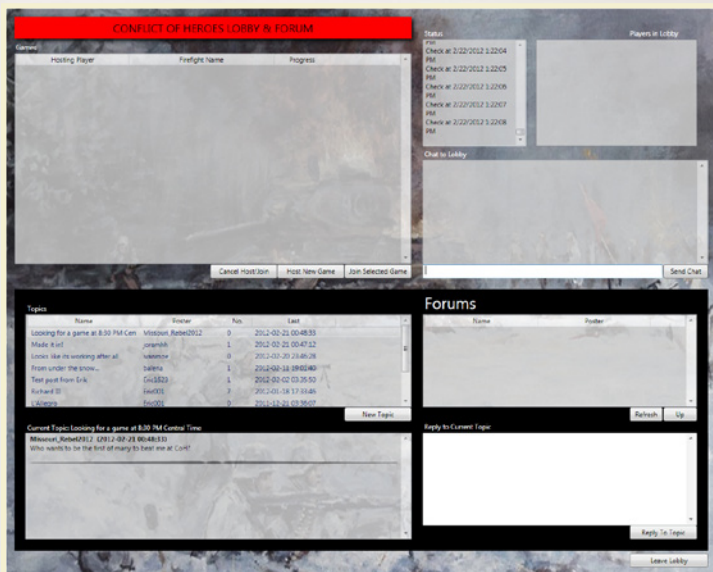
Lobby Port

1500

OK

Register Cancel

LOBBY OPERATIONS



The Conflict of Heroes® Forum and Lobby screen.

The controls for the lobby appear in the top half of the *Lobby and Forum* screen. With these controls you can:

- » **Players in Lobby.** This is a list of all the players in the lobby.
- » **Status.** This is a list of messages about your current status in the lobby.
- » **“Host New Game.”** Click on this button to start a new game in the lobby. You’ll be prompted to choose a firefight, then a “Server Setup” screen will open. Wait here until someone joins your game, then choose a side and click on the “Start Game” button once you are ready to play. You may also chat with your opponent and load a previous save file to continue a game that is in progress. More information is also available below, under Hosting a TCP/IP game.
- » **“Join Selected Game.”** First select a game from the “Games” list above, then click this button to join that game. Your attempt to join may be rejected if someone else is attempting to join simultaneously.
- » **“Send Chat.”** Sends the message you typed in the box to the left to the “Chat to Lobby” boxes of all other players in the lobby.

CONFLICT OF HEROES: AWAKENING THE BEAR

FORUM OPERATIONS

The forum controls are located in the area at the bottom of the screen. In the forum area you can:

- » Read a Topic. Click on an item in the "Topics" box to cause the item to display in the "Current Topic" area below.
- » Reply to a Topic. Type a message in the "Reply to Current Topic" box and hit "Reply to Topic" when you are finished.
- » Post a new Message

MULTIPLAYER CHAT

Use <Enter> during the game to open a chat window to type a message for the other player.

OPTIONAL - OPENING REQUIRED PORTS

Normally, the routing server takes care of the required networking configuration and the multiplayer system "just works". In some rare cases, you may need to ensure that on your system **ports 1500 – 1510** are open to both **TCP and UDP** communication.

Port forwarding is the opening of certain ports on your network. The ports on your network are usually blocked from communicating with the Internet by your router. If you are unable to connect to the lobby or to another player directly, you will likely need to open the ports specified above in order to access the *Conflict of Heroes® Lobby*.

Unless your computer is directly connected to the Internet, your computer will have both a *public* and a *private* IP address. The public address is the address of your router, and is the IP address that other computers use to communicate with your network over the Internet. The private address is the address of your computer on your local network; this is hidden from other computers on the Internet. Private addresses often begin with 192.168; a router's public address begins with different numbers.

The exact procedure for opening ports on your router varies with the type of router, however, a general procedure for forwarding ports is as follows:

4. **Find your public IP address.** Open your Internet browser and visit a website such as www.mywanip.com or checkip.dyndns.org to find your public IP address.
5. **2. Change your computer's private IP address setting.** The default setting of your computer is to get its private address from your router using a process called DHCP. DHCP does not work with the option to forward ports in many routers, and depending on your router, manually setting the private IP address is often, but not always, a requirement for port forwarding.
Open a Command Prompt program (type "cmd" in the "Start Search" area of your start bar) and type "ipconfig /all" and hit enter. For a wired connection, scroll to "Local Area Connection"; for a WI-FI connection, scroll to "Wireless Connection." Write down the IPv4 address, subnet mask, default

gateway, and DNS server settings. If “DHCP Enabled” under that connection is “No” then you can skip the rest of this step and move on to step 3.

Open the “Control Panel” and go to “Network and Sharing Center.” Click “Manage network connections” or “Change adapter settings.” (For Windows XP, go to “Network Connections Control Panel instead.) Right-click your network connection, then select “Properties.” Choose “Internet Protocol Version 4” and select “Properties.” Select “Use the following IP address” and enter the settings that you wrote down from the command prompt above, with one exception: for the IP address enter only the first three numbers you wrote down; change the last number to an integer between 2-31. If you receive a “Duplicate IP Address Error,” try a different number.

6. **3. Change your router settings.** Check your router’s instruction manual for information on how to add a forwarded port. Generally you do this by opening your Internet browser and visiting the gateway IP address that you wrote down in step 2. This address varies with the type of router and probably will be something like <http://192.168.0.1> or <http://192.168.1.1>. This should open your router’s control panel inside your Internet browser.

Enter your user name and password into the browser control panel. Your password should be found in the router manual or on a sticker on your router if you have not changed it. Once you have logged in to the control panel, follow the instructions in your router’s manual for forwarding ports to forward **ports 1500 – 1510 for TCP and UDP.**

LINKSYS®
A Division of Cisco Systems, Inc.

Wireless-G ADSL

Applications & Gaming

Setup | Wireless | Security | Access Restrictions | Applications & Gaming

Single Port Forwarding | Port Range Forwarding | Port Range Triggering | DMZ

Single Port Forwarding

Application	External Port	Internal Port	Protocol	IP Address	Enabled
HTTP	80	80	TCP	192.168.1.0	☐
FTP	21	21	TCP	192.168.1.0	☐
FTP-Data	20	20	TCP	192.168.1.0	☐
Telnet	23	23	TCP	192.168.1.0	☐

Here’s an example of a Linksys brand router’s Port Forwarding controls.

CONFLICT OF HEROES: AWAKENING THE BEAR

Regardless of the type of router you have, you'll be required to enter the same basic information. First, you'll see a text field where you can enter the name of the application. Next, you'll see which incoming port your router should monitor, and to choose the protocol. You'll need to choose which IP address is the destination for this port's requests, into which you should enter the private IP address you created in step 2. Lastly, you'll be able to choose the port to which incoming communications should be forwarded.

Application	Port from	Protocol	IP Address	Port to	Enable
http	80	Both	192.168.1.50	80	☒
ssh_server	40050	Both	192.168.1.50	22	☒

Additional help for a wide variety of routers can be obtained at the website portforward.com. Click on their "Router List" link and scroll down to find your type of router. You will have to skip an advertisement page by clicking "Click here to skip this advertisement..." at the top of the screen. You should then see a page describing your router; click the "Default Guide" link to see general information about forwarding ports on your router. You may need to reboot your computer and/or router, or wait for a few minutes, for the changes to take effect. Consult your manual for details.

7. **Unblock your ports in your firewall programs.** If you are running a firewall, you usually will have to unblock ports in the firewall as well. Consult your firewall manual for instructions on doing this.

In summary, *Conflict of Heroes*® sends messages using **ports 1500 – 1510 using both the TCP and UDP** protocols. You will need to ensure that these ports are enabled for communication on both your router and on any firewalls you are running. If your ports are not opened sufficiently, you may see some limited functionality inside the *Lobby and Forum*, but other features (such as chat, the player list, and joining games) will not function properly.

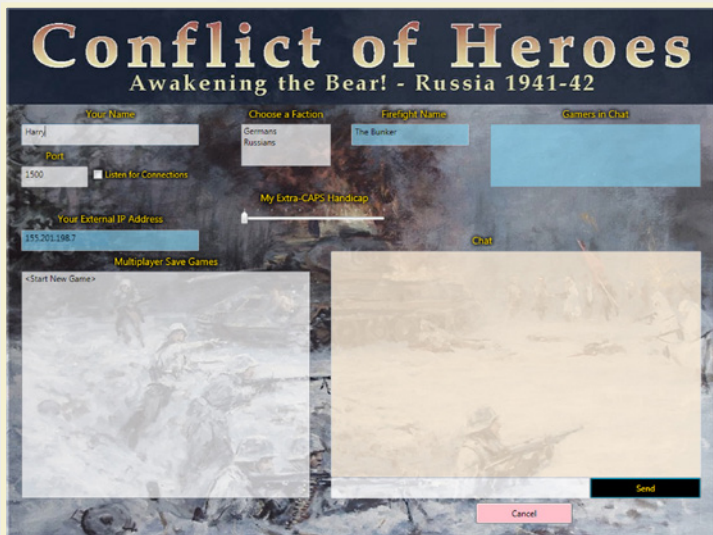
8. LOCAL NETWORK GAMES

You can also play *Conflict of Heroes*® over a local network (LAN) using a TCP/IP connection without using the in-game lobby and forum. First, decide which player will host the game. This player should follow the procedures outlined under **Hosting a TCP/IP Game** below. After the hosting player has set up the server and is listening for connections, the other player should follow the procedures outlined under **Connecting to a TCP/IP Game** below.

HOSTING A TCP/IP GAME

Select the firefight you wish to host from the menu as normal. From the *Game Setup* screen, select "Server Setup."

If you select a custom firefight, make sure your opponent has an identical copy of that firefight installed in his custom firefight directory. (See **Using Custom Firefights** for more information.)



- » **Your Name** – You may enter your name in this box. The default value is the name of your computer.
- » **Port** – Enter the TCP/IP port through which you would like to play the game. The default value is 1500. You will probably only need to change the default value if you are using port 1500 for some other application.
- » **Your External IP Address** – The program will try to find your external IP address for you by querying www.whatismyip.com. If this attempt succeeds, your external IP address will be displayed in this location. If the attempt fails, this box will display “???”. In order to play over the Internet, the hosting player needs to send the client player his external IP address.
- » **Listen for Connections** – Click this when you have entered your name and changed the port value to your satisfaction. The client computer can connect to your computer only while you are listening for connections.
- » **Choose a Faction** – After a client has connected, click in this area to select whether you would like to play Germans or Russians. You won’t be able to start a game until both players have selected a different faction.
- » **Firefight Name** – This box shows the name of the firefight you are playing.

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- » **My Extra-CAPS Handicap** – Adjust this slider to give yourself extra CAPS at the start of each turn in the upcoming firefight.
- » **Multiplayer Saved Games** – This box shows any saved games you have from the firefight you have chosen. If you select one of these, then the saved game will be loaded. **Important:** loading a saved game only works if both players have an identical copy of the saved game in their “Save” directories. See the **TCP/IP Saved Games** section below for more information. If you do not wish to load a saved game, either do not select anything here or select <Start New Game> at the top of the menu.
- » **Chat Window** – Send messages to the other player here.

CONNECTING TO A TCP/IP GAME

Select “Remote Game Client” from the main menu in order to connect to another computer running a TCP/IP game server (as described above).



- » **Your Name** – Enter a name for yourself here. You will not be able to change this after you have connected.
- » **Port** – This is the TCP/IP port through which you will be playing the game. The client will need to match the port value specified by the server player.

- » **Address** – This is the address of the server to which you are attempting to connect. If the connection is over your LAN, you may be able to use the name of the server computer as the connection address. If the connection is over the Internet, you should use the external IP of the server computer.
- » **Local Addresses** – This is a list of all the computers that your computer can see on your local network. If you select a computer on this list, its address name will be copied to the address box described above.

The other boxes in the remote game client are described above under **Hosting a TCP/IP Game**.

TCP/IP SAVED GAMES

When either the server or client player selects the option to save the game, the program will attempt to create a save file on both computers. The save file is named automatically, the name being constructed out of the name of the firefight, the names of the players, and the current turn and move number. You should receive a confirmation message on your screen after the game saves successfully.

To load a saved game, the server player starts a new game using the firefight for which you would like to load a saved game. Then, from the server setup screen he selects the name of the save game from the “Multiplayer Save Game” box on that screen.

Multiplayer save game files are located in the folder *(My)Documents\Western Civilization Software\Conflict of Heroes – Awakening the Bear\Save\MultiPlayer*.

MULTIPLAYER CHAT

Use <Enter> during the game to open a chat window to type a message for the other player.

9. USING CUSTOM FIREFIGHTS

To play custom firefights not distributed with the game, copy all modded firefight files, except for the map files, to the following directory located under either your “Documents” or “My Documents” folder:

(My) Documents\Western Civilization Software\Conflict of Heroes
– Awakening the Bear\Data\Scenarios

Map files for custom firefights should be copied to the following folder:

(My) Documents\Western Civilization Software\Conflict of Heroes
– Awakening the Bear\Data\Maps

CONFLICT OF HEROES: AWAKENING THE BEAR

10. CREDITS

WESTERN CIVILIZATION SOFTWARE**PRODUCER / PROGRAMMER**

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PRODUCTION ASSISTANT

Mike Zeddies

PROGRAMMER

Matteo Mannino

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www.colourandnoise.com**UNIT ART**

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PORTRAIT ART

Jarek Nocon

SCREEN ART

Roxbury Studios

WPF CONSULTATION

Jeff Remillard

RUSSIAN VOICE ACTOR

Jon Barkan, Ilya Novoselov

GERMAN VOICE ACTOR

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OUR STRENGTH

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CONFLICT OF HEROES: AWAKENING THE BEAR

ACADEMY GAMES

(for the original Conflict of Heroes® Board Game)

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If interested in the original board game, visit www.academy-games.com

11. APPENDIX: UNITS

GERMAN UNITS

RIFLES SQUAD 39-45

Seven men and officers armed with rifles and some sub-machine guns.

LMG 34 – BELT FED 39-45

With the 200 round belt-fed ammo, the LMG 34 became the classic infantry squad medium support weapon.

MORTAR 5CM 39-42

The 5cm light mortar proved to be underpowered and was later supplanted by the 8cm mortar.

MORTAR 8CM 39-45

Three man crews manned these mortars which could fire indirectly. They replaced the 5cm mortars.

PIONEER SQUAD 39-45

Specially trained squads of 8-10 men that assaulted fortified positions, laid mines and set traps.

7.5CM INFANTRY GUN 39-45

The short barrel IeG 18 light infantry gun was used for close support against soft targets and fired high-explosive shells.

PAK36 39-42

The Germans were totally unprepared for the Soviet T-34 tank and the Pak36 3.7cm shells literally bounced off of its armor.

PAK38 41-45

This 5cm AT gun was too weak against the heavily armed T-34 and KV tanks and was useful only at short ranges.

ANTI-AIR GUN FLAK18 39-45

This gun was converted into one of the most effective anti-tank guns of the war. It could penetrate any armor.

WAGONS 39-45

A majority of both armies were supplied by horse drawn wagons. Wagons outnumbered all other vehicles combined.

Truck 39-45

The German army was lucky to have trucks when available. Most supplies were still transported by wagons.

CONFLICT OF HEROES: AWAKENING THE BEAR

SDKFZ 251/1 APC 39-45

Heavy-duty armored troop transporter that could keep up with tanks. Armed with two mounted LMG 34s.

PANZER 38T 39-42

This Czech tank was slated to be a main battle tank, but proved to be vulnerable and underpowered. 3.7cm L48 gun.

PANZER IIF 40-43

This reconnaissance tank was similar to the PzIIC (not in game), but had added armor.

PANZER IIIE 39-41

Intended to be the main German battle tank, the puny 3.7cm gun proved to be useless against most Soviet tanks.

PANZER IIH 41-42

Pz IIIe tanks were retrofitted with 5cm guns and much thicker armor to protect against the T-34 tank.

PANZER IIJ 42-43

In an attempt to counter the devastating T-34, this upgraded tank was already obsolete when introduced.

PANZER IVD 39-43

An infantry support tank that sported a short 7.5cm L24 gun effective against soft targets only.

PANZER IVF2 42-43

Upgraded to a 7.5cm anti-tank gun, making it the new main battle tank for the Germans, replacing the aging PzIIIs.

SOVIET UNITS

RIFLE SQUAD 39-41

10 men and officers armed with rifles. Though not as tactically trained as the Germans, they had greater firepower.

SMG/RIFLES SQUAD 41-42

The Soviets began to supply more men with dreaded sub-machine guns. By war's end, 34% of all Soviet hand weapons were comprised of SMGs.

MAXIM MMG SQUAD 39-45

The model 1910 Maxim was heavy and cumbersome, but rugged and reliable.

MORTAR 50MM 39-42

The 50mm light mortar proved to be too underpowered to have any great effect on the battlefield.

MORTAR 82MM 39-45

Most heavily produced Soviet mortar. Some had wheels affixed to the base for easier movement. Could fire indirectly and fire smoke.

AT GUN 45MM 39-45

Upgraded from the German PaK36, the 19-K L43 gun was very versatile, firing armor-piercing and high-explosive ammo.

WAGONS 39-45

A majority of both armies were supplied by wagons. Wagons outnumbered all other vehicles combined.

GAZ TRUCKS 39-43

A Ford copy manufactured in Russia, the GAZ 2x4 wheel truck was the workhorse for the Soviets.

BA-10 ARMORED CAR 39-43

Used mostly for reconnaissance, the BA-10 had light armor, good speed, a 45mm turreted main gun, and a MG. The most produced heavy armored car in the war.

BT-7 LIGHT TANK 39-43

Lightly armored, the BT-7 was obsolete by 1941. Its design was a precursor of the T-34.

KV1A HEAVY TANK 40-42

The most powerful serial-made tank at the beginning of the war, its thick armor was almost impenetrable.

KV2A HEAVY TANK 40-43

The "Tank Buster" provided close support for the KV1a. Its main drawback was its slow speed.

T-26B LIGHT TANK 39-42

Though obsolete by Operation Barbarossa, this was the most numerous tank in the Soviet army at the time.

T-34A MED TANK 40-42

Considered the most successful tank series of WWII, it sported well-shaped and thick armor, small size and great speed.

T-34B 76.2MM F34 41-43

The gun was upgraded from the T-34a and the overall design simplified to make manufacturing simpler

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